D&D BEYOND

Zephyrus Skywing

CHARACTER NAME

Sorcerer 10	
CLASS & LEVEL	PLAYER NAME
Aarakocra	Outlander
RACE	BACKGROUND
	EXPERIENCE POINTS

STRENGTH	-1	8
DEXTERITY	+3	16
CONSTITUTION	+1	13
INTELLIGENCE	+0	10
WISDOM	+1	12
CHARISMA	+4	18

○	-1	Strength
○	+3	Dexterity
⊙	+5	Constitution
○	+0	Intelligence
○	+1	Wisdom
⊙	+8	Charisma

Saving Throw Modifiers

SAVING THROWS

○	+3	Acrobatics DEX
○	+1	Animal Handling WIS
Ⓟ	+4	Arcana INT
Ⓟ	+3	Athletics STR
○	+4	Deception CHA
○	+0	History INT
○	+1	Insight WIS
○	+4	Intimidation CHA
○	+0	Investigation INT
○	+1	Medicine WIS
○	+0	Nature INT
○	+1	Perception WIS
○	+4	Performance CHA
Ⓟ	+8	Persuasion CHA
○	+0	Religion INT
○	+3	Sleight of Hand DEX
○	+3	Stealth DEX
Ⓟ	+5	Survival WIS
○		
○		
○		

SKILLS

+3 INITIATIVE

ARMOR CLASS 13

Resistances - Lightning, Thunder

DEFENSES

INSPIRATION

+4 PROFICIENCY BONUS

ABILITY SAVE DC

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

SPEED

Max HP	Current HP	Temp HP
52		--

HIT POINTS

Total 10d6

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

=== WEAPONS ===
Crossbow, Light, Dagger, Dart, Quarterstaff, Sling

=== TOOLS ===
Pan Flute

=== LANGUAGES ===
Common, Giant, Primordial, Sylvan

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

Sorcery Points • 10 / Long Rest
You have limiteduse - No limited use data available sorcery points that you regain when you finish a long rest.

=== BONUS ACTIONS ===
Convert Sorcery Points
You can use your sorcery points to gain additional spell slots or sacrifice spell slots to gain additional sorcery points as a bonus action.

Tempestuous Magic
As a bonus action, you can cause gusts of air to surround you before or after you cast a spell of 1st level or higher that allows you to fly up to 10 ft. without provoking opportunity attacks.

=== SPECIAL ===
Heart of the Storm
You gain resistance to lightning and thunder damage, and whenever you start casting a spell of 1st level or higher that deals lightning or thunder damage, creatures of your choice within 10 ft. of you take 5 lightning or thunder damage (your choice).

ACTIONS

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

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Dagger	+7	1d4+3 Piercing	Simple, Finesse, Light, Thrown, Range (20/60), Booming Blade: 1d8 Thunder, 2d8 Thunder
Dagger	+7	1d4+3 Piercing	Simple, Finesse, Light, Thrown, Range (20/60), Booming Blade: 1d8 Thunder, 2d8 Thunder
Quarterstaff	+3	1d6-1 Bludgeoning	Simple, Versatile, Booming Blade: 1d8 Thunder, 2d8 Thunder
Sling	+7	1d4+3 Bludgeoning	Simple, Ammunition, Range, Range (30/120)
Ray of Frost	+8	2d8 Cold	V/S
Shocking Grasp	+8	2d8 Lightning	V/S

WEAPON ATTACKS & CANTRIPS

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Zephyrus Skywing

CHARACTER NAME

Sorcerer 10		
CLASS & LEVEL		PLAYER NAME
Aarakocra	Outlander	
RACE	BACKGROUND	EXPERIENCE POINTS

=== SORCERER FEATURES ===

* Hit Points • PHB 100

* Proficiencies • PHB 100

* Spellcasting • PHB 101
You can cast known sorcerer spells using CHA as your spellcasting modifier (Spell DC 16, Spell Attack +8). You can use an arcane focus as a spellcasting focus.

