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 (+1) (+1) (+3) (+2) (+4)

CHA

Saving Throws TODO Saving Throws Skills **Proficiencies Damage Immunities TODO Damage Immunit Condition Immunities TODO Condition Immuni** Senses TODO Senses Languages Common Primordial Aqu

2500 x 3235 \longleftrightarrow \updownarrow

Image Dummy

ROLEPLAYING

Introduction

Sliding down from the boats rigging, a 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

Charial Abilities

Adjectives ,

AMERA

Speed

11

CHA

20 (+5)

Skills

Swimming.

12

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16 13

Saving Throws TODO Saving Thro

Proficiencies TODO **Damage Immunities**

TODO Damage Immunities Condition Immunities

TODO Condition Immunities

Common Primordial Aguan,

Senses TODO Senses

Languages

Adjectives ,

Special Abilities

18

young adult other (you will be

Siren's Body Siren's Call Charm Resistance | Bard Traits: Bard Spellcasting Bardic Inspiration of All Trades Song of Rest Font Inspiration Countercharm | Coll of Glamour: Mantle of Inspiration **Enthralling Performance Mantle** Majesty

• Siren Traits: Darkvision Amphib

Special Equipment

Combat Tactics

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

Actions

Her Call | Claws

Factions

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Her Call | Claws

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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 than sh appears to be. Around 200 years old though in appearance they are arou 25. Urban sprawl forced them from their cliff-side home. As a result the took up a job as a sailor allowing the to travel and be constantly on the move. They also regularly change s and crews as often as possible to prevent people from learning the tr about what they are. They will usua serve as both a lookout and entertainment on the ships, they wi also occasionally function as a companion for the ships captain if t mood takes them. If they need to, t can transform and escape from a situation underwater. They're main goal is their own continued survival well as mating and perpetuating it's species

Personality