D&D BEYOND

Rorin Stormbreaker

CHARACTER NAME

Barbarian 10	
CLASS & LEVEL	PLAYER NAME
Air Genasi	Sailor
RACE	BACKGROUND

EXPERIENCE POINTS

STRENGTH	+4 (18)
DEXTERITY	+2 (14)
CONSTITUTION	+3 (16)
INTELLIGENCE	-1 (8)
WISDOM	+1 (12)
CHARISMA	-1 (8)

⊙	+8	Strength
○	+2	Dexterity
⊙	+7	Constitution
○	-1	Intelligence
○	+1	Wisdom
○	-1	Charisma

Saving Throw Modifiers

Advantage on DEX against effects that you can see while not blinded, deafened, or

SAVING THROWS

○	+2	Acrobatics	DEX
○	+1	Animal Handling	WIS
○	-1	Arcana	INT
Ⓟ	+8	Athletics	STR
○	-1	Deception	CHA
○	-1	History	INT
○	+1	Insight	WIS
Ⓟ	+3	Intimidation	CHA
○	-1	Investigation	INT
○	+1	Medicine	WIS
○	-1	Nature	INT
Ⓟ	+5	Perception	WIS
○	-1	Performance	CHA
○	-1	Persuasion	CHA
○	-1	Religion	INT
○	+2	Sleight of Hand	DEX
○	+2	Stealth	DEX
Ⓟ	+5	Survival	WIS
○	___	_____	
○	___	_____	
○	___	_____	

SKILLS

+2 INITIATIVE

ARMOR 15 CLASS

Resistances - Lightning

DEFENSES

INSPIRATION

+4 PROFICIENCY BONUS

ABILITY SAVE DC

45 ft. (Walking), 40 ft. (Swimming)

SPEED

Max HP	Current HP	Temp HP
105		--

HIT POINTS

Total 10d12

HIT DICE

SUCCESSES ○-○-○

FAILURES ○-○-○

DEATH SAVES

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

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

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

=== 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

=== BONUS ACTIONS ===
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 • 4 / 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 creature since your last turn or taken damage since then. You can also end your rage as a bonus action.

Storm Aura: Sea
You gain a 10 ft. aura effect when you start your rage and as a bonus action on each of your turns.

ACTIONS

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

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Dagger	+8	1d4+4 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Greataxe, +1	+9	1d12+5 Slashing	Martial, Heavy, Two-Handed
Handaxe	+8	1d6+4 Slashing	Simple, Light, Thrown, Range (20/60)
Handaxe	+8	1d6+4 Slashing	Simple, Light, Thrown, Range (20/60)
Javelin	+8	1d6+4 Piercing	Simple, Thrown, Range (30/120)
Shocking Grasp	+5	2d8 Lightning	V/S

WEAPON ATTACKS & CANTRIPS

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Rorin Stormbreaker

CHARACTER NAME

Barbarian 10		
CLASS & LEVEL		PLAYER NAME
Air Genasi	Sailor	
RACE	BACKGROUND	EXPERIENCE POINTS

=== 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.

| 4 / 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 Storm Herald

* Storm Aura • XGtE 10
You gain a 10 ft. aura effect when you start your rage and as a bonus action on each of your turns.

| Sea • XGtE
When activated, one creature of your choice in your aura takes lightning damage (DEX DC 15, half damage on success) based on your level:
[3rd] 1d6, [10th] 2d6, [15th] 3d6, and [20th] 4d6

| Storm Aura: Sea: 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.

* Storm Soul • XGtE 10
You gain benefits even when your Storm Aura isn't active, based on your chosen environment.

| Sea • XGtE
You gain resistance to lightning damage, and you can breathe underwater. You also gain a swimming speed of 30 feet.

* 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 one additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

* Shielding Storm • XGtE 10
Each creature of your choice has the damage resistance you gained from the Storm Soul feature while the creature is in your Storm Aura.

=== AIR GENASI 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 16
You are a Humanoid.

* Size • MotM 16
You choose between Medium or Small when you select this race.

* Speed • MotM 16
Your walking speed is 35 ft.

* Darkvision • MotM 16
You can see in dim light within 60 ft. of you as if it were bright light, and in darkness as if it were dim light, only discerning colors in that darkness as shades of gray.

* Unending Breath • MotM 16
You can hold your breath indefinitely while you're not

FEATURES & TRAITS

CP	10
SP	9
EP	0
GP	45
PP	5

NAME	QTY	WEIGHT
Greataxe, +1	1	7 lb.
Dagger	1	1 lb.
Handaxe	1	2 lb.
Handaxe	1	2 lb.
Javelin	4	8 lb.
Backpack	1	5 lb.
Climber's Kit	1	12 lb.
Clothes, Common	1	3 lb.
Potion of Healing	4	2 lb.
Pouch	1	1 lb.
Rope, Silk (50 feet)	1	5 lb.
Navigator's Tools	1	2 lb.
Bedroll	1	7 lb.
Mess Kit	1	1 lb.
Rations (1 day)	10	20 lb.

NAME	QTY	WEIGHT
Tinderbox	1	1 lb.
Torch	10	10 lb.
Waterskin	1	5 lb.

ATTUNED MAGIC ITEMS	QTY	WEIGHT

WEIGHT CARRIED	94 lb.
ENCUMBERED	270 lb.
PUSH/DRAG/LIFT	540 lb.

EQUIPMENT

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Rorin Stormbreaker

CHARACTER NAME

Barbarian 10

CLASS & LEVEL

PLAYER NAME

Air Genasi

RACE

Sailor

BACKGROUND

EXPERIENCE POINTS

incapacitated.

