D&D BEYOND

Aerilyn Windwhisper

CHARACTER NAME

Fighter 18
CLASS & LEVEL

PLAYER NAME

Air Genasi
RACE

Far Traveler
BACKGROUND

EXPERIENCE POINTS

STRENGTH	+5 (21)
DEXTERITY	+5 (20)
CONSTITUTION	+4 (18)
INTELLIGENCE	+0 (10)
WISDOM	+1 (13)
CHARISMA	+0 (10)

⊙	+12	Strength
○	+6	Dexterity
⊙	+11	Constitution
○	+1	Intelligence
○	+2	Wisdom
○	+1	Charisma

Saving Throw Modifiers

+1 Bonus on saves

SAVING THROWS

Ⓟ	+11	Acrobatics	DEX
○	+1	Animal Handling	WIS
○	+0	Arcana	INT
○	+5	Athletics	STR
○	+0	Deception	CHA
○	+0	History	INT
Ⓟ	+7	Insight	WIS
○	+0	Intimidation	CHA
○	+0	Investigation	INT
○	+1	Medicine	WIS
○	+0	Nature	INT
Ⓟ	+7	Perception	WIS
○	+0	Performance	CHA
○	+0	Persuasion	CHA
○	+0	Religion	INT
○	+5	Sleight of Hand	DEX
○	+5	Stealth	DEX
Ⓟ	+7	Survival	WIS
○	___	_____	
○	___	_____	
○	___	_____	

SKILLS

+10
INITIATIVE

ARMOR
20
CLASS

Resistances - Lightning
DEFENSES

INSPIRATION

+6
PROFICIENCY BONUS

ABILITY SAVE DC

45 ft. (Walking)
SPEED

Max HP	Current HP	Temp HP
184		--

HIT POINTS

Total 18d10
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

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

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

=== TOOLS ===
Pan Flute

=== LANGUAGES ===
Common, 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

=== BONUS ACTIONS ===
Manifest Echo
You can use a bonus action to magically manifest an echo of yourself in an unoccupied space you can see within 15 feet of you. This echo is a magical, translucent, gray image of you that lasts until it is destroyed, until you dismiss it as a bonus action, until you manifest another echo, or until you're incapacitated.

Your echo has AC 20, 1 hit point, and immunity to all conditions. If it has to make a saving throw, it uses your saving throw bonus for the roll. It is the same size as you, and it occupies its space. On your turn, you can mentally command the echo to move up to 30 feet in any direction (no action required). If your echo is ever more than 30 feet from you at the end of your turn, it is destroyed.

Manifest Echo - Teleport
As a bonus action, you can teleport, magically swapping places with your echo at a cost of 15 feet of your movement, regardless of the distance between the two of you.

ACTIONS

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

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Longbow, +2	+13	1d8+9 Piercing	Martial, Ammunition, Heavy, Range, Two-Handed, Range (150/600)
Scimitar, +2	+13	1d6+7 Slashing	Martial, Finesse, Light
Scimitar, +2	+13	1d6+7 Slashing	Martial, Finesse, Light
Shocking Grasp	+7	4d8 Lightning	V/S
Unarmed Strike	+11	6 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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D&D BEYOND

Aerilyn Skydancer

CHARACTER NAME

Fighter 18		
CLASS & LEVEL		PLAYER NAME
Air Genasi	Far Traveler	
RACE	BACKGROUND	EXPERIENCE POINTS

=== FIGHTER FEATURES ===

* Hit Points • PHB 71

* Proficiencies • PHB 71

* Fighting Style • PHB 72
You adopt a fighting style specialty.

| Two-Weapon Fighting • PHB
When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

* Second Wind • PHB 72
Once per short rest, you can use a bonus action to regain 1d10 + 18 HP.

| 1 / Short Rest • 1 Bonus Action

* Action Surge • PHB 72
You can take one additional action on your turn. This can be used 2 times per short rest.

| 2 / Short Rest • Special

* Martial Archetype • PHB 72

| Echo Knight

* Manifest Echo • EGtW 183
You can use a bonus action to magically manifest an echo of yourself in an unoccupied space you can see within 15 ft. of you. The echo lasts until it is destroyed, you dismiss it as a bonus action, you manifest another echo, or until you're incapacitated.

Your echo has AC 20, 1 hit point, and immunity to all conditions. If it has to make a saving throw, it uses your bonus for the roll. It is your size, and occupies its space. If your echo is ever more than 30 ft. from you at the end of your turn, it is destroyed.

