

ZIRRASH'KA BR'REK

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 -
Skills -
Proficiencies -
Proficiency Mod - +2

Languages -
Gith Elvish Infernal Abyssal
Adjectives - Ominous,

Special Abilities -
Special Equipment -

Combat Tactics
Parkour; Darts from one
opponent to another;

Actions -

Factions

ROLEPLAYING

Introduction

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

Appearance

Impossibly gaunt with cloud-like flowing hair

Expressions

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

Mannerisms

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

Motivations

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

Passions

Knowledge, especially written. He believes that knowledge and courage combined are the ebst if not the only means of overcoming troubles. His love for books and tomes is

ZIRRASH'KA BR'REK

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 -
Saving Throws -
Skills -
Proficiencies -

Languages -
Gith Elvish Infernal Abyssal
Adjectives - Ominous,

Special Abilities -
Special Equipment -

Combat Tactics
Parkour; Darts from
one opponent to another;

Actions -

Factions

ROLEPLAYING

Introduction

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

Appearance

Impossibly gaunt with cloud-like flowing hair

Expressions

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

Mannerisms

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

Motivations

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

Passions

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

Secrets

BACKG STORY

Long the co
Flayers,
his trib
plane of
material
integrati
among
on the
civilizati
keeping
and c
gratitud
patrons,
for kno
material
formed
tradition
worship
Jegel, th
and De
Passed
overlook
of the li
They p
track
denizen
how tl
when, I
why the
decades
an adva
monasta
monks
knowled
courage
action.

unmatched. His deity,
Jergel, guides his every
move.

Secrets