* Sorcerous Origin • PHB 101

| Storm Sorcery

* Wind Speaker • SCAG 52
You can speak, read, and write Primordial.

* Tempestuous Magic • SCAG 52
As a bonus action, you can cause gusts of air to surround you before or after you cast a spell of 1st level or higher that allows you to fly up to 10 ft. without provoking opportunity attacks.

| 1 Bonus Action

* Font of Magic • PHB 101
You have 10 sorcery points that you regain when you finish a long rest. You can use your sorcery points to gain additional spell slots or sacrifice spell slots to gain additional sorcery points as a bonus action.

| Sorcery Points: 10 / Long Rest • 1 Action

| Convert Sorcery Points: 1 Bonus Action

* Metamagic • PHB 101
You gain the ability to twist spells to suit your needs.

| Empowered Spell • PHB
When you roll damage for a spell, you can spend 1 sorcery point to reroll up to 4 of the dice. You must use the new rolls and you can use this option even if you've already used another Metamagic option.

| Metamagic - Empowered Spell: Special

| Quickened Spell • PHB
When you cast a spell that has a casting time of 1 action, you can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

| Metamagic - Quickened Spell: Special

| Subtle Spell • PHB
When you cast a spell, you can spend 1 sorcery point to cast it without any S or V components.

| Metamagic - Subtle Spell: Special

* Ability Score Improvement • PHB 102

* Heart of the Storm • SCAG 52
You gain resistance to lightning and thunder damage, and whenever you start casting a spell of 1st level or higher that deals lightning or thunder damage, creatures of your choice within 10 ft. of you take 5 lightning or thunder damage (your choice).

| Special

* Storm Guide • SCAG 52
You gain the ability to subtly control the weather around you. If it is raining, you can use an action to cause the rain to stop falling in a 20-ft.-radius (end as a bonus action). If it is windy, you can use a bonus action each round to choose the direction that the wind blows in a 100-ft.-radius sphere centered on you. The wind blows in that direction until the end of your next turn.

| Special

=== 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

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	63
PP	10

WEIGHT CARRIED	101.96 lb.
ENCUMBERED	120 lb.
PUSH/DRAG/LIFT	240 lb.

NAME	QTY	WEIGHT
Potion of Healing (Greater)	1	0.5 lb.
Bloodwell Vial, +1	1	--
Dagger	1	1 lb.
Dagger	1	1 lb.
Quarterstaff	1	4 lb.
Sling	1	--
Sling Bullets	20	1.5 lb.
Crystal	1	1 lb.
Backpack	1	5 lb.
Clothes, Traveler's	1	4 lb.
Hunting Trap	1	25 lb.
Oil (flask)	2	2 lb.
Potion of Healing	1	0.5 lb.
Pouch	1	1 lb.
Bedroll	1	7 lb.

NAME	QTY	WEIGHT
Mess Kit	1	1 lb.
Rations (1 day)	10	20 lb.
Rope, Hempen (50 feet)	1	10 lb.
Tinderbox	1	1 lb.
Torch	10	10 lb.
Waterskin	1	5 lb.

ATTUNED MAGIC ITEMS	QTY	WEIGHT

EQUIPMENT

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Zephyrus Skywing

CHARACTER NAME

Sorcerer 10

CLASS & LEVEL

PLAYER NAME

Aarakocra

RACE

Outlander

BACKGROUND

EXPERIENCE POINTS

* 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 ===

* Elemental Adept (Lightning) • PHB
Spells you cast ignore resistance to lightning damage, and when you roll damage for a spell you cast that deals lightning damage, you can treat any 1 on a damage die as a 2.

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT

ADDITIONAL EQUIPMENT

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Zephyrus Skywing

CHARACTER NAME

Male	15	Medium	6' 0"	90
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Chaotic Good	Kord, the Storm	Soft, light gray s	Piercing electric	A mix of sky b
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I once ran twenty-five miles without stopping to warn to my clan of an approaching orc horde. I'd do it again if I had to.

