



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 +5
Stealth +5
Proficiencies
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 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

Blue Seal Explorers

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Proficiencies TODO

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BACKGROUND 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.</p><p>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. </p><p>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.</p><p>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.</p>

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

2500 x 3235



Image Dummy

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