* Lightning Resistance • MotM 16
You have resistance to lightning damage.

* Mingle with the Wind • MotM 16
You learn shocking grasp. At 3rd level you can cast feather fall, and at 5th level you can cast levitate, without requiring material components. Once you cast either spell, you can't cast that spell again until you finish a long rest. You can also cast these spells using any spell slots you have of the appropriate level.

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

| Wisdom •
Wisdom is your spellcasting ability for these spells when you cast them with this trait.

=== 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

ADDITIONAL EQUIPMENT

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Rorin Stormbreaker

CHARACTER NAME

Male	28	Medium	5' 8"	150
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Chaotic Neutral	Valkur	Pale blue	Stormy gray	Sky blue
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

To me, a tavern brawl is a nice way to get to know a new city.
I stretch the truth for the sake of a good story.

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

I'll say anything to avoid having to do extra work.

FLAWS

Rorin Stormbreaker's tale begins in the bustling port city of Valspire, where the salt air and the cries of seagulls were a constant backdrop to his childhood. Born to a family of fishermen, Rorin's early life was shaped by the sea. His parents, skilled sailors, taught him the ways of the waves and the secrets of the winds. Rorin's connection to the elements was evident from a young age, as his Genasi heritage manifested in his striking sky-blue hair and pale blue skin. The sea was in his blood, and he spent every moment he could on his family's modest fishing boat, learning to navigate and harness the power of the storms.

As Rorin grew, so did his aspirations. He wasn't content with just fishing; he yearned for adventure and the freedom of the open sea. At the age of sixteen, he joined the crew of the Tempest's Fury, a merchant vessel known for braving the most treacherous waters. Under the tutelage of Captain Alaric Stormhold, Rorin honed his skills as a sailor and a warrior. He learned to channel the elemental energies within him, enhancing his physical prowess and his ability to withstand the harsh conditions at sea.

For years, the Tempest's Fury sailed across the known world, carrying goods and occasionally fending off pirates. Rorin's reputation as a fierce fighter and a loyal crewmate grew with each voyage. However, his life took a tragic turn during a journey through the infamous Blackwater Straits. A notorious pirate ship, the Black Maw, ambushed the Tempest's Fury under the cover of a violent storm. The pirates were ruthless, led by a cruel captain known as Garven the Marrowdrinker. In the ensuing battle, Rorin fought valiantly, but the pirates were overwhelming. Captain Stormhold was slain before his eyes, and the crew was decimated. Rorin himself was left for dead, floating amidst the wreckage of his beloved ship.

Miraculously, Rorin survived. He washed ashore on a desolate island, battered and broken, but alive. The loss of his captain and crewmates weighed heavily on his heart, fueling a burning desire for vengeance. He vowed to hunt down Garven the Marrowdrinker and make him pay for the lives he had taken. For months, Rorin survived on the island, his resolve hardening with each passing day. He honed his skills, practicing with a makeshift greataxe he crafted from the remnants of the ship. The island's harsh environment and the constant threat of storms tested his endurance, but they also strengthened his connection to the elemental forces.

Eventually, Rorin was rescued by a passing merchant ship. He returned to Valspire, but he knew he couldn't stay. His home no longer felt like a place of comfort; it was a reminder of all he had lost. With nothing left to hold him back, Rorin set out on a new path. He became a wanderer, a mercenary for hire, using his skills to protect those in need while searching for any trace of the Black Maw and its dreaded captain.

Rorin's travels took him across lands both familiar and strange. He faced bandits, monsters, and the wrath of nature itself. Along the way, he earned a reputation as a formidable warrior, known for his fierce battle cry and the lightning that seemed to crackle around him during combat. He became known as Rorin Stormbreaker, a name that spoke of his strength and his elemental heritage.

Despite his growing renown, Rorin never lost sight of his quest for vengeance. He gathered information on the Black Maw's movements, tracking the pirate ship's path of destruction. He learned that Garven the Marrowdrinker was seeking an ancient artifact rumored to control the very storms that Rorin revered. The thought of such power in the hands of a merciless pirate filled him with dread.

As Rorin's journey continued, he realized that his quest was not just about revenge; it was about preventing further tragedy. He couldn't let Garven's reign of terror continue unchecked. His resolve was tested time and again, but with each challenge, Rorin's determination only grew stronger.

Now, at the dawn of his adventuring career, Rorin stands ready to face the dangers of the world. Though just starting out, his experiences have forged him into a warrior with a heart as fierce as the storms he commands. With his greataxe in hand and the wind at his back, Rorin Stormbreaker sets out to write the next chapter of his story, one that he hopes will lead to justice for his fallen comrades and peace for his troubled soul.

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
	=== CANTRIPS ===	(At Will)							
O	Shocking Grasp	Mingle with the Wind	+5	1A	Touch	V,S	Instantaneous	PHB 275	V/S
	=== 1st LEVEL ===								
O	Feather Fall	Mingle with the Wind	--	1R	60 ft.	V,M	1 minute	PHB 239	1/LR, D: 1m, V/M
O	Feather Fall	Mingle with the Wind	--	1R	60 ft.	V,M	1 minute	PHB 239	D: 1m, V/M
	=== 2nd LEVEL ===								
O	Levitate <C>	Mingle with the Wind	CON 13	1A	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB 255	1/LR, D: 10m, V/S/M
O	Levitate <C>	Mingle with the Wind	CON 13	1A	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB 255	D: 10m, V/S/M

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