

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 16 16 19 (+2) (+3) (+3) (+5) (+2)

CHA 15 (+3)

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Saving Throws TODO Saving Throws Skills **Proficiencies Damage Immunities TODO Damage Immunities Condition Immunities** TODO Condition Immunities Senses TODO Senses Languages Common, Priomrdial, Elven, Triton, **Adjectives**

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

The Djinn Rummy's Crew

2500 x 3235 \longleftrightarrow

Image Dummy

ROLEPLAYING

Introduction

A strange looking blue humanoid flo down from the crow's nest as the p boards the ship

Appearance

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

Expressions

"I own this sea"; "The weather owns

Mannerisms

A slightly pigeon-toed walk and ofter speaks faster than is easily follow-at

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

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

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> **Proficiencies** TODO

Damage Immunities

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Condition Immunities TODO Condition Immunities

Senses TODO Senses Languages Common, Priomrdial, Elven, Triton, **Adjectives**

Special Abilities -**Special Equipment**

Combat Tactics

Spell Attacks | Cutlass

Factions

The Djinn Rummy's Crew

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 allows her to believe she can accomplish anything

Passions

The Sea, The salt air, Her studies

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

BACKGROUND STORY

The child of an errant Water Djinn and a Sea Elf, Uthriel has sea water in her veins. She grew up in and around the ocean and is more comfortable at sea than on land. In her teens she left her seaside home to attend a Sorcerer's University in the capital. Being that far from the water didn't sit well with her for long, so after just 2 years she returned and began working on ships until she had made enough money to buy her own. The Djinn Rummy is her ship and she runs cargo for customers but her favorite jobs are delivering adventurers to exotic locales.