

ZIRRASH'KA  
BR'REK (ZER-  
RASH-KAH  
BURREK)

*middle-aged githzerai*  
*lawful neutral*  
*Level 5/5 monk;cleric*

Pronouns: he/him

Occupations:  
Scribe; Historian; Priest

Armor Class 13

Hit Points 55 (TODO Hitdice)

Speed 30.

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Speed 30.

STR   DEX   CON   INT   WIS

12   19   12   10   18

(+1) (+5) (+1) (+0) (+4)

CHA

9 (0)

Saving Throws

TODO Saving Throws

Skills

Proficiencies TODO

Damage Immunities

TODO Damage Immunities

Condition Immunities

TODO Condition Immunities

Senses TODO Senses

Languages

Gith Elvish Infernal Abyssal ,

Adjectives Ominous ,

Special Abilities

• Extra Attack | Stunning Strike

Deflect Missile | Cleric Spell

0: Light, Guidance, Resistan

1: Bless, Cure Wounds, Hea

Word, Sanctuary; 2: Aid,

Enhance Ability, Hold Perso

3: Dispel Magic, Spiritual

Guardians | Martial Arts

Special Equipment

• Decanter of Endless Water;

Quill of Endless writing.

Combat Tactics

Parkour; Darts from one oppon

to another;

Actions

Tambo | Tambo

Factions

2500 x 3235

↔   ↕

Image Dummy

2500 x 3235  
Image Dummy

Speed 30				
STR DEX CON INT WIS				
12	19	12	10	18
(+1)	(+5)	(+1)	(+0)	(+4)
CHA				
9 (0)				
<b>Saving Throws</b> TODO Saving Throws				
<b>Skills</b>				
<b>Proficiencies</b>				
<b>Damage Immunities</b> TODO Damage Immunities				
<b>Condition Immunities</b> TODO Condition Immunities				
<b>Senses</b> TODO Senses				
<b>Languages</b> Gith Elvish Infernal Abyssal				
<b>Adjectives</b> Ominous ,				
<b>Special Abilities</b>				
<ul style="list-style-type: none"><li>Extra Attack   Stunning Strike   Deflect Missile   Clever Flip</li><li>- 0: Light, Guidance, Resistance; 1: Bless, Cure Wounds, Healing Word, Sanctuary; 2: Aid, Enhance Ability, Hold Person; 3: Dispel Magic, Spiritual Guardians   Martial Arts</li></ul>				
<b>Special Equipment</b>				
<ul style="list-style-type: none"><li>Decanter of Endless Water; Quill of Endless writing</li></ul>				
<b>Combat Tactics</b>				
Parkour; Darts from one opponent to another;				
<b>Actions</b>				
Tambo   Tambo				
<b>Factions</b>				

## 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 sherriff. 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

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## BACKGROUND STORY

<p>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 the gratitude towards their patrons, the 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 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, when, how, where, and why they died. Over the decades they

died. Over the decades they developed an advanced library a monastery, training their monks the value of knowledge, gratitude courage, and direct action.</p>

## PERSONALITY

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