D&D BEYOND

Breezy Treasureplume

CHARACTER NAME

Rogue 8
CLASS & LEVEL

PLAYER NAME

Aarakocra
RACE

Pirate
BACKGROUND

EXPERIENCE POINTS

STRENGTH	-1 (8)
DEXTERITY	+4 (18)
CONSTITUTION	+2 (14)
INTELLIGENCE	+1 (12)
WISDOM	+0 (10)
CHARISMA	+2 (15)

○	-1	Strength
⊙	+7	Dexterity
○	+2	Constitution
⊙	+4	Intelligence
○	+0	Wisdom
○	+2	Charisma

Saving Throw Modifiers

SAVING THROWS

○	+4	Acrobatics	DEX
○	+0	Animal Handling	WIS
○	+1	Arcana	INT
Ⓟ	+2	Athletics	STR
Ⓔ	+8	Deception	CHA
○	+1	History	INT
○	+0	Insight	WIS
○	+2	Intimidation	CHA
○	+1	Investigation	INT
○	+0	Medicine	WIS
○	+1	Nature	INT
Ⓔ	+6	Perception	WIS
○	+2	Performance	CHA
Ⓟ	+5	Persuasion	CHA
○	+1	Religion	INT
Ⓔ	+10	Sleight of Hand	DEX
Ⓔ	+10	Stealth	DEX
○	+0	Survival	WIS
○			
○			
○			

SKILLS

+6
INITIATIVE

ARMOR
16
CLASS

DEFENSES

INSPIRATION

+3
PROFICIENCY BONUS

ABILITY SAVE DC

40 ft. (Walking), 40 ft. (Flying)
SPEED

Max HP: 59
Current HP:
Temp HP: --
HIT POINTS

Total: 8d8
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

=== ARMOR ===
Light Armor

=== WEAPONS ===
Crossbow, Hand, Longsword, Rapier, Shortsword, Simple Weapons

=== TOOLS ===
Navigator's Tools, Thieves' Tools, Vehicles (Water)

=== LANGUAGES ===
Common, Primordial, Thieves' Cant

PROFICIENCIES & LANGUAGES

=== ACTIONS ===
Standard Actions
Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

=== BONUS ACTIONS ===
Cunning Action
You can take a bonus action on each of your turns to take the Dash, Disengage, or Hide action.

=== REACTIONS ===
Uncanny Dodge
When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

=== SPECIAL ===
Sneak Attack
Once per turn, you can deal an extra 4d6 damage to one creature you hit with an attack with a finesse or ranged weapon if you have advantage on the attack roll. You don't need advantage on the attack roll if another enemy of the target is within 5 ft. of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

ACTIONS

16	PASSIVE WISDOM (PERCEPTION)
10	PASSIVE WISDOM (INSIGHT)
11	PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Dagger	+7	1d4+4 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Dagger	+7	1d4+4 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Rapier, +1	+8	1d8+5 Piercing	Martial, Finesse
Shortbow	+7	1d6+4 Piercing	Simple, Ammunition, Range, Two-Handed, Range (80/320)
Unarmed Strike	+2	0 Bludgeoning	
Talons	+2	1d6-1 Slashing	

WEAPON ATTACKS & CANTRIPS

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Aarakocra	Pirate	
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=== ROGUE FEATURES ===

* Hit Points • PHB 95

* Proficiencies • PHB 95

* Expertise • PHB 96
Your proficiency bonus is doubled for any ability check you make that uses any of the chosen proficiencies.

* Sneak Attack • PHB 96
Once per turn, you can deal an extra 4d6 damage to one creature you hit with an attack with a finesse or ranged weapon if you have advantage on the attack roll. You don't need advantage on the attack roll if another enemy of the target is within 5 ft. of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

| Special

* Thieves' Cant • PHB 96
You have learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. It takes four times longer to convey such a message than it does to speak the same idea plainly.

* Cunning Action • PHB 96
You can take a bonus action on each of your turns to take the Dash, Disengage, or Hide action.

| 1 Bonus Action

* Roguish Archetype • PHB 96

| Swashbuckler

* Fancy Footwork • SCAG 47
During your turn, if you make a melee attack against a creature, that creature can't make opportunity attacks against you for the rest of your turn.

