

[Previous](#)[Next](#)

zirrashka brrek

2500 x 3235
↔ ↕

Image Dummy

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

12 (+1)

DEX

19 (+5)

CON

12 (+1)

INT

10 (+0)

WIS

18 (+4)

CHA

19 (+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 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 Missles"=>"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 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 -

Proficiency Mod -

+2

Languages -

Gith Elvish Infernal Abyssal Celestial

Adjectives -

Stoic, Observant, Patient,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

Role:

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.

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

N/A

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

12 (+1)

DEX

19 (+5)

CON

12 (+1)

INT

10 (+0)

WIS

18 (+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 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 Missles" => "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 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:

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

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

N/A

Background Story

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.