D&D BEYOND

Cirrus Silentwing

CHARACTER NAME

Monk 13		
CLASS & LEVEL		PLAYER NAME
Aarakocra	Hermit	
RACE	BACKGROUND	EXPERIENCE POINTS

STRENGTH	-1 (8)
DEXTERITY	+5 (20)
CONSTITUTION	+2 (14)
INTELLIGENCE	+0 (10)
WISDOM	+3 (16)
CHARISMA	+0 (10)

⊙	+5	Strength
⊙	+11	Dexterity
○	+3	Constitution
○	+1	Intelligence
○	+4	Wisdom
○	+1	Charisma

Saving Throw Modifiers

+1 Bonus on saves

SAVING THROWS

Ⓟ	+10	Acrobatics	DEX
○	+3	Animal Handling	WIS
○	+0	Arcana	INT
○	-1	Athletics	STR
○	+0	Deception	CHA
○	+0	History	INT
Ⓟ	+8	Insight	WIS
○	+0	Intimidation	CHA
○	+0	Investigation	INT
Ⓟ	+8	Medicine	WIS
○	+0	Nature	INT
○	+3	Perception	WIS
○	+0	Performance	CHA
○	+0	Persuasion	CHA
Ⓟ	+5	Religion	INT
○	+5	Sleight of Hand	DEX
○	+5	Stealth	DEX
○	+3	Survival	WIS
○	___	_____	
○	___	_____	
○	___	_____	

SKILLS

+5 INITIATIVE

ARMOR 21 CLASS

Immunities - Poison, Disease

DEFENSES

INSPIRATION

+5 PROFICIENCY BONUS

ABILITY SAVE DC

60 ft. (Walking), 60 ft. (Flying)

SPEED

Max HP	Current HP	Temp HP
94		--

HIT POINTS

Total 13d8

HIT DICE

SUCCESSES ○=○=○

FAILURES ○=○=○

DEATH SAVES

=== WEAPONS ===
Shortsword, Simple Weapons

=== TOOLS ===
Herbalism Kit, Pan Flute

=== LANGUAGES ===
Common, 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

Wholeness of Body • 1 / Long Rest
Once per long rest as an action, you can regain 39 HP.

=== BONUS ACTIONS ===

Flurry of Blows
After you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

Patient Defense
You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

Step of the Wind
You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

Unarmed Strike
When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action.

=== REACTIONS ===

ACTIONS

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

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Dagger	+10	1d8+5 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Dart	+10	1d4+5 Piercing	Simple, Finesse, Thrown, Range (20/60)
Unarmed Strike	+11	1d8+6 Bludgeoning	
Talons	+11	1d8+6 Slashing	
Unarmed Strike	+11	1d8+6 Bludgeoning	
Flurry of Blows	+11	1d8+6 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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D&D BEYOND

Cirrus Silentwing	Monk 13	
CHARACTER NAME	CLASS & LEVEL	PLAYER NAME
	Aarakocra	Hermit
	RACE	BACKGROUND	EXPERIENCE POINTS

=== MONK FEATURES ===

* Hit Points • PHB 77

* Proficiencies • PHB 77

* Unarmored Defense • PHB 78
While not wearing armor and not using a shield, your AC equals 10 + DEX modifier + WIS modifier.

* Martial Arts • PHB 78
While you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield, you can use DEX instead of STR for the attack and damage rolls, you can roll your Martial Arts damage die in place of the normal damage, and when you use the Attack action on your turn, you can make one unarmed strike as a bonus action.

| Unarmed Strike: 1 Bonus Action

* Ki • PHB 78
You can spend Ki Points to fuel ki features. You have 13 points per short rest and your Ki save DC is 16.

Flurry of Blows - After you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

Patient Defense - You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

Step of the Wind - You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

| Ki Points: 13 / Short Rest • Special

| Flurry of Blows: 1 Bonus Action

| Patient Defense: 1 Bonus Action

| Step of the Wind: 1 Bonus Action

* Unarmored Movement • PHB 78
Your speed increases by 20 feet while you are not wearing armor or wielding a shield.

* Monastic Tradition • PHB 78

| Way of the Open Hand

* Deflect Missiles • PHB 78
You can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 +18. If you reduce damage to 0 and have a free hand, you can spend 1 ki point to make a ranged attack (as with a monk weapon) with range 20/60.

| 1 Reaction

| Deflect Missiles Attack: 1 Reaction

* Open Hand Technique • PHB 79
Whenever you hit with one of your Flurry of Blows attacks, you can impose one of the following effects on that target: fall prone if it fails a DEX saving throw (DC 16), get pushed up to 15 ft. if it fails a STR saving throw (DC 16), or it can't take reaction until the end of your next turn.

| Special

* Ability Score Improvement • PHB 78

* Slow Fall • PHB 78
You can use your reaction when you fall to reduce any falling damage you take by 65.

| 1 Reaction

* Extra Attack • PHB 79
You can attack twice, instead of once, whenever you take the Attack action on your turn.

* Stunning Strike • PHB 79
When you hit with a melee weapon attack, you can spend 1 ki point to make the target stunned until the end of your next turn if it fails a CON saving throw (DC 16).

| Special

* Ki-Empowered Strikes • PHB 79
Your unarmed strikes count as magical for the purpose of overcoming resistance and immunity.

* Wholeness of Body • PHB 79
Once per long rest as an action, you can regain 39 HP.

| 1 / Long Rest • 1 Action

* Evasion • PHB 79
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.

* Stillness of Mind • PHB 79
You can use an action to end one effect on yourself that is causing you to be charmed or frightened.

| 1 Action

* Unarmored Movement Improvement • PHB 78
You can move along vertical surfaces and across liquids on your turn without falling during the move.

* Purity of Body • PHB

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	20
PP	17

WEIGHT CARRIED	89.24 lb.
ENCUMBERED	120 lb.
PUSH/DRAG/LIFT	240 lb.

NAME	QTY	WEIGHT
Bag of Holding	1	15 lb.
Boots of Striding and Springing	1	--
Bracers of Defense	1	--
Cloak of Protection	1	--
Decanter of Endless Water	1	2 lb.
Eversmoking Bottle	1	1 lb.
Periapt of Wound Closure	1	--
Potion of Climbing	1	--
Winged Boots	1	--
Potion of Healing (Greater)	4	2 lb.
Insignia of Claws	1	--
Feather Token (Feather Fall)	1	--
Potion of Watchful Rest	1	--
Dagger	1	1 lb.
Backpack	1	5 lb.

NAME	QTY	WEIGHT
Clothes, Common	1	3 lb.
Dart	10	2.5 lb.
Herbalism Kit	1	3 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	10	10 lb.
Waterskin	1	5 lb.

ATTUNED MAGIC ITEMS	QTY	WEIGHT
Bracers of Defense	1	--
Cloak of Protection	1	--
Periapt of Wound Closure	1	--

EQUIPMENT

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Cirrus Silentwing

CHARACTER NAME

Monk 13

CLASS & LEVEL

PLAYER NAME

Aarakocra

RACE

Hermit

BACKGROUND

EXPERIENCE POINTS

You are immune to disease and poison.

* Tranquility • PHB 80
At the end of a long rest, you gain the effect of a sanctuary spell (DC 16) that lasts until the start of your next long rest (unless it ends as normal).

| Special

* Tongue of the Sun and Moon • PHB 79
You understand all spoken languages and any creature that can understand a language can understand what you say.

=== 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).

| Wisdom •
Wisdom 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 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

ADDITIONAL EQUIPMENT

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Cirrus Silentwing

CHARACTER NAME

Male	25	Medium	5' 5"	95
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral Good	Aerdrie Faenya	Light sky blue	Deep, reflective	Azure blue plu
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I feel tremendous empathy for all who suffer.
The leader of my community had something wise to say on every

PERSONALITY TRAITS

Free Thinking. Inquiry and curiosity are the pillars of progress. (Chaotic)

IDEALS

Nothing is more important than the other members of my hermitage, order, or association.

