

# AMERA

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

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

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

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**Hit Points** 61 (TODO Hitdice)  
**Speed**  
30 walking or 5 walking and 40  
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STR	DEX	CON	INT	WIS
11	12	16	13	18
(+1)	(+1)	(+3)	(+2)	(+4)

**CHA**

20  
(+5)

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**Saving Throws**  
TODO Saving Throws  
**Skills**

**Proficiencies** TODO

**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses  
**Languages**  
Common Primordial Aquan ,  
**Adjectives** ,

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**Special Abilities**

- Siren Traits: Darkvision  
Amphibious Siren's Body  
Siren's Call Charm Resistan  
Bard Traits: Bard Spellcasti  
Bardic Inspiration Jack of A  
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 us  
her call to charm her opponent  
that doesn't work, she will try t  
escape

**Actions**

Her Call | Claws

**Factions**

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# ROLEPLAYING

Introduction

2500 x 3235  
↔ ↕  
Image Dummy

2500 x 3235  
Image Dummy

(CHA) (+1) (+1) (+3) (+2) (+4)				
<b>CHA</b>				
20 (+5)				
<b>Saving Throws</b> TODO Saving Throws				
<b>Skills</b>				
<b>Proficiencies</b>				
<b>Damage Immunities</b> TODO Damage Immunities				
<b>Condition Immunities</b> TODO Condition Immunities				
<b>Senses</b> TODO Senses				
<b>Languages</b> Common Primordial Aquatic				
<b>Adjectives</b> ,				
<b>Special Abilities</b>				
<ul style="list-style-type: none"><li>Siren Traits: Darkvision Amphibious Siren's Call Charm</li><li>Bard Traits: Bardic Inspiration Jack of All Song of Rest Font of Inspiration Countercharm College of Glamour Inspiration Enthrallment Performance Mantle of Majesty</li></ul>				
<b>Special Equipment</b>				
<b>Combat Tactics</b>				
She will rarely fight. She uses her call to charm her opponent. If that doesn't work, she will try to escape				
<b>Actions</b>				
Her Call   Claws				
<b>Factions</b>				
<b>ROLEPLAYING</b>				
<b>Introduction</b>				
Sliding down from the boats rigging, a beautiful androgynous humanoid greets you "Ho! Welcome aboard handsome!"				
<b>Appearance</b>				
Tall, lithe, beautiful and androgynous, with gills on their neck and slight fins protruding up the backs of their arms				
<b>Expressions</b>				
"Aren't you the handsome one", "The captain doesn't like me to fraternize with the passengers it causes problems"				
<b>Mannerisms</b>				
moves like silk with a constant slight grin and seductive eyes				
<b>Motivations</b>				
Adventure, finding mates				
<b>Passions</b>				
Travelling				
<b>Secrets</b>				
Most of their mates end up dead. Is much older than they appears				
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Travelling				
<b>Secrets</b>				
Most of their mates end up dead. Is much older than they appears				
<b>BACKGROUND STORY</b>				
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 chartered 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, though will also occasionally function as a companion for the ships captain if the mood takes them. If they refuse, they can transform and escape from a situation underwater. Their main goal is their own continued survival as well as mating and perpetuating it's species				

# PERSONALITY

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