



# 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

-  
**Special Equipment**  
-

## 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**  
-

## Factions

**Blue Seal Explorers**

# 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** **Skills** Defensive duelist; Polearm Master Martial Arts + 5; Insight +3; Religion +3; Acrobatics +5  
Stealth +5

**Proficiencies** TODO  
**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses  
**Languages** Common, Elven, Primordial,  
**Adjectives**

## Special Abilities

-  
**Special Equipment**  
-

## 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**  
-

## Factions

**Blue Seal Explorers**

2500 x 3235



Image Dummy

## ROLEPLAYING

### Introduction

Thaerus actively recruits adventure for help on her quest to find a lost settlement of water Genasi

### Appearance

Pale teal skin with bluish black hair, 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 perfume bottle

### Motivations

Searching for a long-lost village of w Genasi who managed to find each o at the behest of their Djinn parents

### Passions

### Secrets

## 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

## BACKGROUND STORY

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.