

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.

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 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

2500 x 3235
↔ ↑

Image Dummy

2500 x 3235
Image Dummy

STR

DEX

CON

INT

WIS

12 (+1)

19 (+5)

12 (+1)

10 (+0)

18 (+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

• Extra Attack | Stunning Strike | Deflect Missiles | Cleric Spells - 0: Light, Guidance, Resistance; 1: Bless, Cure Wounds, Heal 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

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

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

BACKGROUND STORY

<p>Long escaped from the control of Mind Flayers, Zirrash'ka and his tribe also fled the plane of Limbo [Any non-material plane] and integrated themselves into the

themselves among villages or
elves on the rim of known
civilization. Quietly keeping to
themselves and continuing
their gratitude towards their
patrons, his tribe thirsted for
knowledge of the material
plane. They formed a monastic
tradition that offered worship
and tithing to Jegel, the God of
Scribes and Depositioner of the
Passed (Or any Deity
overlooking the passing of the
living to the Dead). They
pledged to keep track of all
those denizens that once lived,
how they lived, and when, how,
where, and why they died. Over
the decades they developed an
advanced library and
monastery, training their monks
in the value of knowledge,
gratitude, courage, and direct
action.</p>

PERSONALITY
