

young adult other (you will  
be asked to specify)  
chaotic neutral  
Level 6 bard

STR	DEX	CON	INT	WIS
11	12	16	13	18
(+1)	(+1)	(+3)	(+2)	(+4)

**Saving Throws**  
TODO Saving Throws

**Skills**

**Proficiencies**

**Damage Immunities**  
TODO Damage Immunities

**Condition Immunities**  
TODO Condition Immunities

**Senses** TODO Senses

**Languages**  
Common Primordial Aquatic

**Adjectives**

Sliding down from the boats rigging, a beautiful androgynous humanoid greets you "Hol

## Image Dummy

Image Dummy

## SPECIAL ABILITIES

- Siren Traits: Darkvision, Amphibious, Siren's Song, Siren's Call Charm
- Bard Traits: Bardic Inspiration, Jack of All Trades, Song of Rest, Font of Inspiration, Countercharm, College of Glamour, Inspiration Enthrallment, Performance Mantle, Majesty

## Special Equipment

## Combat Tactics

She will rarely fight. She  
her call to charm her opp  
that doesn't work, she wi  
escape

## Actions

## Her Call | Claws

## Factions

## Expressions

"Aren't you the handsome one", "The captain doesn't like me to fraternize with the passengers. it causes problems"

## Mannerisms

moves like silk with a constant slight grin and seductive eyes

## Motivations

## Adventure, finding mates

## Passions

## Travelling

## Secrets

Most of their mates end up dead. Is much older than they appears

humanoid greets you "Hi:  
Welcome aboard handsome!"

## Appearance

Tall, lithe, beautiful and androgynous, with gills on their neck and slight fins protruding the backs of their arms

## Expressions

"Aren't you the handsome one"  
"The captain doesn't like me to fraternize with the passengers. causes problems"

## Mannerisms

moves like silk with a constant  
slight grin and seductive eyes

## Motivations

## Adventure, finding mates

## Passions

## Travelling

## Secrets

Most of their mates end up dead much older than they appear

## BACKGROUND STORY

Amera is considerably older than she appears to be. Around 200 years old, though in appearance they are around 25. Urban sprawl forced them from their cliff-side home. As a result they took up a job as a sailor allowing them to travel and be constantly on the move. They also regularly change ships and crews as often as possible to prevent people from learning the truth about what they are. They will usually serve as both a lookout and entertainment on the ships, they will also occasionally function as a companion for the ships captain if the mood takes them. If they need to, they can transform and escape from a situation underwater. They're main goal is their own continued survival as well as mating and perpetuating it's species

## PERSONALITY