

CELL ONE

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 14 (**DEX** 20 **CON** 14 **INT** 14 **VIS** 18)

CHA 12

Saving Throws
TODO Saving Throws
Skills
Defensive duelist; Polearm Master
Master Martial Arts + 5;
+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

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

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Special Abilities

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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.
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

<div>them Ki = 5 points</div> <div>Special Equipment</div> <div><ul style="list-style-type: none">Spear of the Stormy Sea 1d6 (+3 Spear with add lightning damage); Javellins</div> <div>Combat Tactics</div> <div>Thaerus, typically attacks with the piercing end of the spear, once with the blunt and twice with low kicks designed to trip humanoid opponent. She will also use Ki on a flurry of hands at against strong opponents</div> <div><p> Although Thaerus engage in melee combat confronted, she will often throw her javellins from an unseen position if she is in combat</div> <div>Actions</div> <div>+3 Spear of the Stormy Sea 1d6 + 8 (Dex + magic monus) + 3d4 lightning damage once per day +3 Javelin</div> <div>Factions</div>		<div>brown eyes, wiry build. full sleeve of water themed tattoos</div> <div>Expressions</div> <div>"I've been land-locked for far too long"; "We must band together in this world. there is water in all of us"</div> <div>Mannerisms</div> <div>Ppritizes herself with mist using her elegantly designed spritzer similar to a perfume bottle</div> <div>Motivations</div> <div>Searching for a long-lost village of water Genasi who managed to find each other at the behest of their Djinn parents</div> <div>Passions</div> <div>Secrets</div>		<div>2500 x 3235</div> <div>↔ ↕</div> <div>Image Dummy</div>
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