

Zirrash'ka Br'rek (Zer-rash-KAH Burrek)

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

Middle Aged Adult Gith
Lawful Neutral
Level 6 / 5 Monk / Cleric
Way Of The Astral Self / Life Domain

Pronouns - he/him
Occupations - Scribe; Historian; Priest
Armor Class - 18
Hit Points - 55 (TODO Hitdice)
Speed - 50.

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

Saving Throws - Skills -
{ "Githzerai Abilities"=>[{"Mental Discipline"=>"You have advantage on saving throws against the charmed and frightened conditions. Under the tutelage of monastic masters, githzerai learn to govern their own minds"}, {"Githzerai Psionics"=>"You know

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{ "Cleric Abilities"=>[{"Spellcasting"=>"Spell DC 15", "Cantrips"=>"Sacred Flame, Toll the Dead, Guidance, Word of Radiance", "1st Level"=>"Detect Good and Evil, Detect Magic, Guiding Bolt, Healing Word", "2nd Level"=>"Calm Emotions, Hold Person, Silence", "3rd Level"=>"Dispel Magic, Speak with Dead"}, {"Channel Divinity"=>"Turn Undead, Destroy Undead"}]}
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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 sheriff. 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.

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Passions

Known for his knowledge combined with his love for battle is unmatched. Jergel, gu move.

Secrets

mastery of your ki allows you to summon a portion of your astral self. As a bonus action, you can spend 1 ki point to summon the arms of your astral self. When you do so, each creature of your choice that you can see within 10 feet of you must succeed on a Dexterity saving throw or take force damage equal to two rolls of your Martial Arts die. For 10 minutes, these spectral arms hover near your shoulders or surround your arms (your choice). You determine the arms' appearance, and they vanish early if you are incapacitated or die. While the spectral arms are present, you gain the following benefits - - You can use your Wisdom modifier in place of your Strength modifier when making Strength checks and Strength saving throws. - You can use the spectral arms to make unarmed strikes. - When you make an unarmed strike with the arms on your turn, your reach for it is 5 feet greater than normal. - The unarmed strikes you make with the arms can use your Wisdom modifier in place of your Strength or Dexterity modifier for the attack and damage rolls, and their damage type is force."}, {"Visage of the Astral Self"=>"you can summon the visage of your astral self. As a bonus action, or as part of the bonus action you take to activate Arms of the Astral Self, you can spend 1 ki point to summon this visage for 10 minutes. It vanishes early if you are incapacitated or die. The spectral visage covers your face like a helmet or mask. You determine its appearance. While the spectral visage is present, you gain the following benefits.", "Astral Sight"=>"You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.", "Wisdom of the Spirit"=>"You have advantage on Wisdom (Insight) and Charisma (Intimidation) checks.", "Word of the Spirit"=>"When you speak, you can direct your words to a creature of your choice that you can see within 60 feet of you, making it so only that creature can hear you. Alternatively, you can amplify your voice so that

all creatures within 600 feet can hear you."}}}

Proficiencies -

Languages -

Gith Elvish Infernal Abyssal Celestial

Adjectives -

Stoic, Observant, Patient,

Special Abilities

- -

Special Equipment

- - -

Combat Tactics

Darts from one opponent to another like he's doing parkour

Actions

-

Factions

Role: