

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. 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 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 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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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 lock"} dispel magic globe of invulnerability glyph of warding Mordenkainen's private sanctum protection from evil and symbol. It functions as a spellbook.While holding the book can be used as a spellcasting focus. The book has 3 charges {"and it regains 1d3 expended charges daily at dawn. Can be use the charges in the following ways while holding it"=>"spend 1 minute studying the book to expend 1 charge to replace one prepared wizard spell with a different spell in the book. The new spell must be of the abjuration school."} When casting an abjuration spell, expend 1 charge to grant a creature she can see within 30 feet 2d10 temporary hit points.

Combat Tactics

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Actions

Quarterstaff | Claws

Factions

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BACKGROUND STORY