

UTHRIEL SEAWALKER

young adult water genasi
chaotic neutral
Level 7 sorcerer

Pronouns: she/her
Occupations: Sailor

Armor Class 14

Hit Points 40 (TODO Hitdice)
Speed 30 walking, 30 swimming.

STR	DEX	CON	INT	WIS	CHA
13	16	16	19	13	15

Saving Throws TODO Saving Throws
Skills

Proficiencies TODO

Damage Immunities TODO Damage Immunities
Condition Immunities TODO Condition Immunities

Senses TODO Senses
Languages Common Priomrdial Elven Triton ,
Adjectives ,

Special Abilities Sorcerer Spellcasting, Font of Magic, MetaMagic | Storm Sorcery: Wind Speaker, Tempestuous Magic, Heart of the Storm, Storm Guide | Genasi Traits: Acid Resistance, Amphibious, Call to the Waves
Special Equipment

Combat Tactics

Actions

Spell Attacks | Cutlass

Factions

$$\begin{array}{c} \text{2500} \times \text{3235} \\ \longleftrightarrow \quad \updownarrow \end{array}$$

Introduction

A strange looking blue humanoid floats down from the crow's nest as the party boards the ship

Appearance

Muscular and Heavy-set, black hair, light blue skin, pointed ears and loose flowing robes. A swallow tattoo on her arm

Expressions

"I own this sea"; "The weather owns us"

Mannerisms

A slightly pigeon-toed walk and often speaks faster than is easily follow-able

Motivations

A fierce confidence pushes her to improve herself every day and allows her to believe she can accomplish anything

Passions

The Sea, The salt air, Her studies

Secrets

She knows where there is a whole in the world to the Elemental Plane of Water

Background

The child of an errant Water Djinn and a Sea Elf, Uthriel has sea water in her veins. She grew up in and around the ocean and is more comfortable at sea than on land. In her teens she left her seaside home to attend a Sorcerer's University in the capital. Being that far from the water didn't sit well with her for long, so after just 2 years she returned and began working on ships until she had made enough money to buy her own. The Djinn Rummy is her ship and she runs cargo for customers but her favorite jobs are delivering adventurers to exotic locales.