

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

aeureek potomach

**2500 x 3235**  
↔ ↕

Image Dummy

---

Aeureek Potomach

## Aeureek Potomach

**middle aged adult Aarakocra**

**Neutral Good**

**Level 6 Wizard School of Lore Mastery**

---

### Pronouns -

she/her

### Occupations -

Diplomat; Magistrate; Political Advisor;

**Armor Class -**

12

**Hit Points -**

27 (TODO Hitdice)

**Speed -**

25 / 50 Flying.

---

**STR**

11 (+1)

**DEX**

14 (+2)

**CON**

14 (+2)

**INT**

18 (+4)

**WIS**

16 (+3)

**CHA**

15 (+3)

---

**Saving Throws -**

**Skills -**

{ "Aarakocra Traits" => [ { "Flight" => "Flying speed is 50 feet", "Talons" => "Proficiency in Unarmed Strikes, doing 1d4 slashing damage" } ], "Wizard Abilities" => [ { "Arcane Recovery" => "After a short rest can recover a spell slot up to 3rd level", "Spellcasting" => [ { "Description" => "DC 14", "Cantrips" => "Message, Minor Illusion, Mage Hand, Prestidigitation", "1st Level" => "Alarm, Comprehend Languages, Protection from Evil, Magic Missile", "2nd Level" => "Arcane Lock, Hold Person, Detect Thoughts", "3rd Level" => "Counterspell, Dispel Magic, Glyph of Warding" } ] }, "School of Lore Mastery Abilities" => [ { "Lore Master" => "you become an increasingly broader compendium of knowledge on a vast array of topics. Choose one skill from Arcana, History, Nature or Religion. Your proficiency bonus is doubled for any ability check that uses the chosen skill if you are proficient in that skill. At levels 6, 10 and 14 you get to choose one more skill from the list. In addition, your initiative in combat can be driven by mental agility, rather than physical agility. When you roll initiative, it is either an Intelligence check or a Dexterity check for you (your choice). Your proficiency bonus is also doubled for any ability check that uses the Investigation skill if you are proficient in that skill. neither this feature nor the previous feature gives proficiency in any skill", "Spell Secrets" => "you start to master your first in a series of arcane secrets uncovered by your extensive studies. Choose two damage types from acid, cold, fire, force, lightning, necrotic, radiant or thunder. When you cast a wizard spell with a spell slot and the spell deals one of the chosen damage types you can substitute that damage type with another (previously) chosen damage type from the list. You can use this feature a number of times equal to your Intelligence Modifier (minimum of once~ and only a single damage type may be substituted per spell You regain any expended uses when you finish a long rest. At levels 6, 10 and 14 you get to choose two more damage types from the list. Additionally, when you cast a spell with a spell slot and the spell requires a saving throw, you can change the saving throw

from one ability score to another of your choice. Once you change a saving throw in this way, you can't do so again until you finish a long rest.", "Arcane Analyser"=>"you learn to augment spells in a variety of ways. When you cast a spell with a spell slot, you can expend one additional spell slot to augment its effects for this casting, mixing the raw stuff of magic into your spell to amplify it. The effect depends on the spell slot you expend. An additional 1st-level spell slot can increase the spell's raw force. If you roll damage for the spell when you cast it, increase the damage against one target of your choice by 2d10 force damage. Ifthe spell can deal damage on more than one turn, it deals this extra force damage only on the turn you cast the spell. An additional 2nd-level spell slot can increase the spell's range. If the spell's range is at least 30 feet, it's range is tripled, or it becomes 1/4 of a mile (whichever is greater) An additional 3rd- level spell slot can increase the spell's potency. Increase the spell's save DC by 2 for one turn against all targets."}}}

**Proficiencies -**

**Proficiency Mod -**

+3

**Languages -**

Common Aarakocra Elvish

**Adjectives -**

Regal,

---

**Special Abilities**

**Special Equipment**

**Combat Tactics**

**Actions**

**Factions**

**Militia of Hula-krah**

Role: *Diplomat*

---

**2500 x 3235**  
↔ ↕

# Image Dummy

## Roleplaying

---

### Introduction

She may commission hardy looking adventurers to escort a prisoner or capture an outlaw.

### Appearance

Insanely proper posture at all times; Gowns of a magistrate; Bird features are akin to a falcon

### Expressions

*I assume you cannot comprehend our mother tongue or that I just demanded your commitment to keeping peace*

### Mannerisms

Bursts proudly into Aarakocra often, measuring and adjusting her posture and appearance in any mirror

### Motivations

seeks to eradicate tradeable currency, believing it is the source of all conflict. Urges others to trade in goods over coins. Constantly driven to improve her appearance to the detriment of respect from the common people.

Passions

Peace and security; Oppositional politics; Eschewing gold and platinum and anyone with a passion for riches.

Secrets

Aeureek Potomach

middle aged adult Aarakocra  
Neutral Good  
Level 6 Wizard School of Lore Mastery

Pronouns -

she/her

Occupations -

Diplomat; Magistrate; Political Advisor;

Armor Class -

12

Hit Points -

27 (TODO Hitdice)

Speed -

25 / 50 Flying.

