

Introduction

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wind:Can spend 1 Ki point to take the Disengage or Dash action as a bonus action. Jump distance is doubled for the turn"}, {"Unarmored Movement"=>"Speed is increased by 25."}, {"Deflect Missles"=>"Can use Reaction to deflect or catch the missle when hit by a ranged weapon attack. Damage from the attack is reduced by 1d12 + 11. If damaged is reduced to 0, the missle is caught if he has one free hand. Can spend 1 Ki point to make a ranged attack with the ammunition or weapon just caught. The attack is made with proficiency and counts as a monk weapon"}, {"Slow Fall"=>"Can us a Reaction to falling damage by by 30hp"}, {"Extra Attack"=>"Can Attack twice per turn"}, {"Stunning Strike"=>"When hits a creature with a melee weapon attack, can spend 1 Ki point and that creature must make a constitution saving throw or be stunned until the end of his next turn"}, {"Ki-Empowered Strike"=>"your unarmed strikes count as magical for the Purpose of overcoming Resistance and immunity to nonmagical attacks and damage."}} {"Way of the Kensei Abilities"=>[{"Path of the Kensei"=>"your special martial arts training leads you to master the use of certain weapons. This path also includes instruction in the deft strokes of calligraphy or painting. You gain the following benefits", "Kensei Weapons"=>"Longbow, Spear, Javilin", "Agile Parry"=>"If you make an unarmed strike as part of the Attack action on your turn and are holding a kensei weapon, you can use it to defend yourself if it is a melee weapon. You gain a +2 bonus to AC until the start of your next turn, while the weapon is in your hand and you aren't incapacitated.", "Kenseis Shot"=>"You can use a bonus action on your turn to make your ranged attacks with a kensei weapon more deadly. When you do so, any target you hit with a ranged attack using a kensei weapon takes an extra 1d4 damage of the weapon's type. You retain this benefit until the end of the current turn.", "Way of the Brush"=>"You gain proficiency with your choice of calligrapher's supplies or painter's supplies."}, {"One with the Blade"=>"you extend your ki into your kensei weapons, granting you the following benefits", "Magic Kensei Weapons"=>"Your attacks with your kensei weapons count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.", "Deft Strike"=>"When you hit a target with a kensei weapon, you can spend 1 ki point to cause the weapon to deal extra damage to the target equal to your Martial Arts die. You can use this feature only once on each of your turns."}}]}} **Proficiencies** - **Proficiency Mod** - +3

Languages - Common Elvish Primordial {"id"=>"blue_seal_explorers", "name"=>"Blue Seal Explorers"} **Adjectives** - Driven, Inquisitive, Determined,

Special Abilities	-	-	-
Special Equipment	-	-	-
Combat Tactics			
Although Thaurus 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			

ROLEPLAYING

Introduction
Thaurus 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. there is water in all of us
Mannerisms
Spritzes 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
Finding where she belongs, archeology, puzzles and revenge
Secrets
She wants revenge

catch the missle when hit by a ranged weapon attack. Damage from the attack is reduced by 1d12 + 11. If damaged is reduced to 0, the missle is caught if he has one free hand. Can spend 1 Ki point to make a ranged attack with the ammunition or weapon just caught. The attack is made with proficiency and counts as a monk weapon"}, {"Slow Fall"=>"Can use a Reaction to falling damage by by 30hp"}, {"Extra Attack"=>"Can Attack twice per turn"}, {"Stunning Strike"=>"When hits a creature with a melee weapon attack, can spend 1 Ki point and that creature must make a constitution saving throw or be stunned until the end of his next turn"}, {"Ki-Empowered Strike"=>"your unarmed strikes count as magical for the Purpose of overcoming Resistance and immunity to nonmagical attacks and damage."}} {"Way of the Kensei Abilities"=>[{"Path of the Kensei"=>"your special martial arts training leads you to master the use of certain weapons. This path also includes instruction in the deft strokes of calligraphy or painting. You gain the following benefits", "Kensei Weapons"=>"Longbow, Spear, Javilin", "Agile Parry"=>"If you make an unarmed strike as part of the Attack action on your turn and are holding a kensei weapon, you can use it to defend yourself if it is a melee weapon. You gain a +2 bonus to AC until the start of your next turn, while the weapon is in your hand and you aren't incapacitated.", "Kenseis Shot"=>"You can use a bonus action on your turn to make your ranged attacks with a kensei weapon more deadly. When you do so, any target you hit with a ranged attack using a kensei weapon takes an extra 1d4 damage of the weapon's type. You retain this benefit until the end of the current turn.", "Way of the Brush"=>"You gain proficiency with your choice of calligrapher's supplies or painter's supplies."}, {"One with the Blade"=>"you extend your ki into your kensei weapons, granting you the following benefits", "Magic Kensei Weapons"=>"Your attacks with your kensei weapons count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.", "Deft Strike"=>"When you hit a target with a kensei weapon, you can spend 1 ki point to cause the weapon to deal extra damage to the target equal to your Martial Arts die. You can use this feature only once on each

recruited help on h a lost sett Genasi **Appear** Pale bluish bl orangeish wiry build water the **Express** I've locked long We together world. th in all of c **Manneri** Spritze mist usin designed to a perfu **Motivat** Search lost villa Genasi w find each behest o parents **Passion** Findin belongs, puzzles ar **Secrets** She w

of your turns."}}}

Proficiencies -

Languages -

Common Elvish Primordial
{ "id" => "blue_seal_explorers",
"name" => "Blue Seal Explorers" }

Adjectives -

Driven, Inquisitive,
Determined,

Special Abilities

- - -

Special Equipment

- - -

Combat Tactics

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