

UTHRIEL
SEAWALKER

young adult water genasi
chaotic neutral
Level 7 sorcerer

Pronouns: she/her

Occupations: Sailor

Armor Class 14

Hit Points 40 (TODO H

Speed 30 walking, 30 s

STRDEXCONINTWIS

1316161913

(+2)(+3)(+3)(+5)(+2)

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CHA

15

(+3)

Saving Throws

TODO Saving Throws

Skills

Proficiencies TODO

Damage Immunities

TODO Damage Immunities

Condition Immunities

TODO Condition Immunities

Senses TODO Senses

Languages

Common Priomrdial Elven Triton

Adjectives ,

Special Abilities

• Sorcerer Spellcasting, Font

Magic, MetaMagic | Storm

Sorcery: Wind Speaker,

Tempestuous Magic, Heart

the Storm, Storm Guide |

Genasi Traits: Acid Resistar

Amphibious, Call to the Wa

Special Equipment

• Tempest Sails and a Ghost-

Lantern Bowsprit

Combat Tactics

Actions

Spell Attacks | Cutlass

Factions

ROLEPLAYING

Introduction

A strange looking blue

humanoid floats down from

crow's nest as the party bo

2500 x 3235

↔↕

Image Dummy

2500 x 3235
Image Dummy

<div>CHA</div> <div>15 (+3)</div>		<div>ROLEPLAYING</div> <div>Introduction</div> <div>A strange looking blue humanoid floats down from the crow's nest as the party boards the ship</div> <div>Appearance</div> <div>Muscular and Heavy-set, black hair, light blue skin, pointed ears and loose flowing robes. A swallow tattoo on her arm</div> <div>Expressions</div> <div>"I own this sea"; "The weather owns us"</div> <div>Mannerisms</div> <div>A slightly pigeon-toed walk and often speaks faster than is easily follow-able</div> <div>Motivations</div> <div>A fierce confidence pushes her to improve herself every day and allows her to believe she can accomplish anything</div> <div>Passions</div> <div>The Sea, The salt air, Her studies</div> <div>Secrets</div> <div>She knows where there is a whole in the world to the Elemental Plane of Water</div>	
<div>Saving Throws</div> <div>TODO Saving Throws</div> <div>Skills</div> <div>Proficiencies</div> <div>Damage Immunities</div> <div>TODO Damage Immunities</div> <div>Condition Immunities</div> <div>TODO Condition Immunities</div> <div>Senses</div> <div>TODO Senses</div> <div>Languages</div> <div>Common Primordial Elven</div> <div>Adjectives</div> <div>,</div>		<div>the ship</div> <div>Appearance</div> <div>Muscular and Heavy-set, black hair, light blue skin, pointed ears and loose flowing robes. A swallow tattoo on her arm</div> <div>Expressions</div> <div>"I own this sea"; "The weather owns us"</div> <div>Mannerisms</div> <div>A slightly pigeon-toed walk and often speaks faster than is easily follow-able</div> <div>Motivations</div> <div>A fierce confidence pushes her to improve herself every day and allows her to believe she can accomplish anything</div> <div>Passions</div> <div>The Sea, The salt air, Her studies</div> <div>Secrets</div> <div>She knows where there is a whole in the world to the Elemental Plane of Water</div>	
<div>Special Abilities</div> <div><div><div>• Sorcerer Spellcasting</div><div>• Sorcerer Magic, MetaMagic Sorcery: Wind Spear</div><div>• Tempestuous Magic</div><div>• the Storm, Storm G</div><div>• Genasi Traits: Acid Resistance, Amphibious to the Waves</div></div></div>		<div>Cell3</div> <div>Background Story</div> <div>The child of an errant Water Djinn and a Sea Elf, Uthriel has sea water in her veins. She grew up 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 job is delivering adventurers to exotic locales.</div>	
<div>Special Equipment</div> <div><div><div>• Tempest Sails and a Lantern Bowsprit</div></div></div>			
<div>Combat Tactics</div>			
<div>Actions</div> <div>Spell Attacks Cutlass</div>			
<div>Factions</div>			

PERSONALITY

The child of an errant Water Djinn and a Sea Elf, Uthriel has sea water in her veins. She grew up 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 suit her well 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 job is delivering adventurers to exotic locales.