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zirrashka brrek

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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**

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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" } ] }

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{ "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."}]}

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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**

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

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### Saving Throws -

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**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.