



ZIRRASH'KA BR'REK (ZER- RASH-KAH BURREK)

Middle-Aged Githzerai
Lawful Neutral
Level 5/5 Monk;Cleric

Pronouns: he/him
Occupations:
Scribe; Historian; Priest
Armor Class 13
Hit Points
55 (TODO Hitdice)
Speed 30.

STR	DEX	CON	INT	WIS
12	19	12	10	18
(+1)	(+5)	(+1)	(+0)	(+4)

CHA
9 (0)

Saving Throws
TODO Saving Throws
Skills
Proficiencies
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Gith, Elvish,
Infernal, Abyssal,
Adjectives Ominous,

Special Abilities

-

Special Equipment

-

Combat Tactics

Parkour; Darts from one
opponent to another;

Actions

-

Factions

2500 x 3235



Image Dummy

ROLEPLAYING

Introduction

Zirrash'ka will often be found
overseeing any remarkable events
town or city, writing everything down
Approaches adventurers for a versi
of their story of meeting and adven

Appearance

Impossibly gaunt with cloud-like flow
hair

Expressions

"One moment while I record this for
ancients"; "Jergel must be informed"

Mannerisms

Deep and gruff voice. Will challenge
others much like a sherriff. He will
almost without exception return any
all conversations to whatever task is
immediately at hand and impose a s
of following tradition to address it.

Motivations

To maintain a written history of the
deceased and scribe a story of how
lived. He believes that the written w
is superior to any other form of reco
histories of peoples.

Passions

Knowledge, especially written. He
believes that knowledge and courag
combined are the ebst if not the onl
means of overcoming troubles. His l
for books and tomes is unmatched. I
deity, Jergel, guides his every move.

Secrets

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Saving Throws
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Skills **Skills**

Proficiencies TODO

Damage Immunities
TODO Damage Immunities

Condition Immunities
TODO Condition
Immunities

Senses TODO Senses
Languages Gith, Elvish,
Infernal, Abyssal,
Adjectives Ominous,

Special Abilities Extra
Attack | Stunning Strike |
Deflect Missile | Cleric
Spells - 0: Light, Guidance,
Resistance; 1: Bless, Cure
Wounds, Healing Word,
Sanctuary; 2: Aid, Enhance
Ability, Hold Person; 3:
Dispel Magic, Spiritual
Guardians | Martial Arts
Special Equipment
Decanter of Endless Water;
Quill of Endless writing.

Combat Tactics

Parkour; Darts from one
opponent to another;

Actions

Tambo | Tambo

Factions

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BACKGROUND STORY

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