You can use the echo in the following ways:
- You can mentally command the echo to move up to 30 ft. in any direction (no action required)
- As a bonus action you can teleport, magically swapping places with your echo at a cost of 15 ft. of your movement, regardless of the distance between the two of you.
- When you take the Attack action, any attack you make can originate from your or the echo's space. You make this choice with each attack.
- When a creature you can see within 5 ft. of your echo moves at least 5 ft. away from it, you can use your reaction to make an opportunity attack as if you were in the echo's space.

| 1 Bonus Action

| Manifest Echo - Teleport: 1 Bonus Action

| Manifest Echo - Attack: Special

| Manifest Echo - Opportunity Attack: 1 Reaction

* Unleash Incarnation • EGtW 183
You can heighten your echo's fury. Whenever you take the Attack action, you can make one additional melee attack from the echo's position.

You can use this feature 4 time(s). You regain all expended uses when you finish a long rest.

| 4 / Long Rest • Special

* Ability Score Improvement • PHB 72

* Extra Attack • PHB 72
You can attack three times whenever you take the Attack action on your turn.

| Special

* Echo Avatar • EGtW 183
You can temporarily transfer your consciousness to your echo. As an action, you can see through your echo's eyes and hear through its ears. During this time, you are deafened and blinded. You can sustain this effect for up to 10 minutes, and you can end it at any time (requires no action). While your echo is being used in this way, it can be up to 1,000 feet away from you without being destroyed.

| 1 Action

* Indomitable • PHB 72
You can reroll a saving throw that you fail - you must use the new roll. You can use this 3 times per long rest.

| 3 / Long Rest • Special

* Shadow Martyr • EGtW 183
You can make your echo throw itself in front of an attack directed at another creature that you can see. Before the attack roll is made, you can use your reaction to teleport the echo to an unoccupied space within 5 feet of the targeted creature. The attack roll that triggered the reaction is instead made against your echo.

Once you use this feature, you can't use it again until you finish a short or long rest.

| Shadow Martyr: 1 / Short Rest • 1 Reaction

* Reclaim Potential • EGtW 184
You've learned to absorb the fleeting magic of your echo. When an echo of yours is destroyed by taking damage, you can gain a number of temporary hit points equal to 2d6 + 4, provided you don't already have temporary hit points.

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	71
PP	130
WEIGHT CARRIED	109 lb.
ENCUMBERED	315 lb.
PUSH/DRAG/LIFT	630 lb.

NAME	QTY	WEIGHT
Bag of Holding	1	15 lb.
Belt of Hill Giant Strength	1	--
Bracers of Archery	1	--
Ring of Protection	1	--
Winged Boots	1	--
Studded Leather, +1	1	13 lb.
Shield, +2	1	6 lb.
Scimitar, +2	1	3 lb.
Scimitar, +2	1	3 lb.
Heward's Handy Haversack	1	5 lb.
Quiver of Ehlonna	1	2 lb.
Clothes, Traveler's	1	4 lb.
Rope of Climbing	1	3 lb.
Potion of Healing (Superior)	2	1 lb.
Blue Sapphire	1	--

NAME	QTY	WEIGHT
Emerald	1	--
Bedroll	1	7 lb.
Mess Kit	1	1 lb.
Rations (1 day)	10	20 lb.
Rope, Silk (50 feet)	1	5 lb.
Tinderbox	1	1 lb.
Torch	10	10 lb.
Waterskin	1	5 lb.
Longbow, +2	1	2 lb.
Arrows	60	3 lb.

ATTUNED MAGIC ITEMS	QTY	WEIGHT
Belt of Hill Giant Strength	1	--
Bracers of Archery	1	--
Ring of Protection	1	--

EQUIPMENT

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Aerilyn Skydancer

CHARACTER NAME

Fighter 18

CLASS & LEVEL

PLAYER NAME

Air Genasi

RACE

Far Traveler

BACKGROUND

EXPERIENCE POINTS

You can use this feature 4 time(s). You regain all expended uses when you finish a long rest.

| 4 / Long Rest • Special

* Legion of One • EGtW
You can use a bonus action to create two echoes with your Manifest Echo feature, and these echoes can coexist. If you try to create a third echo, the previous two echoes are destroyed. Anything you can do from one echo's position can be done from the other's instead.

In addition, when you roll initiative and have no uses of your Unleash Incarnation feature left, you regain one use of that feature.

| Special

=== 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 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 ===

* Dual Wielder • PHB 165
You add a +1 bonus to AC while you are wielding a separate melee weapon in each hand, can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light, and can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.

* 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.

* Alert • PHB 165
You gain a +5 bonus to initiative, you can't be surprised while you are conscious, and other creatures don't gain advantage on attack rolls against you as a result of being unseen by you.