PERSONALITY TRAITS

Greater Good. It is each person's responsibility to make the most happiness for the whole tribe.

IDEALS

I will bring terrible wrath down on the evildoers who destroyed my homeland.

BONDS

Violence is my answer to almost any challenge.

FLAWS

In the boundless expanse of the Elemental Plane of Air, where storms are born and the winds whisper ancient secrets, Zephyrus Skywing came into being. His early years were marked by the tempestuous nature of his home, learning to navigate the ever-shifting currents and the unpredictable fury of the storms that roamed like wild beasts across the skies. The Aarakocra, a people born of air and wing, revered the elements, teaching their young to embrace the wind's embrace and the storm's caress as both creators and destroyers.

Zephyrus was different. Within him stirred a connection to the storm that went beyond reverence—it was a part of him, as much as his feathers and his flight. As a fledgling, he displayed an innate ability to influence the weather, a rare gift among his kind. He could summon breezes with a whisper and call down lightning with a cry, his potential only limited by his understanding and control. The elders saw his abilities as a sign, a gift from the Elemental Lords themselves, and thus, Zephyrus was guided onto the path of the sorcerer, to hone his connection to the storm and wield its power.

His training was rigorous, combining the ancient elemental magics of his people with the unpredictable nature of sorcery. He learned to channel the essence of the storm through his being, to let the lightning flow through his veins and the thunder echo in his heart. Yet, as his powers grew, so did his restlessness. Zephyrus yearned to explore beyond the borders of his world, to see what lay beyond the endless skies.

The opportunity came when a portal opened, a rare phenomenon that connected his plane to the Material Plane. Without hesitation, Zephyrus stepped through, his wings carrying him into a new world of boundless skies and untold adventures. He found himself above a vast landscape, diverse and rich in ways the Elemental Plane of Air could never be. Here, the storms were wilder, untamed by the will of elemental lords, and it was here that Zephyrus felt truly alive.

He wandered the Material Plane, a stranger to its lands and customs, yet a part of its natural world as if he had always belonged. In his travels, he adopted the ways of the Outlander, learning to survive in the wilderness, to understand the languages of the earth and the sky. His journey led him to many tribes and peoples, and he shared with them his knowledge of the elements, earning his place as both a protector and a guide.

But peace is often fleeting. Zephyrus's tribe, a band of Aarakocra who had made their home in the high mountains, fell victim to an orc horde, driven by a darkness that sought to consume the land. Zephyrus flew as he had never flown before, pushing the limits of his endurance to warn his kin. The battle that ensued was fierce and unforgiving. With storm and spell, Zephyrus fought, his sorcery laying waste to the invaders but at a great cost. The mountains he had called home were left scarred, the land and its people forever changed.

The loss of his homeland ignited a fury within Zephyrus that burned as fiercely as the storms he commanded. He vowed to bring down his wrath upon those who would threaten the balance of the natural world, his ideals of the greater good now intertwined with a thirst for vengeance. His quest for justice led him down many paths, from the deepest valleys to the highest peaks, his name whispered as both a blessing and a warning.

Yet, despite his strength and resolve, Zephyrus struggled with the violence that had taken root in his heart. He sought solace in the skies, in the freedom of flight and the purity of the air, but the shadow of his homeland's destruction followed him like a storm cloud. He realized that his quest for vengeance could easily consume him, turn him into the very darkness he sought to destroy.

In his darkest moments, Zephyrus turned to the storm for answers. It was in the eye of a tempest, where peace and chaos met, that he found clarity. He understood that his power, though born of the storm, was his to command, not the other way around. He resolved to wield his abilities not just as a weapon but as a force for healing, to rebuild what had been lost and protect what remained.

