

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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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."}}

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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. He is unmaterial, Jergel, and move.

Secrets

Role:

N/A

N/A

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: