

[Previous](#)[Next](#)

uthriel seawalker

2500 x 3235
↔ ↕

Image Dummy

Uthriel Seawalker

young adult Genasi

Chaotic Neutral

Level 7 Sorcerer Storm Sorcery

Pronouns -

she/her

Occupations -

Sailor

Armor Class -

14

Hit Points -

40 (TODO Hitdice)

Speed -

30 walking, 30 swimming.

STR

13 (+2)

DEX

16 (+3)

CON

16 (+3)

INT

15 (+3)

WIS

13 (+2)

CHA

19 (+5)

Saving Throws -

Skills -

{"Water Genasi Abilities"=>[{"Acid Resistance"=>"You have resistance to acid damage."}, {"Amphibious"=>"You can breathe air and water."}, {"Swim"=>"You have a swimming speed of 30 feet."}, {"Call to the Wave"=>"You know the Shape Water cantrip. When you reach 3rd level, you can cast the Create or Destroy Water spell as a 2nd-level spell once with this trait, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for these spells."}]}

{"Sorcerer Ability"=>[{"Spellcasting"=>"7 Sorcery Points, Spell DC 16", "Cantrips"=>"Thunderclap, Shape Water, Booming Blade, Ray of Frost, Lightning Lure", "1st Level"=>"Fog Cloud, Shield, Thunderwave, Magic Missile", "2nd Level"=>"Misty Step, Mind Thrust, Invisibility", "3rd Level"=>"Counterspell, Lightning Bolt, Wall of Water"}, {"MetaMagic"=>"You gain two of the following Metamagic Options of your choice. You gain another one at 10th and 17th level.", 1=>"Empowered Spell", 2=>"Heightened Spell"}]}

{"Storm Sorcery Abilities"=>[{"Wind Speaker"=>"The arcane magic you command is infused with elemental air. You can speak, read, and write Primordial. Knowing this language allows you to understand and be understood by those who speak its dialects; Aquan, Auran, Ignan, and Terran."}, {"Tempestuous Magic"=>"you can use a bonus action on your turn to cause whirling gusts of elemental air to briefly surround you, immediately before or after you cast a spell of 1st level or higher. Doing so allows you to fly up to 10 feet without provoking opportunity attacks"}, {"Heart of the Storm"=>"you gain resistance to lightning and thunder damage. In addition, whenever you start casting a spell of 1st level or higher that deals lightning or thunder damage, stormy magic erupts from you. This eruption causes creatures of your choice that you can see within 10 feet of you to take lightning or thunder damage (choose each time this ability activates) equal to half your sorcerer level."}, {"Storm Guide"=>"you gain the ability to subtly control the weather around you. If it is raining, you can use an action to cause the rain to stop falling in a 20-foot-radius sphere centered on you. You can end this effect as a bonus

action. If it is windy, you can use a bonus action each round to choose the direction that the wind blows in a 100-foot-radius sphere centered on you. The wind blows in that direction until the end of your next turn. This feature doesn't alter the speed of the wind."}}}}

Proficiencies -

Proficiency Mod -

+3

Languages -

Common Priomrdial Elvish Triton

Adjectives -

Confident, Carefree, Arrogant,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

The Djinn Rummy's Crew

Role:

2500 x 3235

A diagram showing two arrows. The first arrow is horizontal and points left and right, positioned under the number 2500. The second arrow is vertical and points up and down, positioned under the number 3235.

Image Dummy

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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Background Story

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.