

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)

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CHA

15
(+3)

Saving Throws TODO Saving Throws
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 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 the charges in the following way 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 spell must be of the abjuration school."}
- When casting an abjuration spell expend 1 charge to grant a creature she can see within 30 2d10 temporary hit points.





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- and symbol. It functions as a spellbook. While holding the book
- can be used as a spell focus. The book has no charges
- {"and it regains 1d3 expended charges each dawn. Can be used to recharge the charges in the following while holding it"=>"minute studying the book expend 1 charge to cast one prepared wizard spell with a different spellbook. The new spellbook is the abjuration school."}
- When casting an abjuration spell, expend 1 charge to grant a creature shelter within 30 feet 2d10 temporary hit points

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

Quarterstaff | Claws

Factions

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 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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BACKGROUND STORY

<p>After years in the city of Hula-ki [Any sky city in the Plane of Air] as Peacekeeper and high-ranking military official, overlooking the material plane in all their woes, 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 agreeance; it was time for the people of the sky to bring the freedom of the justice to the greedy land-dwellers. Aeureek and numerous other worthy and authorized members of the community were sent on their way to aid the ground-dwellers.</p>
<p>Aeureek settled into the crime-ridden town of Helmsloft [Any major city that could suffer from heavy crime] and confidently approached the town 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 support a well-thought out and honest speech which included numerous accurate observations Aeureek had gathered from his observations in the clouds, 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.</p>

PERSONALITY
