# 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 CHA 20 14 14 14 18 12

Saving Throws TODO Saving Throws

Skills

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

Proficiencies TODO

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

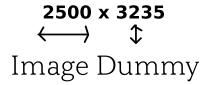
# **Combat Tactics**

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.
| 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 Ppritzes herself with mist using her elegantly designed combat

## **Actions**

+3 Spear of the Stormy Sea 1d6 + 8 (Dex + magic monus) + 3d4 lightning damage once per day | +3 Javelin

# **Factions**



# ${f R}$ oleplaying

# 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

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



CELL

Skills Defensive duelist; Polearm Master Martial Arts + 5; Insight +3; Religion +3; Acrobatics +5Stealth +5 **Proficiencies TODO 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 CELL 2 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

## ROLEPLAYING

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Ppritzes herself with mist using her elegantly designed

bottom stats 2

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