



## 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
13	16	16	19	13
(+2)	(+3)	(+3)	(+5)	(+2)

**CHA**  
15  
(+3)

**Saving Throws**  
TODO Saving Throws  
**Skills**  
**Proficiencies**  
**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses  
**Languages** Common  
Primordial Elven Triton  
**Adjectives**

### Special Abilities

-

### Special Equipment

-

### Combat Tactics

### Actions

-

### Factions

The Djinn Rummy's Crew

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2500 x 3235

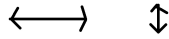


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## ROLEPLAYING

### 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

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## BACK STORY

The chi  
Water Djinn  
Uthriel has  
veins. She c  
around the  
comfortable  
land. In her  
seaside hor  
Sorcerer's t  
capital. Bei  
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long, so aft  
returned ar  
ships until s  
enough mo  
The Djinn R  
and she run  
customers  
are deliveri  
exotic local

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Cell3