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT

ADDITIONAL EQUIPMENT

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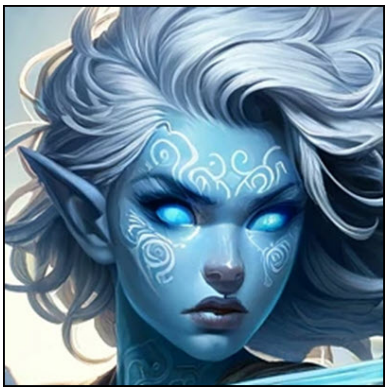
Aerilyn Skydancer

CHARACTER NAME

Female	35	Medium	5'10	150
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Lawful Neutral	Pantheism	Light Blue	Stormy Gray	Pale Blue
ALIGNMENT	FAITH	SKIN	EYES	HAIR



CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I have my own ideas about what is and is not food, and I find the eating habits of those around me fascinating, confusing, or revolting.

PERSONALITY TRAITS

Reserved. As someone new to these strange lands, I am cautious and respectful in my dealings. (Lawful)

IDEALS

I'm fascinated by the beauty and wonder of this new land.

BONDS

I consider the adherents of other gods to be deluded innocents at best, or ignorant fools at worst.

FLAWS

Aerilyn Windwhisper was born high above the clouds on the elemental Plane of Air, in a hidden sanctuary known only to those born of the wind. Her earliest memories were of racing the tempests with her siblings and learning the songs of the winds on her pan flute, which her mother claimed was crafted from the breath of the first zephyr.

From a young age, Aerilyn exhibited an innate connection to the air around her, a connection that went beyond the natural affinities of her Air Genasi kin. She could hear the whispers of the breeze, understand the tales told by the storm, and felt a bond with the air that was as palpable as that of a lifelong friend. Her parents, seeing her unique talents, encouraged her exploration of these gifts, though they also warned her of the Plane of Air's many dangers.

As Aerilyn grew, so did her curiosity and wanderlust. The floating islands and endless skies of her home were breathtaking, but they were also all she had ever known. She yearned for the ground below, for the lands she had only heard of in the stories carried by the winds. When she came of age, she decided it was time to leave her home, to explore the world of the Material Plane that called to her with a siren's song.

Her arrival on the Material Plane was not as grand as she had imagined. She found herself in a rugged coastline battered by ceaseless winds and waves, far from civilization. It was here that Aerilyn learned to survive, to adapt her skills to a world that was grounded and often harsh. Her ability to manipulate air currents made her an adept hunter, and her pan flute, ever at her side, helped soothe the wild creatures she encountered, and sometimes, even the people.

Eventually, Aerilyn's travels led her to a bustling city where she first heard of the Echo Knights. The tales of warriors who could manipulate echoes of time, who could bring forth shades of possibility into reality, fascinated her. It was a different kind of mastery over the air—one that involved bending the fabric of reality itself. Aerilyn knew she had found her calling. She joined the order of the Echo Knights and quickly adapted their teachings to her innate abilities, learning to create echoes not just of force, but of wind and sound, confusing her enemies and aiding her allies.

Yet, even as she embraced her new role, Aerilyn could not forget the elemental bond she shared with her home. She regularly performed the rituals she had learned as a child, greeting the dawn with melodies on her pan flute, each note a reminder of her origins. These rituals kept her connected to the Plane of Air, and at times, she swore she could feel the presence of her family in the music.

Her talents and unique background made her a respected member of the Echo Knights, but they also brought challenges. Aerilyn's views on the divine were shaped by her elemental heritage—she saw the gods as manifestations of natural forces, not as beings worthy of worship. This perspective often put her at odds with the devout, and she struggled to reconcile her beliefs with those of her companions who followed more traditional faiths.

Aerilyn's bond to the beauty of the Material Plane grew with each passing year, yet she remained cautious, always respectful of the lands and their customs, yet wary of the threats they harbored. Her journeys taught her much about the complexities of the world—about bravery, about cruelty, and about the shades of gray in between.

One day, while exploring ancient ruins whispered to be a crossroads of planar energy, Aerilyn encountered a relic—an amulet that pulsed with elemental power. When she touched it, visions of her homeland flooded her senses, so vivid that they left her breathless. The amulet, she realized, was connected to the Elemental Planes, and it had chosen her as its bearer. With it, Aerilyn could feel her connection to the Plane of Air strengthening, her abilities expanding in ways she had never imagined.

Yet, such power does not come without its perils. The amulet had drawn the attention of others, entities both curious and covetous. Aerilyn knew that she would need all her skills, all her echoes, to protect the amulet and herself. Her journey had led her to this artifact, and now it would lead her into conflict. But she was ready. After all, she was Aerilyn Windwhisper, who raced tempests and danced with echoes, whose music could summon the breeze and whose courage was as boundless as the sky itself.

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	+7	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 15	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 15	1A	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB 255	D: 10m, V/S/M

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