

# Loe'zel



Class & Level: Fighter 1  
 Race: Githyanki  
 Background: Soldier  
 Player Name: [Blank]  
 Exp. Points: [Blank]

## Saving Throws

+5 STR +1 DEX +4 CON 0 INT +1 WIS -1 CHA

## Skills

- Acrobatics (Dex) +3
- Animal Handling (Wis) +1
- Arcana (Int) +2
- Athletics (Str) +5
- Deception (Cha) -1
- History (Int) 0
- Insight (Wis) +1
- Intimidation (Cha) +1
- Investigation (Int) 0
- Medicine (Wis) +1
- Nature (Int) 0
- Perception (Wis) +1
- Performance (Cha) -1
- Persuasion (Cha) -1
- Religion (Int) 0
- Sleight of Hand (Dex) +1
- Stealth (Dex) +1
- Survival (Wis) +3

Armors/Light/Medium/Heavy, Shields/Weapons/Martial/Simple

## OTHER PROFICIENCIES

+2 Proficiency Bonus  
 +2 Constitution 14  
 +1 Dexterity 13  
 +3 Strength 17

0 Intelligence 11

+1 Wisdom 12

-1 Charisma 8

INSPIRATION



+1 Initiative  
 Armour Class 16  
 30 Speed

Shield -  
 CURRENT HIT POINTS 12  
 HIT POINT MAXIMUM 12  
 DEFENCES Resistances - Psychic  
 TEMPORARY HIT POINTS  
 HIT DICE 1d10 1

Name	Hit	Magic	ATTAINED
Greatsword	+5		
<b>Damage &amp; Type</b>	<b>Note</b>		
2d6+3 Slashing	Martial, Heavy, Two-Handed		
Name	Hit	Magic	ATTAINED
Unarmed Strike	+5		
<b>Damage &amp; Type</b>	<b>Note</b>		
4 Bludgeoning			
Name	Hit	Magic	ATTAINED
<b>Damage &amp; Type</b>	<b>Note</b>		
Name	Hit	Magic	ATTAINED
<b>Damage &amp; Type</b>	<b>Note</b>		

## SUCCESSES DEATH SAVES FAILURES

Common, Draconic

## LANGUAGES



# Spells

Spellcasting Ability

Spell Save DC

Spell Attack Bonus

0

## Cantrips

● Mage Hand / - / 30 ft. / V,S / 1 min / PHB 256

3

6

1

4

7

2

5

8

9

## Equipment

Dragonchess Set  
Playing Card Set  
Vehicles (Land)  
Backpack  
Bedroll  
Mess Kit  
Tinderbox  
10 Torches  
10 Days of Rations  
Waterskin  
50 ft of Hempen Rope

Great Sword  
Chain Mail



Attunement Item

Attunement Item

Attunement Item

Carried

Equipped

## Features & Traits

### Fighter Features

Hit Points • PHB 71

Proficiencies • PHB 71

Fighting Style • PHB 72

You adopt a fighting style specialty.

Great Weapon Fighting • PHB

You can reroll a 1 or 2 on damage dice with melee weapons wielded with two hands.

Second Wind • PHB 72

Once per short rest, you can use a bonus action to regain 1d10 + 1 HP.

1 / Short Rest • 1 Bonus Action

### Githyanki Racial Traits

Ability Score Increases • MotM 5

When determining your character's ability scores, increase one score by 2 and increase a different score by 1, or increase three different scores by 1.

| Increase two scores (+2 / +1) •

Increase one of these scores by 2 and a different score by 1.

Languages • MotM 5

Your character can speak, read, and write Common and one other language that you and your DM agree is appropriate for the character.

Creature Type • MotM 18

You are a Humanoid.

Size • MotM 18

You are Medium.

Speed • MotM 18

Your walking speed is 30 ft.

Astral Knowledge • MotM 18

Whenever you finish a long rest, you gain proficiency in one skill and one weapon or tool of your choice from the Player's Handbook. These proficiencies last until the end of your next long rest.

Githyanki Psionics • MotM 18

You learn *mage hand* and the hand is invisible when you cast it using this trait. At 3rd level you can cast *jump*, and at 5th level you can cast *misty step*, without requiring material components. Once you cast either spell, you can't cast that spell again until you finish a long rest. You can also cast these spells using any spell slots you have of the appropriate level.

Your spellcasting modifier is either Intelligence, Wisdom, or Charisma (choose when you select this race).

| Wisdom •

Wisdom is your spellcasting ability for these spells when you cast them with this trait.

Psychic Resilience • MotM 18

You have resistance to psychic damage.



Every githyanki swears their life in service to the Lich-Queen Vlaakith CLVII. Vlaakith's mission to conquer the cosmos leaves no room for allies outside of the githyanki people, and makes them the subject of fear and hatred across the planes.



If Lae'zel can track down an outpost of her own people, they and their fabled red dragons are experts in fighting against mind flayers.

#### Allies & Organisations

While Lae'zel is determined to solve her problems as efficiently as possible, she increasingly finds her curiosity sparked by the new world she is in.

#### Personality Traits

Lae'zel believes in the power of her own sword arm to strike first, and strike last.

#### Ideals

Relationships that go beyond practicalities are seen as frivolities in githyanki society. There is service to Vlaakith, and little else.

#### Bonds

Ruthless and unforgiving, Lae'zel is often stubbornly unwilling to try a plan she doesn't already know is going to work from her own experiences.

#### Flaws

## Backstory

**W**rashed down to the Sword Coast from the stars, Lae'zel is a fierce warrior, even by the standards of militant githyanki society. When faced with the possibility of becoming a mind flayer, the monster she has dedicated her life to defeating, she must prove her worth and earn the right to rejoin her people if they don't execute her first. Will Lae'zel's strength and determination be enough to prove herself to her Queen Vlaakith, or must she walk another path in exile?

