

[Previous](#)[Next](#)

thaerus lonithar

**2500 x 3235**  
↔ ↕

Image Dummy

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## Thaerus Lonithar

**young adult Genasi**

**Lawful Neutral**

**Level 6 Monk Way of the Kensei**

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**Pronouns -**

she/her

**Occupations -**

Archeologist

**Armor Class -**

18

**Hit Points -**

52 (TODO Hitdice)

**Speed -**

30.

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**STR**

14 (+2)

**DEX**

20 (+5)

**CON**

14 (+2)

**INT**

14 (+2)

**WIS**

18 (+4)

**CHA**

12 (+1)

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**Saving Throws -**

**Skills -**

{"Water Genasi Abilities"=>[{"Acid Resistance"=>"You have resistance to acid damage."}, {"Amphibious"=>"You can breathe air and water."}, {"Swim"=>"You have a swimming speed of 30 feet."}, {"Call to the Wave"=>"You know the Shape Water cantrip. When you reach 3rd level, you can cast the Create or Destroy Water spell as a 2nd-level spell once with this trait, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for these spells."}]}

{"Monk Abilities"=>[{"Unarmored Defense"=>"When not wearing armor Ac = 10 + Dexterity + Wisdom"}, {"Martial Arts"=>"Can use Dexterity instead of Strength for the attack and damage rolls for unarmed strikes and monk weapons", "Can roll a d6 in place of normal damage for unarmed strikes and monk weapons", "When using an attack action with an unarmed strike or monk weapon, can make an unarmed strike as a bonus action"}], {"Ki"=>"6 Ki Points, Ki DC= 16"}, {"Flurry of Blows"=>"Immediately after and attack action, can spend 1 Ki point to make 2 unarmed strikes as a bonus action"}, {"Patient Defense"=>"Can spend 1 Ki point to take the Dodge action as a bonus action - Step of the 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 missile when hit by a ranged weapon attack. Damage from the attack is reduced by 1d12 + 11. If damaged is reduced to 0, the missile 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**

**Actions**

**Factions**

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**2500 x 3235**

A diagram showing the dimensions '2500 x 3235'. Below '2500' is a horizontal double-headed arrow. Below '3235' is a vertical double-headed arrow.

# Image Dummy

## Roleplaying

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### 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

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

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Proficiencies -

Languages -

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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

## Roleplaying

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### Passions

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### Secrets

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## Background Story

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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 wish to see this secret die along with him, 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.