D&D BEYOND

Aerovar Windblade

CHARACTER NAME

Fighter 4		
CLASS & LEVEL		PLAYER NAME
Aarakocra	Soldier	
RACE	BACKGROUND	EXPERIENCE POINTS

STRENGTH	+0	10
DEXTERITY	+4	18
CONSTITUTION	+2	14
INTELLIGENCE	+0	10
WISDOM	+3	16
CHARISMA	-1	8

⊙	+2	Strength
○	+4	Dexterity
⊙	+4	Constitution
○	+0	Intelligence
○	+3	Wisdom
○	-1	Charisma

Saving Throw Modifiers

SAVING THROWS

○	+4	Acrobatics	DEX
○	+3	Animal Handling	WIS
○	+0	Arcana	INT
Ⓟ	+2	Athletics	STR
○	-1	Deception	CHA
○	+0	History	INT
○	+3	Insight	WIS
Ⓟ	+1	Intimidation	CHA
○	+0	Investigation	INT
○	+3	Medicine	WIS
○	+0	Nature	INT
Ⓟ	+5	Perception	WIS
○	-1	Performance	CHA
○	-1	Persuasion	CHA
○	+0	Religion	INT
○	+4	Sleight of Hand	DEX
○	+4	Stealth	DEX
Ⓟ	+5	Survival	WIS
○			
○			
○			

SKILLS

+4
INITIATIVE

ARMOR
18
CLASS

DEFENSES

INSPIRATION

+2
PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking), 30 ft. (Flying)
SPEED

Max HP	Current HP	Temp HP
36		--

HIT POINTS

Total 4d10
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

=== ARMOR ===
Heavy Armor, Light Armor, Medium Armor, Shields

=== WEAPONS ===
Martial Weapons, Simple Weapons

=== TOOLS ===
Dragonchess Set, Leatherworker's Tools, Vehicles (Land)

=== LANGUAGES ===
Common, Primordial

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

Superiority Dice • 4 / Short Rest
You learn maneuvers that are fueled by superiority dice. Maneuvers enhance an attack in some way. You have 4d8 superiority dice per short rest.

=== BONUS ACTIONS ===
Second Wind • 1 / Short Rest
Once per short rest, you can use a bonus action to regain 1d10 + 4 HP.

=== SPECIAL ===
Action Surge • 1 / Short Rest
You can take one additional action on your turn. This can be used 1 times per short rest.

Maneuvers: Evasive Footwork
When you move, you can expend one superiority die, rolling the die and adding the number rolled to your AC until you stop moving.

Maneuvers: Maneuvering Attack
When you hit with a weapon attack, you can expend one superiority die to add the total to the damage roll and to allow a creature that can see or hear you to use its reaction to move up to half its

ACTIONS

15	PASSIVE WISDOM (PERCEPTION)
13	PASSIVE WISDOM (INSIGHT)
10	PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Javelin	+2	1d6 Piercing	Simple, Thrown, Range (30/120)
Longbow	+8	1d8+4 Piercing	Martial, Ammunition, Heavy, Range, Two-Handed, Range (150/600)
Scimitar	+6	1d6+4 Slashing	Martial, Finesse, Light
Unarmed Strike	+2	1 Bludgeoning	
Talons	+2	1d6 Slashing	

WEAPON ATTACKS & CANTRIPS

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Aarakocra	Soldier	
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=== FIGHTER FEATURES ===

* Hit Points • PHB 71

* Proficiencies • PHB 71

* Fighting Style • PHB 72
You adopt a fighting style specialty.

| Archery • PHB
You gain a +2 bonus to attack rolls you make with ranged weapons.

* Second Wind • PHB 72
Once per short rest, you can use a bonus action to regain 1d10 + 4 HP.

| 1 / Short Rest • 1 Bonus Action

* Action Surge • PHB 72
You can take one additional action on your turn. This can be used 1 times per short rest.

| 1 / Short Rest • Special

* Martial Archetype • PHB 72

| Battle Master

* Combat Superiority • PHB 73
You learn maneuvers that are fueled by superiority dice. Maneuvers enhance an attack in some way. You have 4d8 superiority dice per short rest.

| Superiority Dice: 4 / Short Rest • 1 Action

* Student of War • PHB 73
You gain proficiency with one type of artisan's tools.

* Maneuvers • PHB 74

| Evasive Footwork • PHB
When you move, you can expend one superiority die, rolling the die and adding the number rolled to your AC until you stop moving.

| Maneuvers: Evasive Footwork: Special

| Maneuvering Attack • PHB
When you hit with a weapon attack, you can expend one superiority die to add the total to the damage roll and to allow a creature that can see or hear you to use its reaction to move up to half its speed without provoking opportunity attacks from the target of your attack.

| Maneuvers: Maneuvering Attack: Special

| Precision Attack • PHB
When you make a weapon attack roll, you can expend one superiority die to add it to the roll before or after the roll but before any effects are applied.

| Maneuvers: Precision Attack: Special

* Ability Score Improvement • PHB 72

=== 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+0 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).

FEATURES & TRAITS

CP	10
SP	14
EP	3
GP	0
PP	0

WEIGHT CARRIED
98.54 lb.

ENCUMBERED
150 lb.

PUSH/DRAG/LIFT
300 lb.

