

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
+5Stealth +5

Proficiencies TODO

Damage Immunities
TODO Damage Immunities

Condition Immunities
TODO Condition Immunities

Senses TODO Senses

Languages
Common Elven Primordial ,

Adjectives ,

Special Abilities

- Hidden from Djinn's Eyes -
Thaerus is imperceptible
to Djinns unless she
attacks them | Ki - 3 points

Special Equipment

- Spear of the Stormy Sea
(+3 Spear with additional
lightning damage); 4X +3
Javellins

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. </p>
<p> | Although Thaerus tends
to engage in melee combat
when confronted, she will often
opt to throw her javellins from

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**

2500 x 3235
Image Dummy

14 (+2)	20 (+5)	14 (+2)	14 (+2)	18 (+4)
CHA				
12 (+1)				
Saving Throws TODO Saving Throws				
Skills Defensive duelist; Polearm Master Martial Arts + 5; Insight +3; Religion +3; Acrobatics +5Stealth +				
Proficiencies				
Damage Immunities TODO Damage Immunities				
Condition Immunities TODO Condition Immunities				
Senses TODO Senses				
Languages Common Elven Primordial				
Adjectives ,				
Special Abilities				
<ul style="list-style-type: none">Hidden from Djinn's Eyes - Thaerus is imperceptible to Djinn's unless she attacks them Ki - points				
Special Equipment				
<ul style="list-style-type: none">Spear of the Stormy Sea (+3 Spear with additional lightning damage); 4X +3 Javellins				
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				
+3 Spear of the Stormy Sea 1d6 + 8 (Dex + magic bonus) + 3d4 lightning damage once per day +3 Javelin				
Factions				

2500 x 3235 Image Dummy	
ROLEPLAYING	
Introduction	
Thaerus 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	
Ppritzes 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	
Secrets	

an unseen position if she is initiating combat
Actions
+3 Spear of the Stormy Sea 1d6 + 8 (Dex + magic monus) + 3d4 lightning damage once per day +3 Javelin
Factions
ROLEPLAYING
Introduction
Thaerus 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
Ppritzes 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
Secrets
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.

PERSONALITY
