D&D BEYOND

Talron Skyfeather

CHARACTER NAME

Barbarian 15
CLASS & LEVEL

PLAYER NAME

Aarakocra
RACE

Outlander
BACKGROUND

EXPERIENCE POINTS

STRENGTH	+5 (20)
DEXTERITY	+2 (14)
CONSTITUTION	+4 (19)
INTELLIGENCE	-1 (8)
WISDOM	+1 (12)
CHARISMA	-1 (8)

⊙	+11	Strength
○	+3	Dexterity
⊙	+10	Constitution
○	+0	Intelligence
○	+2	Wisdom
○	+0	Charisma

Saving Throw Modifiers

+1 Bonus on saves Advantage on DEX against effects that you can see while not

SAVING THROWS

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

SKILLS

+2
INITIATIVE

ARMOR
17
CLASS

DEFENSES

INSPIRATION

+5
PROFICIENCY BONUS

ABILITY SAVE DC

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

Max HP: 170
Current HP:
Temp HP: --
HIT POINTS

Total: 15d12
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

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

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

=== TOOLS ===
Pan Flute

=== LANGUAGES ===
Common, Giant, 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

=== BONUS ACTIONS ===
Eagle
While you're raging and aren't wearing heavy armor, other creatures have disadvantage on opportunity attack rolls against you, and you can use the Dash action as a bonus action on your turn.

Great Weapon Master Attack
On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 HP with one, you can make one melee weapon attack as a bonus action.

Rage • 5 / Long Rest
As a bonus action enter a rage for up to 1 minute (10 rounds).

You gain advantage on STR checks and saving throws (not attacks), +3 melee damage with STR weapons, resistance to bludgeoning, piercing, slashing damage. You can't cast or concentrate on spells while raging.

Your rage ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile

ACTIONS

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

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Greataxe, +1	+11	1d12+6 Slashing	Martial, Heavy, Two-Handed
Handaxe	+10	1d6+5 Slashing	Simple, Light, Thrown, Range (20/60)
Handaxe	+10	1d6+5 Slashing	Simple, Light, Thrown, Range (20/60)
Javelin	+10	1d6+5 Piercing	Simple, Thrown, Range (30/120)
Staff	+10	1d6+5 Bludgeoning	Simple, Versatile
Unarmed Strike	+10	6 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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Aarakocra	Outlander	
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=== BARBARIAN FEATURES ===

* Hit Points • PHB 47

* Proficiencies • PHB 47

* Rage • PHB 48
As a bonus action enter a rage for up to 1 minute (10 rounds).

You gain advantage on STR checks and saving throws (not attacks), +3 melee damage with STR weapons, resistance to bludgeoning, piercing, slashing damage. You can't cast or concentrate on spells while raging.

Your rage ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage as a bonus action.

| 5 / Long Rest • 1 Bonus Action

* Unarmored Defense • PHB 48
While not wearing armor, your AC equals 10 + DEX modifier + CON modifier + any shield bonus.

* Reckless Attack • PHB 48
When you make your first attack on your turn, you can decide to attack recklessly, giving you advantage on melee weapon attack rolls using STR during this turn, but attack rolls against you have advantage until your next turn.

* Danger Sense • PHB 48
You have advantage on DEX saving throws against effects that you can see while not blinded, deafened, or incapacitated.

* Primal Path • PHB 48

| Path of the Totem Warrior

* Spirit Seeker • PHB
You can cast beast sense and speak with animals as rituals.

* Totem Spirit • PHB
You have adopted a totem spirit.

| Eagle • PHB
While you're raging, other creatures have disadvantage on opportunity attack rolls against you, and you can use the Dash action as a bonus action on your turn.

| 1 Bonus Action

* Ability Score Improvement • PHB 49

* Extra Attack • PHB 49
You can attack twice, instead of once, whenever you take the Attack action on your turn.

* Fast Movement • PHB 49
Your speed increases by 10 ft. while you aren't wearing heavy armor.

