

3235
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dummy

UTHRIEL SEAWALKER

Young Adult Water Genasi
Chaotic Neutral
Level 7 Sorcerer

Pronouns: she/her
Occupations: Sailor
Armor Class 14
Hit Points
40 (TODO Hitdice)
Speed
30 walking, 30 swimming.

STR	DEX	CON	INT	WIS
13	16	16	19	13
(+2)	(+3)	(+3)	(+5)	(+2)

CHA
15
(+3)

Saving Throws
TODO Saving Throws
Skills
Proficiencies
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Common
Primordial Elven Triton
Adjectives

Special Abilities
-

Special Equipment
-

Combat Tactics

Actions
-

Factions

The Djinn Rummy's Crew

2500 x 3235
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Image Dummy

ROLEPLAYING

Introduction

A strange looking blue humanoid floats down from the crow's nest as the party boards the ship

Appearance

Muscular and Heavy-set, black hair, light blue skin, pointed ears and loose flowing robes. A swallow tattoo on her arm

Expressions

"I own this sea"; "The weather owns us"

Mannerisms

A slightly pigeon-toed walk and often speaks faster than is easily follow-able

Motivations

A fierce confidence pushes her to improve herself every day and allow her to believe she can accomplish anything

Passions

The Sea, The salt air, Her studies

Secrets

She knows where there is a whole in the world to the Elemental Plane of Water

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BACKSTORY

The character is a Djinn and a sea water elemental. She was found up in and around the ship. She is more confident on land. In the seaside home of the Sorcerer's capital. Because the water didn't like her long, so after she returned and the ships until she got money to live. Rummy is her cargo for the favorite job and adventures.