

Age: young adult
Race: water genasi
Pronouns: she/her
Occupation:

- Sailor

Class: sorcerer
Level: 7
Alignment: chaotic neutral
Languages:

- Common
- Priomrdial
- Elven
- Triton

Factions:

- [The Djinn Rummy's Crew](#)

Adjectives:

Armour Class: 14
Hit Points: 40
Speed: 30 walking, 30 swimming

STR 13	DEX 16	CON 16	INT 19	WIS 13	CHA 15
Saving Throws TODO Saving Throws					

Role-Playing

Improv

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 followed

Acting

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
Vulnerabilities: She's overly confident often to the point of arrogance

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
Attacks: Spell Attacks | Cutlass
Combat Tactics:

Special Equipment:

- Tempest Sails and a Ghost-Lantern Bowsprit

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.