



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

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 -

Saving Throws -

Skills -

History; Law; Persuasion; Athletics

Proficiencies -

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.

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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

BACKGROUND STORY

After of Hula- in the Peaceke ranking overlook planes i Aeureek the duty bring ground. with of about t they agreean for the to bring true just land-dw and n worthy member commur their w ground- Aeur the crim Helmslo that co heavy consider the tov She convinci how th changes and coi and th structur appeara supporti out and which in accurate Aeureek from his the the magistrate convince

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(+1)(+2)(+2)(+4)(+3)

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Saving Throws -

Skills -

History; Law; Persuasion; Athletics

Proficiencies -

Proficiency Mod - +3

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

Role:

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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