* Aspect of the Beast • PHB
You gain a magical benefit based on the totem animal of your choice.

| Bear • PHB
Your carrying capacity (including maximum load and maximum lift) is doubled, and you have advantage on Strength checks made to push, pull, lift, or break objects.

* Feral Instinct • PHB 49
You have advantage on initiative rolls. Also, if you are surprised at the beginning of combat but not incapacitated, you can act normally on your first turn if you enter a rage before doing anything else.

* Brutal Critical • PHB 49
You can roll two additional weapon damage dice when determining the extra damage for a critical hit with a melee attack.

* Spirit Walker • PHB
You can cast the commune with nature spell as a ritual.

* Relentless Rage • PHB 49
If you drop to 0 hit points while you're raging and don't die, you can make a DC 10 CON saving throw. If you succeed, you drop to 1 hit point instead.

The DC increase by 5 each time you use this after the first, resetting to 10 after a short or long rest.

|

* Totemic Attunement • PHB
You gain an additional magical benefit based on a totem animal of your choice.

| Bear • PHB
While you're raging, any hostile creature within 5 feet of you has disadvantage on attack rolls against targets other than you. An enemy is immune if it can't see or hear you or if it can't be frightened.

* Persistent Rage • PHB 49
Your rage ends early only if you fall unconscious or if you choose to end it.

=== 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.

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	24
PP	30

WEIGHT CARRIED	166.08 lb.
ENCUMBERED	600 lb.
PUSH/DRAG/LIFT	1200 lb.

NAME	QTY	WEIGHT
Amulet of Health	1	--
Bag of Holding	1	15 lb.
Cloak of Protection	1	--
Greataxe, +1	1	7 lb.
Heward's Handy Haversack	1	5 lb.
Handaxe	1	2 lb.
Handaxe	1	2 lb.
Javelin	4	8 lb.
Backpack	1	5 lb.
Clothes, Traveler's	1	4 lb.
Pouch	1	1 lb.
Pouch	1	1 lb.
Pan Flute	1	2 lb.
Staff	1	4 lb.
Decanter of Endless Water	1	2 lb.

NAME	QTY	WEIGHT
Immovable Rod	1	--
Potion of Healing (Greater)	2	1 lb.
Potion of Advantage	1	--
Hunting Trap	1	25 lb.
Rope, Silk (50 feet)	1	5 lb.
Tent, Two-Person	1	20 lb.
Torch	10	10 lb.
Bedroll	1	7 lb.
Climber's Kit	1	12 lb.
Mess Kit	1	1 lb.
Rations (1 day)	10	20 lb.

ATTUNED MAGIC ITEMS	QTY	WEIGHT
Amulet of Health	1	--
Cloak of Protection	1	--

EQUIPMENT

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Talron Skyfeather

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CLASS & LEVEL

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Aarakocra

RACE

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BACKGROUND

EXPERIENCE POINTS

| 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+5 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).

| Wisdom ?
Wisdom is your spellcasting ability for this spell.

=== FEATS ===

* Great Weapon Master ? PHB 167
On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 HP with one, you can make one melee weapon attack as a bonus action. Before you make a melee attack with a heavy weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll to add +10 to the attack's damage.

| Great Weapon Master Attack: 1 Bonus Action

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Tinderbox	1	1 lb.			
Waterskin	1	5 lb.			
Amber	3	--			

ADDITIONAL EQUIPMENT

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Talron Skyfeather

CHARACTER NAME

Male	12	Medium	5' 11"	110
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral Good	Aerdrie Faenya		Amber	Brown and Wh
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I watch over my friends as if they were a litter of newborn pups.
I place no stock in wealthy or well-mannered folk. Money and manners won't save you from a hungry owlbear.

PERSONALITY TRAITS

Honor. If I dishonor myself, I dishonor my whole clan. (Lawful)

IDEALS

An injury to the unspoiled wilderness of my home is an injury to me.

BONDS

Violence is my answer to almost any challenge.

