

# Winston the Windweaver

Class: Sorcerer (level 4)

Race: Human

Languages: Common, Primordial  
Dwarvish

Alignment: Chaotic Neutral

Background: Sailor

Max HP: 26

Hit Dice: 4d6

Armor Class: 10 (no armor)

Speed: 30 ft.

Initiative: +0

Passive Perception: 13

Passive Investigation: 10

Passive Insight: 11

Proficiencies (Bonus +2)

- Crossbow, Dagger, Staff, Sling
- Navigator's Tools
- Water Vehicles

SKILLS	MODIFIER
Acrobatics (DEX)	+0
Animal Handling (WIS)	+1
<b>Arcana (INT)</b>	<b>+2</b>
<b>Athletics (STR)</b>	<b>+5</b>
Deception (CHA)	+3
History (INT)	+0
Insight (WIS)	+1
Intimidation (CHA)	+3
Investigation (INT)	+0
Medicine (WIS)	+1
Nature (INT)	+0
<b>Perception (WIS)</b>	<b>+3</b>
Performance (CHA)	+3
Persuasion (CHA)	+3
<b>Religion (INT)</b>	<b>+2</b>
Sleight of Hand (DEX)	+0
Stealth (DEX)	+0
Survival (WIS)	+1

STATS	SCORE	MODIFIER	SAVE
Strength	16	+3	+3
Dexterity	10	+0	+0
<b>Constitution</b>	14	+2	<b>+4</b>
Intelligence	10	+0	+0
Wisdom	12	+1	+1
<b>Charisma</b>	16	+3	<b>+5</b>

Some men are lovers. Some men are fighters. Winston doesn't care for that kind of intellectualism. When he's not sailing, he's drinking. When he's not drinking, he's fighting. When he's not fighting, he's otherwise indisposed. A Dock Ward lifer, the hurricane known as the Windweaver can usually be found in the underground fighting pits.

ATTACKS	HIT	DAMAGE	NOTES
Handaxe	+3	1d6+3 slashing	Light, Range (20/60 ft.)
Dagger	+5	1d4+3 piercing	Finesse, Light, Range (20/60 ft.)
Dagger (offhand)	+5	1d4 piercing	Finesse, Light, Range (20/60 ft.)
Unarmed Strike	+5	1d4+3 bludgeoning	

SPELL SLOTS	MODIFIER	SPELL ATTACK	SAVE DC
4 Spell Slots (LEVEL 1)	+3	+5	13
3 Spell Slots (LEVEL 2)			
You have <b>4 sorcery points</b> that you regain when you finish a long rest			

**Sorcery Points:** You have 4 sorcery points that you regain when you finish a long rest. You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points as a bonus action.

**Tempestuous Magic:** As a bonus action, you can cause gusts of air to surround you before or after you cast a spell of 1<sup>st</sup> level or higher that allows you to fly up to 10 ft. without provoking opportunity attacks.

**Tavern Brawler:** When you hit a creature with an unarmed strike or an improvised weapon on your turn, you can use a bonus action to attempt to grapple the target. You are proficient with improvised weapons.

**Metamagic:** You can twist spells to suit your needs.

- **Extended Spell:** When you cast a spell that has a duration of 1 minute or longer, you can spend 1 sorcery point to double its duration, to a maximum of 24 hours.
- **Empowered Spell:** When you roll damage for a spell, you can spend 1 sorcery point to reroll up to 3 of the dice. You must use the new rolls and you can use this option even if you've already used another Metamagic option.

**Ship's Passage:** When you need to, you can secure free passage on a sailing ship for yourself and your adventuring companions. You might sail on the ship you served on, or another ship you have good relations with (perhaps one captained by a former crewmate). Because you're calling in a favor, you can't be certain of a schedule or route that will meet your every need. In return for your free passage, you and your companions are expected to assist the crew during the voyage.

**Spellcasting:** Aside from your ritual spells, you have four Level 1 spell slots and three level 2 spell slots. Your spell slots are refreshed upon a long rest.

SPELLS	RANGE	HIT/DC	EFFECT
Gust (At Will)	30 ft.	STR 13	You choose one of three options: 1) one medium or smaller creature must succeed a Strength saving throw or be pushed up to 5 feet, 2) you create a small blast of air capable of moving a small object up to 10 feet, or 3) you create a harmless sensory effect you air such as causing leaves to rustle or wind to slam shutters shut.
Light (At Will)	Touch	DEX 13	You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action. If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.
Lighting Lure (At Will)	15 ft.	STR 13	A lash of lightning energy strikes at one target which must succeed on a Strength saving throw or be pulled up to 10 feet in a straight line toward you and then take 1d8 lightning damage if it is within 5 feet of you.
Shape Water (At Will)	30 ft.	-	You choose an area of water that you can see within range and that fits within a 5-foot cube. You manipulate it in one of the following ways: 1) You instantaneously move or otherwise change the flow of water as you direct, up to 5 feet in any direction. The movement doesn't have enough force to cause damage. 2) You cause the water to form into simple shapes and animate at your direction This change lasts for 1 hour. 3) You change the water's color or opacity. The water must be changed in the same way throughout. This change lasts for 1 hour. 4) You freeze the water, provided that there are no creatures in it. The water unfreezes in 1 hour.
Mending (At Will)	Touch	-	After casting for 1 minute, you repair a single break or tear in an object such as a broken chain link, a cloak, leaking wineskin, etc. as long as the break or tear is no larger than 1 ft. in any dimension. This spell can physically repair a magic item or construct but can't restore the magic to such an object.
Absorb Elements (Level 1)	Self	-	Cast as a reaction when you take acid, cold, fire, lightning, or thunder damage. The spell captures some of the incoming energy, lessening its effect on you and storing it for your next melee attack. You have resistance to the triggering damage type until the start of your next turn. Also, the first time you hit with a melee attack on your next turn, the target takes an extra 1d6 damage of the triggering type, and the spell ends. If cast as a Level 2 spell, the extra damage increases by 1d6.
Thunderwave (Level 1)	Self	CON 13	creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the target takes half as much damage and isn't pushed. Unsecured objects that are completely within the area of effect are automatically pushed 10 feet away by the spell's effect, and it emits a thunderous boom audible out to 300 feet. If cast as Level 2, damage increases by 1d8.
Gust of Wind (Level 2, Concentration)	Self	STR 13	A line of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose for 1 minute. Each creature that starts its turn in the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line. Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you. The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish them. As a bonus action on each of your turns before the spell ends, you can change the direction in which the line blasts from you.
Knock (Level 2)	60 ft.	-	Target door, box, chest, set of manacles, padlock, or another object that contains a mundane or magical means that prevents access. A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked. If you choose a target that is held shut with arcane lock, that spell is suppressed for 10 minutes, during which time the target can be opened and shut normally. When you cast the spell, a loud knock, audible from as far away as 300 feet, emanates from the target object.
Warding Wind (Level 1, Concentration)	Self	-	A strong wind blows around you in a 10-foot radius and moves with you, remaining centered on you for 10 minutes. The wind deafens you and other creatures in its area, it extinguishes unprotected flames in its area that are torch-sized or smaller, it hedges out vapor, gas, and fog that can be dispersed by strong wind, the area is difficult terrain for creatures other than you, and the attack rolls of ranged weapon attacks have disadvantage if the attacks pass in or out of the wind.