NAME	QTY	WEIGHT
Studded Leather	1	13 lb.
Shield	1	6 lb.
Javelin	4	8 lb.
Scimitar	1	3 lb.
Longbow	1	2 lb.
Backpack	1	5 lb.
Clothes, Traveler's	1	4 lb.
Quiver	1	1 lb.
Bedroll	1	7 lb.
Mess Kit	1	1 lb.
Potion of Healing	1	0.5 lb.
Rations (1 day)	10	20 lb.
Rope, Hempen (50 feet)	1	10 lb.
Tinderbox	1	1 lb.
Torch	10	10 lb.

NAME	QTY	WEIGHT
Waterskin	1	5 lb.
Dragonchess Set	1	0.5 lb.
Arrows	20	1 lb.

ATTUNED MAGIC ITEMS	QTY	WEIGHT

EQUIPMENT

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Aerovar Windblade

CHARACTER NAME

Male	23	Medium	5' 8"	95
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Lawful Good	Torm		Intense Gold	Deep Blue and
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I'm full of inspiring and cautionary tales from my military experience relevant to almost every combat situation.

PERSONALITY TRAITS

Responsibility. I do what I must and obey just authority. (Lawful)

IDEALS

My honor is my life.

BONDS

The monstrous enemy we faced in battle still leaves me quivering with fear.

FLAWS

In the cradle of the Stormreach Mountains, where the wind sang of ancient secrets and the sky was an endless canvas of wonder, Aerovar Windblade was born among the Aarakocra of the Zephyr Talons. This noble tribe, guardians of the skies and stewards of the mountain secrets, raised Aerovar in the ways of their ancestors – to honor the wind, to respect the freedom of the sky, and to protect the balance of nature.

Aerovar's childhood was a tapestry of soaring heights and deep learnings. His parents, leaders of the tribe, instilled in him the virtues of courage, wisdom, and respect for the natural order. His father, a formidable warrior, was his guide in the art of combat and the discipline of a guardian. His mother, a sage and a storyteller, taught him the lore of the lands, the tales of the sky, and the ancient wisdom of their people. From her, Aerovar learned to appreciate the interconnectedness of all things – the dance of the wind, the whisper of the trees, and the stories hidden in the stars.

As he grew, Aerovar's natural abilities as a flyer and a fighter became evident. His plumage, shimmering in hues of deep blue and silver, was like a fragment of the twilight sky, and his eyes, golden and piercing, reflected a mind as sharp as his talons. He was not just another warrior of the Zephyr Talons; he was a thinker, a planner, a visionary. His keen mind could unravel the most intricate of strategies, and his flights were not just movements but expressions of a deeper understanding of the wind and the sky.

The tranquility of Aerovar's early life, however, was shattered by the emergence of a monstrous threat. From the depths of the Darkwing Forest, a colossal wyrm, driven by an insatiable hunger and a wrathful spirit, began to wreak havoc on the lands below. The Zephyr Talons, committed to their duty as protectors, took to the skies in defense of the realm. It was during these dark times that Aerovar's true mettle as a warrior and a leader was tested.

In the face of the wyrm's fury, Aerovar devised tactics and strategies that turned the tide of many battles. He led daring aerial assaults, outmaneuvered the beast with cunning plans, and inspired his kin with his bravery. But the victories were pyrrhic, as many of his tribe fell to the beast's might, leaving a void in Aerovar's heart and a burden on his soul.

Carrying the weight of loss and haunted by the horrors of war, Aerovar left the Stormreach Mountains. He ventured into the world of the lands below, seeking knowledge, experience, and perhaps a way to quell the turmoil within. His journey took him across varied landscapes – through verdant plains, over bustling cities, and into the heart of distant kingdoms. He observed the ways of the land-dwellers, their struggles, their joys, and their inexhaustible spirit.

In time, Aerovar found himself amidst the ranks of a human military regiment. His unique perspective and skills as an Aarakocra, combined with his experience in combat, made him a valuable asset. He learned the human art of war, adapted to their weapons and tactics, and in turn, imparted his knowledge of the skies. His comrades came to respect him, not just as a warrior, but as a bridge between their world and the world above.

Despite his accomplishments among humans, Aerovar often felt like an outsider. The confines of the ground-bound life chafed against his nature, and he longed for the open skies of his homeland. Yet, he also knew that his time among humans was shaping him, honing his skills and broadening his understanding of the world.

Throughout his time in the human lands, Aerovar upheld a strict code of honor and responsibility. He revered Torm, the god of courage and self-sacrifice, finding in his teachings a reflection of his own values and struggles. Torm's principles guided Aerovar through the complexities of duty and morality, reinforcing his resolve to protect and serve with integrity.

Aerovar's story, one of bravery, strategy, and honor, became legend. Bards sang of the Aarakocra warrior who fought with the heart of a lion and the grace of an eagle. He was a symbol of unity and strength, a testament to the idea that different worlds can come together for a common cause.

But amidst the tales and the accolades, Aerovar's heart remained troubled. The wyrm that had brought so much pain and loss still roamed free, a dark shadow over his past. Aerovar knew that his journey would eventually lead him back to the Stormreach Mountains, to face the fears that haunted him and to confront the beast that had set him on his path.

As he continues to serve and protect, Aerovar Windblade stands as a guardian of both the earth and the sky. His wings, spread wide against the horizon, are a reminder of the freedom he cherishes and the duty he upholds. And when the time comes for him to return to his homeland, he will soar into the skies, not just as a warrior, but as a protector, a symbol of hope, and a beacon of the enduring spirit of the Zephyr Talons.

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 14	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 14	1A	Self	V,S,M	Concentration, up to 1 minute	PHB 248	D: 1m, V/S/M

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