

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

- Archeologist

Class: monk
Level: 6
Alignment: lawful neutral
Languages:

- Common
- Elven
- Primordial

Factions:

- [Blue Seal Explorers](#)

Adjectives:

Armour Class: 18
Hit Points: 52
Speed: 30

STR 14	DEX 20	CON 14	INT 14	WIS 18	CHA 12
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Saving Throws TODO Saving Throws

Role-Playing

Improv

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~~

Acting

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:

Vulnerabilities: She will drop anything to help a fellow water Genasi

Skills:

- Defensive duelist; Polearm Master Martial Arts + 5; Insight +3; Religion +3; Acrobatics +5
- Stealth +5

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

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

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 an unseen position if she is initiating combat

Special Equipment:

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

Story

<p>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.