# **A**MERA

young adult other (y 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 (+1) (+1) (+3) (+2) (+4)

CHA

20 (+5)

Image Dummy

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> Saving Throws TODO Saving Throws Skills

**Proficiencies TODO** 

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

#### **Special Abilities**

Siren Traits: Darkvision
 Amphibious Siren's Body
 Siren's Call Charm Resistan
 Bard Traits: Bard Spellcasti
 Bardic Inspiration Jack of Al
 Trades Song of Rest Font of
 Inspiration Countercharm |
 College of Glamour: Mantle
 Inspiration Enthralling
 Performance Mantle of Majore

**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** 

## ROLEPLAYING

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## ROLEPLAYING

#### Introduction

Sliding down from the boats rigging, a beautifu 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 with the passenger 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 the she appears to be. Around 200 years old, though in appearance they are around 25. Urban spra forced them from their cliff-sid home. As a result they took up job as a sailor allowing them to travel and be constantly on the move. They also regularly char ships and crews as often as possible to prevent people from learning the truth about what they are. They will usually serv as both a lookout and entertainment on the ships, th will also occasionally function companion for the ships capta the mood takes them. If they n to, they can transform and esc from a situation underwater. They're main goal is their own continued survival as well as mating and perpetuating it's species

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