

THAERUS LONITHAR

young adult water genasi
lawful neutral
Level 6 monk

Pronouns: she/her
Occupations: Archeologist
Armor Class 18
Hit Points 52 (TODO Hitdice)
Speed 30.

STR	DEX	CON	INT	WIS
14	20	14	14	18
CHA				
12				

Saving Throws
TODO Saving Throws
Skills
Defensive duelist; Polearm Master
Martial Arts + 5; Insight +3;
Religion +3; Acrobatics +5Stealth
+5
Proficiencies TODO
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages
Common Elven Primordial ,
Adjectives ,

- Special Abilities
- Hidden from Djinn's Eyes -
Thaerus is imperceptible to
Djinns unless she attacks them
| Ki - 3 points

- Special Equipment
- Spear of the Stormy Sea (+3
Spear with additional lightning
damage); 4X +3 Javellins

Combat Tactics

Thaerus, typically attacks twice
with the piercing end of her spear
once with the blunt end, and twice
with low kicks designed to trip
humanoid opponent. She will also
use her Ki on a flurry of hands
attack against strong opponents.
</p><p> | Although Thaerus tends
to engage in melee combat when
confronted, she will often opt to
throw her javellins from an unseen
position if she is initiating combat

Actions

+3 Spear of the Stormy Sea 1d6 +
(Dex + magic monus) + 3d4
lightning damage once per day |
Javelin

Factions

2500 x 3235
Image Dummy

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Level 6 monk

Pronouns: she/her

Occupations: Archeologist

Armor Class 18

Hit Points 52 (TODO HP)

Speed 30.

STRDEXCONINTWIS

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(+2)(+5)(+2)(+2)(+4)

CHA

12

(+1)

Saving Throws

TODO Saving Throws

Skills

Defensive duelist; Polearm Martial Arts + 5; Insight Religion +3; Acrobatics +5

Proficiencies

Damage Immunities

TODO Damage Immunities

Condition Immunities

TODO Condition Immunities

Senses

TODO Senses

Languages

Common Elven Primordial

Adjectives

Special Abilities

• Hidden from Djinn's

Thaerus is imperce

Djinns unless she a

them | Ki - 3 points

Cell3

ROLEPLAYING

Introduction

Thaerus actively recruits adventurers for help on her quest to find a lost settlement of water Genasi

Appearance

Pale teal skin with bluish black hair, large orangeish brown eyes, wiry build. full sleeve of water themed tattoos

Expressions

"I've been land-locked for far too long"; "We must band together in this world. the water in all of us"

Mannerisms

Ppritzes herself with mist from her elegantly designed sprayer similar to a perfume bottle

Motivations

Searching for a long-lost village of water Genasi who manage to find each other at the behest of their Djinn parents

Passions

Secrets

Special Equipment

- Spear of the Stormy Sea (Spear with additional lightning damage); Javellins

Combat Tactics

Thaerus, typically attacks with the piercing end of her spear, but can also attack once with the blunt end, or with low kicks designed to trip a humanoid opponent. She uses her Ki on a flurry of attacks against strong opponents. | Although Thaerus tends to engage in melee combat when confronted, she will often opt to throw her javellins from an unseen position if she is initiating combat

Actions

+3 Spear of the Stormy Sea 1d6 + 8 (Dex + magic bonus) + 3d4 lightning damage once per day | +3 Javelin

Factions

"I've been land-locked for far too long"; "We must band together in this world. there is water in all of us"

Mannerisms

Ppritzes herself with mist using her elegantly designed spritzer similar to a perfume bottle

Motivations

Searching for a long-lost village of water Genasi who managed to find each other at the behest of their Djinn parents

Passions

Secrets

BACKGROUND STORY

Thaerus is a water Genasi and, like most Genasi, she sometimes struggles to fit in a society where she rarely sees another living being that looks like her. Unlike most Genasi, she was not abandoned by her Djinn parent (in her case, her father Cryxistmalin). Instead, she was abandoned by her half-elf mother on the steps of a monastery several days travel from the town where she was born.

Growing up in the monastery, Thaerus excelled in her monastic training and grew ever more proficient in the art of fighting with her preferred weapon, the spear. Cryxistmalin would occasionally visit Thaerus secretly as a child and tell her stories of the long lost village by the sea that was settled by the Genasi children of a handful of water Djinn who somehow found each other in this world.

Thaerus believes this story to be entirely fictional through her childhood and adolescent years, and would not still believe so today if she had witnessed her father's murder and punishment for revealing this secret to her administered by another, more powerful Djinn. Cryxistmalin used his last dying breaths to hide Thaerus from the eyes of Djinn who would see her have this secret die along with her, imbuing her weapons with elemental magic and providing her with a large sum of wealth.

Today, Thaerus is obsessed with finding this lost city, learning why it's existence, such a strongly protected secret, and avenging her father. She has invested her inheritance from her father in the development of an archeological exploration company that she uses to track down this settlement and uncover other secrets of the realm's past along the way.

PERSONALITY

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