

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

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
12	19	12	10	18
(+1)	(+5)	(+1)	(+0)	(+4)

CHA
19
(+5)

**Saving Throws** -  
**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

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", "Can roll a d6 in place of normal damage for unarmed strikes and monk weapons", "When using an attack action with an unarmed strike or monk weapon, can make an unarmed strike as a bonus action"]}, {"Ki"=>"5 Ki Points, Ki DC= 15", "Flurry of Blows"=>"Immediately after and attack action, can spend 1 Ki point to make 2 unarmed strikes as a bonus action", "Patient Defense"=>"Can spend 1 Ki point to take the Dodge action as a bonus action", "Step of the Wind"=>"Can spend 1 Ki point to take the Disengage or Dash action as a bonus action. Jump distance is doubled for the turn"}, {"Unarmored Movement"=>"Speed is increased by 10. Can move along vertical surfaces and across liquids without falling during the move"}, {"Deflect Missiles"=>"Can use Reaction to deflect or catch the missile when hit by a ranged weapon attack. Damage from the attack is reduced by 1d12 + 24. If damaged is reduced to 0, the missile is caught if he has one free hand. Can spend 1 Ki point to make a ranged attack with the ammunition or weapon just caught. The attack is made with proficiency and counts as a monk weapon"}, {"Slow Fall"=>"Can us a Reaction to falling damage by by 30 hp"}, {"Extra Attack"=>"Can Attack twice per turn"}, {"Stunning Strike"=>"When hits a creature with a melee weapon attack, can spend 1 Ki point and that creature must make a constitution saving throw or be stunned until the end of his next turn"}, {"Ki-Empowered Strike"=>"your unarmed strikes count as magical for the Purpose of overcoming Resistance and immunity to nonmagical attacks and damage."}]}

{"Way of the Astral Self Abilities"=>[{"Arms of the Astral Self"=>"your 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

500 x 3235  
→ ↕  
ge Dummy

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", "Can roll a d6 in place of normal damage for unarmed strikes and monk weapons", "When using an attack action with an unarmed strike or monk weapon, can make an unarmed strike as a bonus action"]}, {"Ki"=>"5 Ki Points, Ki DC= 15", "Flurry of Blows"=>"Immediately after and attack action, can spend 1 Ki point to make 2 unarmed strikes as a bonus action", "Patient Defense"=>"Can spend 1 Ki point to take the Dodge action as a bonus action", "Step of the Wind"=>"Can spend 1 Ki point to take the Disengage or Dash action as a bonus action. Jump distance is doubled for the turn"}, {"Unarmored Movement"=>"Speed is increased by 10. Can move along vertical surfaces and across liquids without falling during the move"}, {"Deflect Missiles"=>"Can use Reaction to deflect or catch the missile when hit by a ranged weapon attack. Damage from the attack is reduced by 1d12 + 24. If damaged is reduced to 0, the missile is caught if he has one free hand. Can spend 1 Ki point to make a ranged attack with the ammunition or weapon just caught. The attack is made with proficiency and counts as a monk weapon"}, {"Slow Fall"=>"Can us a Reaction to falling damage by by 30 hp"}, {"Extra Attack"=>"Can Attack twice per turn"}, {"Stunning Strike"=>"When hits a creature with a melee weapon attack, can spend 1 Ki point and that creature must make a constitution saving throw or be stunned until the end of his next turn"}, {"Ki-Empowered Strike"=>"your unarmed strikes count as magical for the Purpose of overcoming Resistance and immunity to nonmagical attacks and damage."}]}

{"Way of the Astral Self Abilities"=>[{"Arms of the Astral Self"=>"your 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

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", "Can roll a d6 in place of normal damage for unarmed strikes and monk weapons", "When using an attack action with an unarmed strike or monk weapon, can make an unarmed strike as a bonus action"]}, {"Ki"=>"5 Ki Points, Ki DC= 15", "Flurry of Blows"=>"Immediately after and attack action, can spend 1 Ki point to make 2 unarmed strikes as a bonus action", "Patient Defense"=>"Can spend 1 Ki point to take the Dodge action as a bonus action", "Step of the Wind"=>"Can spend 1 Ki point to take the Disengage or Dash action as a bonus action. Jump distance is doubled for the turn"}, {"Unarmored Movement"=>"Speed is increased by 10. Can move along vertical surfaces and across liquids without falling during the move"}, {"Deflect Missiles"=>"Can use Reaction to deflect or catch the missile when hit by a ranged weapon attack. Damage from the attack is reduced by 1d12 + 24. If damaged is reduced to 0, the missile is caught if he has one free hand. Can spend 1 Ki point to make a ranged attack with the ammunition or weapon just caught. The attack is made with proficiency and counts as a monk weapon"}, {"Slow Fall"=>"Can us a Reaction to falling damage by by 30 hp"}, {"Extra Attack"=>"Can Attack twice per turn"}, {"Stunning Strike"=>"When hits a creature with a melee weapon attack, can spend 1 Ki point and that creature

2500 x 3235  
↔ ↕  
Image Dummy

## 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.

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", "Can roll a d6 in place of normal damage for unarmed strikes and monk weapons", "When using an attack action with an unarmed strike or monk weapon, can make an unarmed strike as a bonus action"]}, {"Ki"=>"5 Ki Points, Ki DC= 15", "Flurry of Blows"=>"Immediately after and attack action, can spend 1 Ki point to make 2 unarmed strikes as a bonus action", "Patient Defense"=>"Can spend 1 Ki point to take the Dodge action as a bonus action", "Step of the Wind"=>"Can spend 1 Ki point to take the Disengage or Dash action as a bonus action. Jump distance is doubled for the turn"}, {"Unarmored Movement"=>"Speed is increased by 10. Can move along vertical surfaces and across liquids without falling during the move"}, {"Deflect Missiles"=>"Can use Reaction to deflect or catch the missile when hit by a ranged weapon attack. Damage from the attack is reduced by 1d12 + 24. If damaged is reduced to 0, the missile is caught if he has one free hand. Can spend 1 Ki point to make a ranged attack with the ammunition or weapon just caught. The attack is made with proficiency and counts as a monk weapon"}, {"Slow Fall"=>"Can us a Reaction to falling damage by by 30 hp"}, {"Extra Attack"=>"Can Attack twice per turn"}, {"Stunning Strike"=>"When hits a creature with a melee weapon attack, can spend 1 Ki point and that creature

## 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.

### Passions

Known for his knowledge combined with his love for battle. He is unmatched in his knowledge of the past and present. He is unmatched in his knowledge of the past and present. He is unmatched in his knowledge of the past and present.

### 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: