



# AMERA

Young Adult Other (You Will Be Asked To Specify)  
Chaotic Neutral  
Level 6 Bard

**Pronouns:** they/them  
**Occupations:** Sailor  
**Armor Class** 11  
**Hit Points** 61 (TODO Hitdice)  
**Speed** 30 walking or 5 walking and 40 Swimming.

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

**CHA**  
20  
(+5)

**Saving Throws** TODO Saving Throws  
**Skills**  
**Proficiencies**  
**Damage Immunities** TODO Damage Immunities  
**Condition Immunities** TODO Condition Immunities  
**Senses** TODO Senses  
**Languages** Common, Primordial, Aquan,  
**Adjectives**

## Special Abilities

-

## Special Equipment

## Combat Tactics

She will rarely fight. She will use her call to charm her opponents. If that doesn't work, she will try to escape

## Actions

-

## Factions

Ship's Crew

2500 x 3235

Image Dummy

# ROLEPLAYING

## Introduction

Sliding down from the boats rigging beautiful androgynous humanoid greets you "Ho! Welcome aboard handsome!"

## Appearance

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

## Expressions

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

## Mannerisms

moves like silk with a constant slight and seductive eyes

## Motivations

Adventure, finding mates

## Passions

Travelling

## Secrets

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

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**Skills** **Skills**

**Proficiencies** TODO

**Damage Immunities** TODO Damage Immunities

**Condition Immunities** TODO Condition Immunities

**Senses** TODO Senses  
**Languages** Common, Primordial, Aquan,  
**Adjectives**

**Special Abilities** Siren  
Traits: Darkvision  
Amphibious Siren's Body  
Siren's Call Charm  
Resistance | Bard Traits:  
Bard Spellcasting Bardic  
Inspiration Jack of All Trades  
Song of Rest Font of  
Inspiration Countercharm |  
College of Glamour: Mantle  
of Inspiration Enthralling  
Performance Mantle of  
Majesty  
**Special Equipment**

## Combat Tactics

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## Actions

Her Call | Claws

## Factions

Ship's Crew

# ROLEPLAYING

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# 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