BONDS

I'd risk too much to uncover a lost bit of knowledge.

FLAWS

Cirrus Silentwing's tale begins in the cradle of the high, unreachable nests of the Aarakocra, where the wind converses with the sky, and the horizon beckons with untold stories. His plumage, a tapestry of azure blue and silver, shimmered like the morning sky, setting him apart even in his youth. Cirrus was not just another fledgling; he was a seeker, his eyes reflecting a depth of curiosity and wisdom uncommon among his kind.

Under the tutelage of Windcaller Soarfeather, the leader of his community, Cirrus's inherent empathy and thirst for knowledge flourished. Soarfeather, recognizing the unique spark within Cirrus, shared with him the lore of the Aarakocra, the reverence for Aerdrie Faenya, and the secrets of the winds. Yet, it was the accidental discovery of an ancient, forgotten hermitage that truly awakened Cirrus's destiny. Nestled in a secluded valley, surrounded by towering peaks, the hermitage beckoned to him like a whisper on the wind.

With Soarfeather's blessing, Cirrus embraced solitude, finding in the hermitage's silence a profound sense of purpose. He delved into the monastery's relics and texts, teaching himself the Way of the Open Hand, and mastering the arts of healing with the herbs that whispered secrets on the mountainside. His life was simple, yet rich with the kind of deep, introspective knowledge that only solitude can foster.

The pivotal moment of Cirrus's seclusion came with the discovery of a hidden chamber beneath the hermitage. Within its stone embrace lay ancient writings that spoke of the cosmos, the balance of nature, and the threads that weave the fabric of existence together. This knowledge, vast and illuminating, was a revelation that transcended mere understanding—it was a call to action.

Realizing the significance of his discovery, Cirrus knew he could not keep this wisdom to himself. The world beyond his secluded valley was vast, filled with both wonder and suffering, and many were those who could benefit from the truths he had uncovered. Thus, with a heart laden with purpose and wings eager for the wind, Cirrus left the hermitage.

His reentry into the world was not marked by fanfare but by subtle acts of kindness and wisdom. He shared his medicinal knowledge with those in need, his insights into the cosmos with those willing to listen, and his martial prowess with those requiring protection. Yet, it was his battle against a cabal of mages threatening the natural balance that truly defined his return to society. This conflict, born of a desire to protect the sacred truths of the hermitage, forged Cirrus into a guardian of the balance, a role he embraced with every fiber of his being.

In the aftermath, Cirrus's legend grew. Yet, accolades were as wind to his feathers — acknowledged but never clung to. He remained, at his core, a hermit, a seeker of truths in a world that often preferred shadows to light. His journey was one of constant discovery, his path lit by the dawn, his course as unpredictable as the wind itself.

Cirrus's travels took him to the far corners of the land, where he witnessed the world's myriad marvels and shared his wisdom with those he met. His ideals, his bonds to the hermitage and Windcaller Soarfeather, and even his flaws, shaped his journey, making it a testament to the power of solitude, introspection, and the relentless pursuit of knowledge.

As his story spread, Cirrus became known not just as a healer and a warrior but as a sage who walked the line between worlds seen and unseen. His wisdom, drawn from the quietude of his hermitage and the vast experiences of his travels, inspired change and kindled hope in the hearts of many.

Yet, despite his influence, Cirrus remained a wanderer at heart, his spirit as free as the skies he called home. His journey, a reflection of his ever-present curiosity and empathy, continued to unfold with each passing day. In every sunrise and sunset, in the whisper of the leaves and the murmur of the streams, Cirrus's presence could be felt, a silent guardian weaving through the currents of the world, ever in search of the next horizon, the next revelation, and the next soul in need of the wisdom of the skies.

Cirrus Silentwing's legacy is a reminder of the profound connections that bind us to each other and to the world around us. His life, a beautiful symphony of action and contemplation, teaches us the importance of harmony, the value of curiosity, and the endless possibilities that lie within the pursuit of understanding. In the vast tapestry of existence, Cirrus is a thread of silver light, guiding us toward a future where the sky is not the limit but the 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 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

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