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Aur Salleek

**2500 x 3235**  
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Image Dummy

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Aur Salleek

**Aur Salleek**

**elderly Aarakocra**

**Chaotic Good**

**Level 5 Monk Way of Mercy**

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**Pronouns -**

he/him

**Occupations -**

Scholar/Librarian

**Armor Class -**

15

**Hit Points -**

36 (TODO Hitdice)

**Speed -**

20 walking, 70 flying.

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**STR**

8 (-1)

**DEX**

13 (+2)

**CON**

11 (+1)

**INT**

20 (+5)

**WIS**

19 (+5)

**CHA**

12 (+1)

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**Saving Throws -**

**Skills -**

{ "Aarakocra Abilities"=>[ { "Flight"=>"flying speed of 50 feet. To use this speed, you can't be wearing medium or heavy armor", "Talons"=>"proficient with your unarmed strikes, which deal 1d6 slashing damage on a hit", "Littlebird Abilities"=>[ { "Flitter"=>"His small size prevents attacks of opportunity against you when you are in flight", "Natural Acrobat"=>"proficient in Dexterity (Acrobatics) checks" } ] }, "Monk Abilities"=>[ { "Unarmored Defense"=>"When not wearing armor Ac = 10 + Dexterity + Wisdom", "Martial Arts"=>["Can use Dexterity instead of Strength for the attack and damage rolls for unarmed strikes and monk weapons", "Can roll a d6 in place of normal damage for unarmed strikes and monk weapons", "When using an attack action with an unarmed strike or monk weapon, can make an unarmed strike as a bonus action"], "Ki"=>[ { "Description"=>"5 Ki Points, Ki DC=15", "Flurry of Blows"=>"Immediately after and attack action, can spend 1 Ki point to make 2 unarmed strikes as a bonus action", "Patient Defense"=>"Can spend 1 Ki point to take the Dodge action as a bonus action", "Step of the Wind"=>"Can spend 1 Ki point to take the Disengage or d=Dash action as a bonus action. Jump distance is doubled for the turn" }, "Unarmored Movement"=>"Speed is increased by 25. Can move along vertical surfaces and across liquids without falling during the move.", "Deflect Missles"=>"Can use Reaction to deflect or catch the missile when hit by a ranged weapon attack. Damage from the attack is reduced by 1d12 + 24. If damaged is reduced to 0, the missile is caught if he has one free hand. Can spend 1 Ki point to make a ranged attack with the ammunition or weapon just caught. The attack is made with proficiency and counts as a monk weapon", "Slow Fall"=>"Can us a Reaction to falling damage by by 85hp", "Extra Attack"=>"Can Attack twice per turn", "Stunning Strike"=>"When hits a creature with a melee weapon attack, can spend 1 Ki point and that creature must make a constitution saving throw or be stunned until the end of his next turn" } ], "Way of Mercy Abilities"=>[ { "Hands of

Healing"=>"As an action, he can spend 1 ki point to touch a creature and restore a number of hit points equal to a roll of his Martial Arts die + his Wisdom modifier. When using Flurry of Blows, he can replace one of the unarmed strikes with a use of this feature without spending a ki point for the healing.", "Hands of Harm"=>"When hitting a creature with an unarmed strike, he can spend 1 ki point to deal extra necrotic damage equal to one roll of his Martial Arts die + his Wisdom modifier. He can use this feature only once per turn"}}}}

**Proficiencies -**

**Proficiency Mod -**

+3

**Languages -**

Auran Common Celestial Draconic Sylvan Elvish Dwarvish

**Adjectives -**

Wise, Knowledgeable, Learned,

**Special Abilities**

**Special Equipment**

**Combat Tactics**

**Actions**

**Factions**

N/A

Role:

N/A

Role: N/A

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# Image Dummy

## Roleplaying

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### Introduction

He flaps down from the sky high archive shelves of the university library

### Appearance

A wise old bird man with entirely gray mottled feathers, tiny hands, and bright intelligent eyes

### Expressions

*I remember that book, I'll check the stacks", "SHHHHHH!!!"*

### Mannerisms

Rarely without an open book in his hands. His eyes dart about, seemingly searching the sky for 'signs' or incoming knowledges. Really he's simply insecure.

### Motivations

The pursuit of knowledge

Passions

He's old, weak and arrogant

Secrets

Many Many secrets of the library

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Proficiencies -

Languages -

Auran Common Celestial Draconic Sylvan Elvish Dwarvish

Adjectives -

Wise, Knowledgeable, Learned,

Special Abilities

-

Special Equipment

-

Combat Tactics

Will not fight unless his life is in danger

Actions

-

**Factions**

N/A

Role:

N/A

Role: N/A

**Roleplaying**

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**Introduction**

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**Motivations**

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**Passions**

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**Secrets**

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**Background Story**

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He left his home on the Elemental Planes of Air in order to enter the material world in the pursuit of knowledge. He learned common and enrolled in largest most prestigious school in the realm and has been here ever since.