FLAWS

In the heart of the Stormcrest Mountains, perched among the craggy peaks and ancient forests, Talron Skyfeather was born into the Skywing tribe, a lineage of Aarakocra known for their deep connection with nature and mastery of the skies. His plumage, a tapestry of earthy browns and pristine whites, blended seamlessly with the wilderness, while his piercing amber eyes reflected the spirit of the untamed lands he called home.

From a young age, Talron was immersed in the traditions of his tribe. The Skywings, revered for their wisdom and aerial prowess, taught him to interpret the whispers of the wind and the songs of the earth. His childhood was a symphony of awe-inspiring sights: the dance of the clouds at dawn, the shadow of his tribe's wings over the lush valleys, and the serene silence of the highlands under the moonlit sky.

The mountains, for all their majestic beauty, were an unforgiving teacher. Talron learned the harsh realities of life in the wild, where strength, agility, and keen senses were essential for survival. His training was rigorous, encompassing the art of flight, combat, and survival. Talron excelled, his natural abilities honed to perfection, embodying the spirit of the Skywing tribe.

But peace in the mountains was not to last. A dark shadow fell upon the Stormcrest as marauding gargoyles, creatures of stone and malice, descended upon the Skywings. The tribe, though valiant and skilled, was taken aback by the ferocity of the assault. Talron, barely into his adulthood, witnessed the devastation of his home and the loss of many he held dear. This brutal encounter ignited a burning desire within him to protect his tribe and the sacred land they guarded.

In the aftermath, the young Aarakocra emerged as a guardian of his people. His resolve hardened by the attack, he dedicated himself to becoming the protector his tribe needed. Talron's training intensified, and he mastered the greataxe—a weapon that became a symbol of his strength and commitment. But his quest for prowess was not limited to physical strength; he delved into the ancient lore and wisdom of his tribe, seeking to understand the deeper mysteries of the natural world and the balance it required.

Talron's reputation as a fierce warrior and a wise sage grew, not just within his tribe but beyond the mountains. Yet, a restlessness stirred within him, a longing to explore beyond the familiar crags and valleys of the Stormcrest. With the blessings of his elders, he embarked on a journey that would take him across distant lands and through unknown skies.

His travels were a kaleidoscope of experiences. He encountered diverse cultures, each with its own customs and understanding of the world. These encounters enriched Talron's perspective, teaching him the complexities of life beyond the mountains. His appearance—striking feathers and an imposing stature—earned him respect and awe wherever he went. Yet, Talron remained humble, finding joy in the simple pleasures of flight and the natural beauty that surrounded him.

In his journey, Talron forged alliances with various beings who shared his reverence for nature and commitment to preserving it. Together, they faced challenges that tested their courage and resolve. From battling dark forces that threatened the balance of nature to resolving conflicts between different communities, Talron's strength and wisdom were a beacon of hope.

Throughout his adventures, Talron encountered situations that challenged his beliefs and worldview. Each trial and triumph brought new understanding and growth. His experiences taught him the importance of compassion, the strength in unity, and the necessity of balance between progress and preservation.

In moments of reflection, Talron found solace in the melodies of his pan flute, an instrument that connected him to his roots and the memories of the Stormcrest. The music was a balm to his soul, a reminder of where he came from and the journey he had undertaken. It echoed the beauty of the wild, the sorrow of loss, and the enduring dance of life and nature.

Talron Skyfeather, with his wings spread against the vast sky, emerged not just as a guardian of his tribe but as a protector of the natural world. His story, woven from countless encounters, challenges, and moments of introspection, was a testament to his growth and unwavering dedication. His legacy, as enduring as the mountains of his youth, stood as a tribute to the enduring spirit of the wild, safeguarded by one with vigilant, amber eyes.

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
	=== 1st LEVEL ===								
O	Speak with Animals	Spirit Seeker	--	10m	Self	V,S	10 minutes	PHB 277	D: 10m, V/S
	=== 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
O	Beast Sense <C>	Spirit Seeker	--	10m	Touch	S	Concentration, up to 1 hour	PHB 217	D: 1h, S
	=== 5th LEVEL ===								
O	Commune with Nature	Spirit Walker	--	11m	Self	V,S	Instantaneous	PHB 224	V/S

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