

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.

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

CHA 9 (0)

3235

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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

2500 x 3235 \longleftrightarrow \updownarrow

ROLEPLAYING

Zirrash'ka will often be found

events in a town or city, writing

adventurers for a version of their

story of meeting and adventure

Impossibly gaunt with cloud-like

"One moment while I record this for

the ancients"; "Jergel must be

Deep and gruff voice. Will

challenge others much like a

exception return any and all

sense of following tradition to

sherriff. He will almost without

conversations to whatever task is

immediately at hand and impose a

To maintain a written history of the

deceased and scribe a story of how

other form of recording histories of

Knowledge, especially written. He

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.

believes that knowledge and

they lived. He believes that the

written word is superior to any

everything down; Approaches

overseeing any remarkable

Introduction

Appearance

flowing hair

informed"

address it.

peoples.

Passions

Secrets

Motivations

Expressions

Mannerisms

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Hit Points 55 (TODO Hitdice) Speed 30.

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(+4)

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(+1)CHA 9 (0)

Saving Throws **TODO Saving Throws** Skills Skills

Proficiencies TODO Damage Immunities

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Senses TODO Senses Languages Gith Elvish Infernal Abyssal

Adjectives Ominous,

Special Abilities

Special Equipment

Combat Tactics

Parkour: Darts from one opponent to another;

Actions

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 cloudlike 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

BACK STOR

Long esca control of Zirrash'ka also fled t Limbo [Ar plane] an themselve villages o of known Quietly ke themselve continutir towards t tribe thirs knowledg plane. The monastic offered w to Jegel, t Scribes ar of the Pas Deity ove passing o Dead). Th keep trac denizens how they how, whe died. Ove they deve advanced monastar monks in knowledg courage,

Factions

Factions