



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

CHA
15
(+3)

Saving Throws
TODO Saving Throws
Skills
History; Law; Persuasion;
Athletics
Proficiencies
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
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, 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 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 abandoning currency as a means of bringing order shall we ever achieve brotherhood"; "Abandon riches, brothers and sisters. Embrace the collective"

Mannerisms

Bursts proudly into Aarakocra often and expects others to learn her language 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 of respect from the common people.

Passions

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

Secrets

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Languages Common,
Aarakocra, Elvish,
Adjectives Regal,

Special Abilities -
Special Equipment -

Combat Tactics

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Actions

Quarterstaff
| Claws

Factions

Militia of Hula-krah

Cell3

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BACKGROUND STORY

After years in the plane of Hula-krah [Any sky in the Plane of Air] as a Peacekeeper and high-ranking military officer, overlooking the mate planes in all their woe, 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 agreement; it was time the people of the sky bring the freedom of the justice to the greedy dwellers. Aeureek and numerous other world and authorized members of the community were sent on their way to 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.