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 H

Speed 30 walking or 5 walking Swimming.

STR DEX CON INT WIS 11 () 12 16 13 18

CHA 20

> **Saving Throws TODO Saving Throws**

Skills **Proficiencies**

Damage Immunities

TODO Damage Immunit Condition Immunities TODO Condition Immun

Senses TODO Senses Languages

Common Primordial Aqu

2500 x 3235



Image Dummy

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ROLEPLAYING

Introduction

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

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Proficiencies TODO

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Special Abilities

 Siren Traits: Darkvision **Amphibious Siren's Body** Siren's Call Charm Resistanc **Bard Traits: Bard Spellcastin Bardic Inspiration Jack of All Trades Song of Rest Font of** Inspiration Countercharm | College of Glamour: Mantle **Inspiration Enthralling Performance Mantle of Maje**

Special Equipment

Combat Tactics

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

Actions

Her Call | Claws

Factions

ROLEPLAYING

Introduction

Sliding down from the boat rigging, a beautiful androgynous humanoid gre you "Ho! Welcome aboard handsome!"

Appearance

Tall, lithe, beautiful and androgynous, with gills on their neck and clight fine

Image Dummy

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Majesty

Special Equipment

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Actions

Her Call | Claws

Factions

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 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

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BACKGROUND STORY

Amera is considerably older tha she appears to be. Around 200 years old, though in appearance they are around 25. Urban spra forced them from their cliff-side home. As a result they took up as a sailor allowing them to trav and be constantly on the move. They also regularly change ship and crews as often as possible prevent people from learning th truth about what they are. They usually serve as both a lookout entertainment on the ships, the will also occasionally function a companion for the ships captair the mood takes them. If they no to, they can transform and esca from a situation underwater. They're main goal is their own continued survival as well as m and perpetuating it's species

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