AEUREEK POTOMACH

middle-aged aarako neutral good Level 5 wizard

Pronouns: she/her **Occupations:** Diplomat; magistrate; P Warden; Political Adviso

Armor Class 12 Hit Points 27 (TODO F Speed 25 (fly 50).

STR DEX CON INT WIS

CHANGE CONTRACTOR

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Hit Points 27 (TODO Hitdice)

Speed 25 (fly 50).

STR DEX CON INT WIS

11 14 14 18 16 (+1) (+2) (+2) (+4) (+3)

CHA

15 (+3<u>)</u>

> Saving Throws TODO Saving Thro Skills

History; Law; Persuasion; Athletics

Proficiencies TODO

Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities

Senses TODO Senses
Languages
Common Aarakocra Elvish ,
Adjectives Regal ,

Special Abilities

 Spells: 0 - 4; 1 - 4; 2 - 3; 3 - 2 | Arcane Ward

Special Equipment

- {"Protective Verses
 (Spellbook) - Contains the following spells"=>"arcane loc
- dispel magic
- globe of invulnerability
- glyph of warding
- Mordenkainen's private sanctur
- protection from evil
- and symbol. It functions as a spellbook. While holding the bo
- can be used as a spellcasting for The book has 3 charges
- {"and it regains 1d3 expended charges daily at dawn. Can be the charges in the following wa while holding it"=>"spend 1 minute studying the book to expend 1 charge to replace on prepared wizard spell with a different spell in the book. The spell must be of the abjuration school."}
- When casting an abjuration spe expend 1 charge to grant a creature she can see within 30 2d10 temporary hit points.

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CHA

15 (+3)

> **Saving Throws TODO Saving Throws**

History; Law; Persuasion

Proficiencies **Damage Immunities**

TODO Damage Immunit Condition Immunities TODO Condition Immuni Senses TODO Senses Languages

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- When casting an ab spell, expend 1 cha grant a creature sh within 30 feet 2d10 temporary hit point

Combat Tactics

She will take to flight and ground from which to cas beginning with arcane wa followed by any charm o type spells on the most f opponents. Then she will spells if safe to do so.

Actions

Quarterstaff | Claws

Factions



Introduction

Aeureek can be a first point of contact for thos adventurers who may have met with the wron side of the law. She may also commission hard looking adventurers to escort a prisoner or capture an outlaw.

Appearance

Insanely proper posture at all times; Gowns of 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 ar 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 a 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 of respect from the common people.

Passions

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

Secrets

Combat Tactics

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

Actions

Factions

${f R}$ OLEPLAYING

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BACKGROUND STORY

After years in the city of Hula-k [Any sky city in the Plane of Air] as Peacekeeper and high-ranking milit official, overlooking the material pla in all their woes, Aeureek decided it was the duty of her people to bring justice to the ground. She conferred with officals and family about her decision and they were all in agreeance; it was time for the peop of the sky to bring the freedom of tr justice to the greedy land-dwellers. Aeureek and numerous other worth and authorized members of the community were sent on their way aid the ground-dwellers. Aeureek settled into the crimeridden town of Helmsloft [Any majo city that could suffer from heavy cr and confidently approached the tow magistrates. She provided a convin-speech as to how the city required changes to their policing and corrections training and the corresponding structures. With her regal appearance and voice suppor a well-thought out and honest spee which included numerous accurate observations Aeureek had gathered from his observations in the clouds, magistrates were convinced to mal such changes. Aeureek was offered position among the magistrates bu 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 we respected and often feared officer an advisor to the magistrates.

PERSONALITY