



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

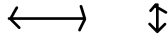


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ROLEPLAYING

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

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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BACKSTORY

Amera is older than she appears, more than 200 years old. Her appearance is that of a young adult. Urban sprawl and their cliff-side homes mean they took up space, allowing them to be constantly on the move, also regularly appearing in the crews as often as they prevent people from knowing the truth about what will usually see them on the lookout and in the ships, they occasionally appear as a companion for those if the mood takes them, need to, they will escape from their own company as well as matrilines it's species

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Cell3