D&D BEYOND

Aerendyl Windrider

CHARACTER NAME

Wizard 9	
CLASS & LEVEL	PLAYER NAME
Aarakocra	Sage
RACE	BACKGROUND

EXPERIENCE POINTS

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

○	-1	Strength
○	+3	Dexterity
○	+2	Constitution
⊙	+8	Intelligence
⊙	+5	Wisdom
○	-1	Charisma

Saving Throw Modifiers

Advantage made to maintain your concentration on a spell when you take damage

SAVING THROWS

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

SKILLS

+3 INITIATIVE

ARMOR 13 CLASS

DEFENSES

INSPIRATION

+4 PROFICIENCY BONUS

ABILITY SAVE DC

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

SPEED

Max HP	Current HP	Temp HP
56		--

HIT POINTS

Total 9d6

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

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

=== LANGUAGES ===
Common, Draconic, Elvish, 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

=== REACTIONS ===
War Caster
You can use your reaction to make an opportunity attack to cast a spell that has a casting time of 1 action and targets only that creature.

=== SPECIAL ===
Arcane Recovery • 1 / Long Rest
Once per day when you finish a short rest, you can choose expended spell slots to recover - up to a combined level of 5, and none of the slots can be 6th level or higher.

Sculpt Spells
When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

ACTIONS

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

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Dagger	+7	1d4+3 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Fire Bolt	+8	2d10 Fire	V/S
Unarmed Strike	+3	0 Bludgeoning	
Talons	+3	1d6-1 Slashing	

WEAPON ATTACKS & CANTRIPS

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=== WIZARD FEATURES ===

* Hit Points • PHB 113

* Proficiencies • PHB 113

* Spellcasting • PHB 114
You can cast prepared wizard spells using INT as your spellcasting modifier (Spell DC 16, Spell Attack +8) and wizard spells in your spellbook as rituals if they have the ritual tag. You can use an arcane focus as a spellcasting focus.

* Arcane Recovery • PHB 115
Once per day when you finish a short rest, you can choose expended spell slots to recover - up to a combined level of 5, and none of the slots can be 6th level or higher.

| 1 / Long Rest • Special

* Arcane Tradition • PHB 115

| School of Evocation

* Evocation Savant • PHB 117
The gold and time you must spend to copy an evocation spell into your spellbook is halved.

* Sculpt Spells • PHB 117
When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

| Special

* Ability Score Improvement • PHB 115

* Potent Cantrip • PHB 117
When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

=== 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).

| Intelligence •
Intelligence is your spellcasting ability for this spell.

=== FEATS ===

* War Caster • PHB 170
You have advantage on CON saving throws that you make to maintain your concentration on a spell when you take damage. You can perform the somatic components of spells even when you have weapons or a shield in one or both hands. You can use your reaction to make an opportunity attack to cast a spell that has a casting time of 1 action and targets only that creature.

| 1 Reaction

FEATURES & TRAITS

CP	10
SP	9
EP	0
GP	15
PP	20

WEIGHT CARRIED	73.08 lb.
ENCUMBERED	120 lb.
PUSH/DRAG/LIFT	240 lb.

NAME	QTY	WEIGHT
Wand of the War Mage, +1	1	--
Dagger	1	1 lb.
Ink (1 ounce bottle)	1	--
Parchment (one sheet)	10	--
Backpack	1	5 lb.
Clothes, Common	1	3 lb.
Component Pouch	1	2 lb.
Potion of Healing	4	2 lb.
Pouch	1	1 lb.
Spellbook	1	3 lb.
Wand	1	1 lb.
Small Knife	1	--
Bedroll	1	7 lb.
Mess Kit	1	1 lb.
Rations (1 day)	10	20 lb.

NAME	QTY	WEIGHT
Rope, Hempen (50 feet)	1	10 lb.
Tinderbox	1	1 lb.
Torch	10	10 lb.
Waterskin	1	5 lb.
Charcoal, incense, and herbs (10 gp)	2	--
Charcoal, incense, and herbs (10 gp)	2	--

ATTUNED MAGIC ITEMS	QTY	WEIGHT

EQUIPMENT

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Aerendyl Windrider

CHARACTER NAME

Male	18	Medium	5' 0"	90
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral Good	Oghma, the Go	Pale, with a slig	Bright, intelligen	Soft, light gray
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I'm used to helping out those who aren't as smart as I am, and I patiently explain anything and everything to others.
I … speak … slowly … when talking … to idiots, … which … almost … everyone … is … compared … to me.

PERSONALITY TRAITS

Knowledge. The path to power and self-improvement is through knowledge. (Neutral)

IDEALS

I have an ancient text that holds terrible secrets that must not fall into the wrong hands.

BONDS

Unlocking an ancient mystery is worth the price of a civilization.

FLAWS

Aerendyl Windrider was born among the clouds, in a hidden aerie high above the rolling hills of the Amaranthine Plains. His early years were spent learning to navigate the currents of the wind and to understand the language of the sky. The Aarakocra community he grew up in was small but close-knit, with a deep reverence for the elements and the natural world.

From a young age, Aerendyl was fascinated by the stars and the mysteries they held. He would spend hours gazing into the heavens, pondering the secrets of the cosmos. This curiosity led him to discover an ancient text hidden in a forgotten corner of the aerie's library. The tome was filled with arcane knowledge and celestial charts that hinted at the existence of other worlds and dimensions.

The more Aerendyl read, the more he became convinced that his destiny lay beyond the confines of his home. He began to study magic, focusing on the school of Evocation, drawn to its power to shape and harness elemental forces. His natural affinity for the air and his keen intellect made him a gifted student, and he quickly mastered the basics of spellcasting.

As he delved deeper into his studies, Aerendyl became aware of a growing threat. A dark force was spreading across the land, corrupting the natural order and threatening to engulf the world in chaos. The ancient text he had found spoke of a powerful artifact that could hold the key to stopping this menace. It was said to be hidden in the ruins of an ancient civilization, lost to time and shrouded in mystery.

Determined to find the artifact and fulfill his destiny, Aerendyl left his home with nothing but his spellbook and a few belongings. He traveled across the Amaranthine Plains, using his magic to protect himself from the dangers that lurked in the wilds. He encountered other travelers and scholars along the way, some of whom became allies and friends.

His journey led him to the great city of Eldoria, a melting pot of cultures and knowledge. There, Aerendyl spent time studying in the city's libraries and consulting with other wizards and scholars. He learned of the ancient civilization that had once thrived in the region, known for their advanced magic and technology. The clues he gathered pointed him towards the location of the ruins where the artifact was said to be hidden.

Aerendyl assembled a small group of adventurers, each with their own skills and reasons for joining the quest. Together, they ventured into the uncharted territories, facing numerous challenges and battles. Aerendyl's magic proved invaluable, as he conjured elemental forces to overcome obstacles and protect his companions.

After weeks of travel, they finally reached the ruins. The place was steeped in an eerie silence, with remnants of ancient structures and arcane symbols etched into the stone. Aerendyl could feel the power emanating from the depths of the ruins, calling to him.

The group delved deeper, encountering traps and guardians left by the ancient civilization. Aerendyl's knowledge of magic and history helped them navigate the dangers, deciphering puzzles and unlocking hidden chambers. Finally, they reached the heart of the ruins, where the artifact was said to be located.

What they found was beyond their wildest imaginations. The artifact was a crystal of immense power, pulsating with energy and inscribed with celestial runes. Aerendyl could sense that it was connected to the very fabric of the universe, capable of altering the balance of power.

However, their triumph was short-lived. The dark force that Aerendyl had sensed was revealed to be a powerful sorcerer, who had been searching for the artifact to further his own nefarious goals. A fierce battle ensued, with Aerendyl and his companions fighting to protect the artifact and stop the sorcerer from unleashing destruction.

In the end, it was Aerendyl's mastery of Evocation magic that turned the tide. He unleashed a powerful spell, channeling the energy of the artifact to banish the sorcerer to another realm. The battle was won, but the victory came at a cost. The ruins began to collapse, and the group had to make a hasty retreat.

With the artifact in their possession, Aerendyl and his companions returned to Eldoria as heroes. The crystal was entrusted to a council of wizards, who would study it and ensure that its power was used for the greater good.