* Rakish Audacity • SCAG 47
You add your CHA modifier (+2) to your initiative rolls. You don't need advantage on the attack roll to use your Sneak Attack against a creature if you are within 5 ft. of it, no other creatures are within 5 ft. of you, and you don't have disadvantage on the attack roll.

* Ability Score Improvement • PHB 96

* Uncanny Dodge • PHB 96
When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

| 1 Reaction

* Evasion • PHB 96
When you are subjected to an effect that allows you to make a DEX saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

=== AARAKOCRA RACIAL TRAITS ===

* Ability Score Increases • MotM 5
When determining your character's ability scores, increase one score by 2 and increase a different score by 1, or increase three different scores by 1.

| Increase two scores (+2 / +1) •
Increase one of these scores by 2 and a different score by 1.

* Languages • MotM 5
Your character can speak, read, and write Common and one other language that you and your DM agree is appropriate for the character.

* Creature Type • MotM 6
You are a Humanoid.

* Size • MotM 6
Your size is Medium.

* Speed • MotM 6
Your walking speed is 30 ft.

* Flight • MotM 6
You have a flying speed equal to your walking speed. You can't use this flying speed if you're wearing medium or heavy armor.

* Talons • MotM 6
You have talons that you can use to make unarmed strikes. When you hit with them, you deal 1d6-1 slashing damage.

| 1 Action

* Wind Caller • MotM 6
Once per long rest, you can cast gust of wind without requiring a material component. You can also cast this spell normally using any spell slots of 2nd level or higher.

Your spellcasting modifier is either Intelligence, Wisdom, or Charisma (choose when you select this race).

| Charisma •
Charisma is your spellcasting ability for this spell.

=== FEATS ===

* Mobile • PHB 168
Your speed increases by 10 feet. When you use the Dash action, difficult terrain doesn't cost you extra movement on that turn. When you make a melee

FEATURES & TRAITS

CP	10
SP	14
EP	7
GP	30
PP	0

WEIGHT CARRIED	85.22 lb.
ENCUMBERED	120 lb.
PUSH/DRAG/LIFT	240 lb.

NAME	QTY	WEIGHT
Potion of Climbing	1	--
Rapier, +1	1	2 lb.
Potion of Comprehension	1	--
Potion of Watchful Rest	1	--
Studded Leather	1	13 lb.
Dagger	1	1 lb.
Dagger	1	1 lb.
Shortbow	1	2 lb.
Arrows	20	1 lb.
Ink (1 ounce bottle)	1	--
Ink Pen	1	--
Parchment (one sheet)	10	--
Backpack	1	5 lb.
Ball Bearings (bag of 1,000)	1,000	2 lb.
Quiver	1	1 lb.

NAME	QTY	WEIGHT
Thieves' Tools	1	1 lb.
Grappling Hook	1	4 lb.
Case, Map or Scroll	1	1 lb.
Caltrops (bag of 20)	20	2 lb.
Potion of Healing	2	1 lb.
Bedroll	1	7 lb.
Mess Kit	1	1 lb.
Rations (1 day)	10	20 lb.
Rope, Hempen (50 feet)	1	10 lb.
Tinderbox	1	1 lb.
Torch	3	3 lb.

ATTUNED MAGIC ITEMS	QTY	WEIGHT

EQUIPMENT

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BACKGROUND

EXPERIENCE POINTS

attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Waterskin	1	5 lb.			

ADDITIONAL EQUIPMENT

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Breezy Treasureplume

CHARACTER NAME

GENDER	AGE	SIZE	HEIGHT	WEIGHT
Female	15	Medium	5' 5"	80

ALIGNMENT	FAITH	SKIN	EYES	HAIR
Chaotic Good	Fharlanghn	Pale turquoise	Deep sapphire b	Cerulean and

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I work hard so that I can play hard when the work is done. My language is as foul as an otyugh nest.

PERSONALITY TRAITS

Freedom. The sea is freedom—the freedom to go anywhere and do anything. (Chaotic)

IDEALS

Ruthless pirates murdered my captain and crewmates, plundered our ship, and left me to die.

BONDS

Once I start drinking, it’s hard for me to stop.

