



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

CHA
12
(+1)

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

Special Abilities

Special Equipment

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.

| 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

Factions
Blue Seal Explorers

2500 x 3235



Image Dummy

ROLEPLAYING

Introduction

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

Appearance

Pale teal skin with bluish black hair, 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, there is water in all of us"

Mannerisms

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

Motivations

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

Passions

Secrets

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

Factions

Blue Seal Explorers

BACKGROUND STORY

Thaerus is a water Genasi and, like most Genasi, she sometimes struggles to fit in to 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 home 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 a 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 the world. Thaerus believed this story to be entirely fiction through her childhood and adolescent years, and would likely still believe so today if she hadn't witnessed her father's murder; a 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 Djinns who would see to have this secret die along with 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 is 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 unearth other secrets of the realm's past along the way.

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