Aerendyl's journey had changed him. He had seen the depths of darkness and the heights of power. He knew that his quest was far from over. There were still mysteries to unravel and threats to face. But he was ready, armed with his spells and guided by his unwavering spirit.

From that day forward, Aerendyl Windrider became a guardian of the realms, a seeker of knowledge, and a defender of the natural order. His name would be remembered in the annals of history, not just as an Aarakocra wizard, but as a hero who dared to reach for the stars.

CHARACTER BACKSTORY

ADDITIONAL NOTES

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Wizard	INT	16	+8
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	Fire Bolt	Wizard	+8	1A	120 ft.	V,S	Instantaneous	PHB 242	V/S
O	Mage Hand	Wizard	--	1A	30 ft.	V,S	1 minute	PHB 256	D: 1m, V/S
O	Light	Wizard	DEX 16	1A	Touch/20 ft. Sphere	V,M	1 hour	PHB 255	D: 1h, 20 ft. Sphere, V/M
O	Prestidigitation	Wizard	--	1A	10 ft.	V,S	1 hour	PHB 267	D: 1h, V/S
	=== 1st LEVEL ===	4 Slots OOOO							
O	Magic Missile	Wizard	--	1A	120 ft.	V,S	Instantaneous	PHB 257	V/S
O	Shield	Wizard	--	1R	Self	V,S	1 round	PHB 275	D: 1Rnd, V/S
O	Mage Armor	Wizard	--	1A	Touch	V,S,M	8 hours	PHB 256	D: 8h, V/S/M
O	Thunderwave	Wizard	CON 16	1A	Self/15 ft. Cube	V,S	Instantaneous	PHB 282	15 ft. Cube, V/S
O	Detect Magic [R]<C>	Wizard	--	1A + 10m	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
O	Find Familiar [R]	Wizard	--	1h + 10m	10 ft.	V,S,M	Instantaneous	PHB 240	V/S/M
O	Feather Fall	Wizard	--	1R	60 ft.	V,M	1 minute	PHB 239	D: 1m, V/M
O	Fog Cloud <C>	Wizard	--	1A	120 ft./20 ft. Sphere	V,S	Concentration, up to 1 hour	PHB 243	D: 1h, 20 ft. Sphere, V/S
	=== 2nd LEVEL ===	3 Slots OOO							
O	Misty Step	Wizard	--	1BA	Self	V	Instantaneous	PHB 260	V
O	Scorching Ray	Wizard	+8	1A	120 ft.	V,S	Instantaneous	PHB 273	V/S
O	Mirror Image	Wizard	--	1A	Self	V,S	1 minute	PHB 260	D: 1m, V/S
O	Web <C>	Wizard	DEX 16	1A	60 ft./20 ft. Cube	V,S,M	Concentration, up to 1 hour	PHB 287	D: 1h, 20 ft. Cube, V/S/M
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	Counterspell	Wizard	--	1R	60 ft.	S	Instantaneous	PHB 228	Special: (See Description)*, S
O	Fireball	Wizard	DEX 16	1A	150 ft./20 ft. Sphere	V,S,M	Instantaneous	PHB 241	20 ft. Sphere, V/S/M
O	Fly <C>	Wizard	--	1A	Touch	V,S,M	Concentration, up to 10 minutes	PHB 243	D: 10m, V/S/M
O	Lightning Bolt	Wizard	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	Dimension Door	Wizard	--	1A	500 ft.	V	Instantaneous	PHB 233	V
O	Ice Storm	Wizard	DEX 16	1A	300 ft./20 ft. Cylinder	V,S,M	Instantaneous	PHB 252	20 ft. Cylinder, V/S/M
O	Greater Invisibility <C>	Wizard	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB 246	D: 1m, V/S
O	Polymorph <C>	Wizard	WIS 16	1A	60 ft.	V,S,M	Concentration, up to 1 hour	PHB 266	D: 1h, V/S/M
	=== 5th LEVEL ===	1 Slots O							
O	Cone of Cold	Wizard	CON 16	1A	Self/60 ft. Cone	V,S,M	Instantaneous	PHB 224	60 ft. Cone, V/S/M
O	Teleportation Circle	Wizard	--	1m	10 ft.	V,M	1 round	PHB 282	D: 1Rnd, V/M

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