STR

11 (+1)

DEX

14 (+2)

CON

14 (+2)

INT

18 (+4)

WIS

CHA

Saving Throws -

Saving Throws -

Skills -

{ "Aarakocra Traits"=>[ { "Flight"=>"Flying speed is 50 feet", "Talons"=>"Proficiency in Unarmed Strikes, doing 1d4 slashing damage" } ], "Wizard Abilities"=>[ { "Arcane Recovery"=>"After a short rest can recover a spell slot up to 3rd level", "Spellcasting"=>[ { "Description"=>"DC 14", "Cantrips"=>"Message, Minor Illusion, Mage Hand, Prestidigitation", "1st Level"=>"Alarm, Comprehend Languages, Protection from Evil, Magic Missile", "2nd Level"=>"Arcane Lock, Hold Person, Detect Thoughts", "3rd Level"=>"Counterspell, Dispel Magic, Glyph of Warding" } ] }, "School of Lore Mastery Abilities"=>[ { "Lore Master"=>"you become an increasingly broader compendium of knowledge on a vast array of topics. Choose one skill from Arcana, History, Nature or Religion. Your proficiency bonus is doubled for any ability check that uses the chosen skill if you are proficient in that skill. At levels 6, 10 and 14 you get to choose one more skill from the list. In addition, your initiative in combat can be driven by mental agility, rather than physical agility. When you roll initiative, it is either an Intelligence check or a Dexterity check for you (your choice). Your proficiency bonus is also doubled for any ability check that uses the Investigation skill if you are proficient in that skill. neither this feature nor the previous feature gives proficiency in any skill", "Spell Secrets"=>"you start to master your first in a series of arcane secrets uncovered by your extensive studies. Choose two damage types from acid, cold, fire, force, lightning, necrotic, radiant or thunder. When you cast a wizard spell with a spell slot and the spell deals one of the chosen damage types you can substitute that damage type with another (previously) chosen damage type from the list. You can use this feature a number of times equal to your Intelligence Modifier (minimum of once~ and only a single damage type may be substituted per spell You regain any expended uses when you finish a long rest. At levels 6, 10 and 14 you get to choose two more damage types from the list. Additionally, when you cast a spell with a spell slot and the spell requires a saving throw, you can change the saving throw from one ability score to another of your choice. Once you change a saving throw in this way, you can't do so again until you finish a long rest.", "Arcane Analyser"=>"you learn to augment spells in a variety of ways. When you cast a spell with a spell slot, you can expend one additional spell slot to augment its effects for this casting, mixing the raw stuff of magic into your spell to amplify it. The effect depends on the spell slot you expend. An additional 1st-level spell slot can increase the spell's raw force. If you roll damage for the spell when you cast it, increase the damage against one target of your choice by 2d10 force damage. If the spell can deal damage on more than one turn, it deals this extra force damage only on the turn you cast the spell. An additional 2nd-level spell slot can increase the spell's range. If the spell's range is at least 30 feet, it's range is tripled, or it becomes 1/4 of a mile (whichever is greater) An additional 3rd- level spell slot can increase the spell's potency. Increase the spell's save DC by 2 for one turn against all targets." } ] }

Proficiencies -

Languages -

Common Aarakocra Elvish

Adjectives -

Regal,

Special Abilities

Special Equipment

Combat Tactics

She will take to flight and find high ground from which to cast spells, beginning with arcane wards followed by any charm or control-type spells on the most formidable opponents. Then she will use AoE spells if safe to do so.

Actions

## Factions

### Militia of Hula-krah

Role: *Diplomat*

# Roleplaying

---

## Introduction

She may commission hardy looking adventurers to escort a prisoner or capture an outlaw.

## Appearance

Insanely proper posture at all times; Gowns of a magistrate; Bird features are akin to a falcon

## Expressions

*I assume you cannot comprehend our mother tongue or that I just demanded your commitment to keeping peace*

## Mannerisms

Bursts proudly into Aarakocra often, measuring and adjusting her posture and appearance in any mirror

## Motivations

seeks to eradicate tradeable currency, believing it is the source of all conflict. Urges others to trade in goods over coins. Constantly driven to improve her appearance to the detriment of respect from the common people.

## Passions

Peace and security; Oppositional politics; Eschewing gold and platinum and anyone with a passion for riches.

## Secrets

# Background Story

---

After years in the city of Hula-krah [Any sky city in the Plane of Air] as a Peacekeeper and high-ranking military official, overlooking the material planes in all their woes, Aeureek decided it was the duty of her people to bring justice to the ground. She conferred with officials and family about her decision and they were all in agreeance; it was time for the people of the sky to bring the freedom of true justice to the greedy land-dwellers. Aeureek and numerous other worthy and authorized members of the community were sent on their way to aid the ground-dwellers. Aeureek settled into the crime-ridden town of Helmsloft [Any major city that could suffer from heavy crime] and confidently approached the town's magistrates. She provided a convincing speech as to how the city required changes to their policing and corrections training and the corresponding structures. With her regal appearance and voice supporting a well-thought out and honest speech, which included numerous accurate observations Aeureek had gathered from his observations in the clouds, the

magistrates were convinced to make such changes. Aeureek was offered a position among the magistrates but firmly declined, asserting that her abilities would best suit a position among the officers and within the confines of the slums and markets. Since then, Aeureek has been a well-respected and often feared officer and an advisor to the magistrates.