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zirrashka brrek

**2500 x 3235**  
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## 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**

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**Pronouns -**

he/him

**Occupations -**

Scribe; Historian; Priest

**Armor Class -**

18

**Hit Points -**

55 (TODO Hitdice)

**Speed -**

50.

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**STR**

12 (+1)

**DEX**

19 (+5)

**CON**

12 (+1)

**INT**

10 (+0)

**WIS**

18 (+4)

**CHA**

19 (+5)

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**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 the Mage Hand cantrip, and the hand is invisible when you cast the cantrip with this trait. When you reach 3rd level, you can cast the Shield spell once with this trait, and you regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the Detect Thoughts spell once with this trait, and you regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for these spells. When you cast them with this trait, they don't require components." } ] }

{ "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" } ] }

{ "Life Domain Abilities" => [ { "Disciple of Life" => "your Healing Spells are more effective. Whenever you use a spell of 1st level or higher to Restore Hit Points to a creature, the creature regains additional Hit Points equal to 2 + the spell's level." }, { "Spellcasting" => "Spell DC 15", "1st Level" => "Bless, Cure Wounds", "3rd Level" => "Lesser Restoration, Spiritual Weapon" }, { "Channel Divinity" => "Preserve Life - you can use your Channel Divinity to heal the badly injured. As an action, you present your holy Symbol and evoke Healing energy that can restore a number of Hit Points equal to five times your Cleric level. Choose any creatures within 30 feet of you, and divide those Hit Points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an Undead or a Construct" } ] }

{ "Monk Abilities" => [ { "Unarmored Defense" => "When not wearing armor Ac = 10 + Dexterity + Wisdom" }, { "Martial Arts" => "Can use Dexterity instead of Strength for the attack and damage rolls for unarmed strikes and monk weapons",

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**Proficiencies -**

**Proficiency Mod -**

+2

**Languages -**

Gith Elvish Infernal Abyssal Celestial

**Adjectives -**

Stoic, Observant, Patient,

**Special Abilities**

**Special Equipment**

**Combat Tactics**

**Actions**

**Factions**

Role:

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## Roleplaying

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### 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.

Passions

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Secrets

N/A

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### Saving Throws -

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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:

# Roleplaying

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## Secrets

N/A

# Background Story

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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 among villages of 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.