





AEUREEK POTOMACH

Middle-Aged Aarakocra Neutral Good Level 5 Wizard

Pronouns - she/her Occupations

Diplomat; magistrate; Prison Warden; Political Advisor:

Armor Class - 12

Hit Points - 27 (TODO Hitdice)

Speed - 25 (fly 50).

STR	DEX	CON	INT	WIS	СНА
11	14	14	18	16	15
(+1)	(+2)	(+2)	(+4)	(+3)	(+3)

Saving Throws -

Skills - History; Law; Persuasion; Athletics

Proficiencies -

Proficiency Mod - +3

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



ROLEPLAYING

Introduction

Aeureek can be a first point of contact for those adventurers who may have met with the wrong side of the law. She may also 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 - whites, browns and greys; She has died various feathers bright reds and purples:

Expressions

"'click' 'click' 'shreeeee' ...I assume you cannot comprehend our mother tongue or that I just demanded your commitment to keeping peace"; "Law and Order matter not compared to a good heart and striving for the greater good for all"; "Politics are tangled and corrupted by gold and platinum - only by abandoning currency as a means of bringing order shall we ever achieve true brotherhood"; "Abandon riches, brothers and sisters. Embrace the collective"

Mannerisms

Bursts proudly into Aarakocra often and expects others to learn her language as the language of diplomacy and true freedom; Rushes into conversations short-sightedly; Often measuring and adjusting her posture and appearance in any mirror, including her hand mirror; Grooms her feathers regularly

Motivations

This regal avian humanoid 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

ROLEI

Introdu

Aeure point of c adventure have met side of th also cor looking escort capture a

Appear

Insan posture Gowns o Bird featu falcon and grey various reds and

Express

magistrate;

(+1)(+2)(+2)(+4)(+3)

Saving Throws -

Saving Throws -

Proficiencies -

Languages -

Athletics

History; Law; Persuasion;

Common Aarakocra Elvish

Adjectives - Regal,

Special Abilities

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

Then she will use AoE

Militia of Hula-krah

spells if safe to do so.

opponents.

formidable

Actions

Factions

Role:

Special Equipment

15

(+3)

"'clic 'shreeee assume comprel mother that I ju. your col keeping "Law matter compare heart an the grea all"; tangled corrupte and pla by currency of brir shall achieve brother "Abando brothers Embrace collectiv

Manner

Burst Aarakocra expects her land language and true into conv sightedly measurin her appearan including Grooms regularly

Motivat

This humanoid eradicate currency, the source Urges otl goods Constantl improve to the respect fr people.

Passion

of respect from the common people.

Passions

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

Secrets

Peace Oppositio Eschewin platinum a passion

Secrets