FLAWS

Breezy Treasureplume was born among the lofty peaks of a remote island, where the sky stretched endlessly and the sea whispered of adventures beyond the horizon. From a young age, Breezy's heart was set aflame with tales of daring exploits and treasures hidden in the vast expanse of the world below. Her plumage, a vibrant tapestry of cerulean and seafoam green, seemed to mirror the boundless skies and seas that called to her spirit.

Despite the tranquility of her aerie, Breezy felt confined. The island, with its unchanging routines and the predictable paths of flight her kin followed, could not quench her thirst for exploration and discovery. Thus, at the tender age of 15, with nothing but her wits and the wind beneath her wings, she took a leap of faith into the unknown, determined to carve her own path through the skies.

Her journey led her to the bustling ports and treacherous waters of the mainland, where she first encountered the ragtag crews and cunning rogues that roamed the seas. It was here, amidst the chaos and freedom of the pirate's life, that Breezy found her calling. She joined the crew of the Windcutter, a ship famed for its daring voyages and the unbreakable bond among its sailors. Under the tutelage of Captain Horace "Stormeye" Marlowe, Breezy honed her skills, mastering the art of stealth and sleight of hand, becoming an invaluable scout and thief for the crew.

Life on the Windcutter was wild and unrestrained, filled with the exhilaration of stormy raids and the joy of newfound camaraderie. Breezy reveled in the freedom of the sea, her abilities growing with each passing day. Her name became known among the coastal towns and hidden coves, a whisper on the wind of a ghostly figure who could vanish into thin air, leaving only the flutter of feathers in her wake.

But with fame came envy and danger. A rival band of pirates, led by the ruthless Captain Blacktalon, sought to claim the Windcutter's treasures and secrets for themselves. In a fateful encounter under the cloak of night, Blacktalon's crew ambushed the Windcutter, unleashing a fury of steel and fire. Breezy fought valiantly, her rapier flashing in the moonlight as she danced between foes, but the enemy's numbers were overwhelming.

When dawn broke, the Windcutter was no more. Its once proud sails lay in tatters, and the sea was stained with the blood of her fallen comrades. Breezy, injured and heartbroken, was the sole survivor, left adrift among the wreckage of her shattered dreams. The loss of her captain and crewmates ignited a fierce desire for vengeance within her, a flame that would not be quenched until justice was served.

Gathering her strength, Breezy set out on a solitary quest, her skills as a rogue her only allies. She traveled across the seas and skies, her name becoming a legend among the outlaws and sailors—a specter of retribution hunting those who had wronged her and her family. Yet, despite her resolve, the path to vengeance was lonely, and the weight of her sorrow was a heavy burden to bear.

In her darkest moments, it was the memories of the Windcutter and its crew that kept her going. She remembered the laughter that had echoed below decks, the thrill of the chase through tempestuous waters, and the sense of belonging she had found among those daring souls. These memories fueled her determination, reminding her of the freedom she fought for and the bonds that could not be broken by distance or death.

As Breezy's journey continued, she encountered others who, like her, had been wronged by the lawlessness of the sea. Together, they formed a new crew, bound not by blood but by a shared desire for justice and a love for the freedom that only the sea could offer. With Breezy at their helm, they sailed under the banner of the Phoenix—a symbol of rebirth and resilience, rising from the ashes of their pasts to forge a future where honor and camaraderie ruled the waves.

Now, Breezy Treasureplume is not just a name whispered in fear by those who lurk in the shadows of the sea. It is a beacon of hope for the oppressed, a testament to the strength of the human spirit, and a reminder that even in the deepest darkness, the light of freedom and justice can never be extinguished.

As she gazes upon the horizon, her sapphire eyes alight with the fires of determination, Breezy knows her journey is far from over. The seas are vast, and countless adventures lie ahead. But with her crew by her side and the wind in her sails, there is no storm she cannot weather, no enemy she cannot face. For she is Breezy Treasureplume, the swashbuckling rogue of the skies, and her legend is only just beginning.

CHARACTER BACKSTORY

ADDITIONAL NOTES

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SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== 2nd LEVEL ===								
O	Gust of Wind <C>	Wind Caller	STR 13	1A	Self	V,S,M	Concentration, up to 1 minute	PHB 248	1/LR, D: 1m, V/S/M
P	Gust of Wind <C>	Wind Caller (Always Prepared)	STR 13	1A	Self	V,S,M	Concentration, up to 1 minute	PHB 248	D: 1m, V/S/M

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