Zephyrus Skywing, the Aarakocra Outlander Storm Sorcerer, now flies across the skies of the Material Plane, a guardian of the balance between creation and destruction. His journey is one of redemption, seeking to mend the scars of the land and the spirit. With each flap of his wings, he carries the hope that even in the aftermath of the greatest storms, new life can flourish, and from the ruins, a better world can rise.

His is a tale of resilience, of a spirit as free as the wind and as fierce as the tempest, a reminder that even in the heart of the storm, there lies the potential for change, for growth, and for boundless freedom.

CHARACTER BACKSTORY

ADDITIONAL NOTES

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Sorcerer

SPELLCASTING CLASS

CHA	16	+8
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== CANTRIPS ===	(At Will)							
O	Gust	Sorcerer	STR 16	1A	30 ft.	V,S	Instantaneous	EE 157	V/S
O	Light	Sorcerer	DEX 16	1A	Touch/20 ft. Sphere	V,M	1 hour	PHB 255	D: 1h, 20 ft. Sphere, V/M
O	Ray of Frost	Sorcerer	+8	1A	60 ft.	V,S	Instantaneous	PHB 271	V/S
O	Shocking Grasp	Sorcerer	+8	1A	Touch	V,S	Instantaneous	PHB 275	V/S
O	Booming Blade	Sorcerer	+8	1A	Self/5 ft. Sphere	S,M	1 round	SCAG 142	D: 1Rnd, 5 ft. Sphere, S/M
O	Frostbite	Sorcerer	CON 16	1A	60 ft.	V,S	Instantaneous	EE 156	V/S
	=== 1st LEVEL ===	4 Slots OOOO							
O	Chromatic Orb	Sorcerer	+8	1A	90 ft.	V,S,M	Instantaneous	PHB 221	V/S/M
O	Fog Cloud <C>	Sorcerer	--	1A	120 ft./20 ft. Sphere	V,S	Concentration, up to 1 hour	PHB 243	D: 1h, 20 ft. Sphere, V/S
O	Thunderwave	Sorcerer	CON 16	1A	Self/15 ft. Cube	V,S	Instantaneous	PHB 282	15 ft. Cube, V/S
	=== 2nd LEVEL ===	3 Slots OOO							
O	Misty Step	Sorcerer	--	1BA	Self	V	Instantaneous	PHB 260	V
O	Mirror Image	Sorcerer	--	1A	Self	V,S	1 minute	PHB 260	D: 1m, V/S
O	Gust of Wind <C>	Wind Caller	STR 16	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 16	1A	Self	V,S,M	Concentration, up to 1 minute	PHB 248	D: 1m, V/S/M
	=== 3rd LEVEL ===	3 Slots OOO							
O	Sleet Storm <C>	Sorcerer	DEX 16	1A	150 ft./40 ft. Cylinder	V,S,M	Concentration, up to 1 minute	PHB 276	D: 1m, 40 ft. Cylinder, V/S/M
O	Lightning Bolt	Sorcerer	DEX 16	1A	Self/100 ft. Line	V,S,M	Instantaneous	PHB 255	100 ft. Line, V/S/M
	=== 4th LEVEL ===	3 Slots OOO							
O	Storm Sphere <C>	Sorcerer	STR 16 / +8	1A	150 ft./20 ft. Sphere	V,S	Concentration, up to 1 minute	EE 166	D: 1m, 20 ft. Sphere, V/S
O	Greater Invisibility <C>	Sorcerer	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB 246	D: 1m, V/S
	=== 5th LEVEL ===	2 Slots OO							
O	Control Winds <C>	Sorcerer	STR 16	1A	300 ft./100 ft. Cube	V,S	Concentration, up to 1 hour	EE 152	D: 1h, 100 ft. Cube, V/S
O	Telekinesis <C>	Sorcerer	--	1A	60 ft.	V,S	Concentration, up to 10 minutes	PHB 280	D: 10m, V/S

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