

[Previous](#)[Next](#)

amera

2500 x 3235
↔ ↕

Image Dummy

Amera

Amera

young adult Siren

Chaotic Neutral

Level 6 Bard College of Heartbreakers

Pronouns -

they/them

Occupations -

Sailor

Armor Class -

11

Hit Points -

61 (TODO Hitdice)

Speed -

30 walking with legs or 5 walking and 40 Swimming with tail.

STR

11 (+1)

DEX

12 (+1)

CON

16 (+3)

INT

13 (+2)

WIS

18 (+4)

CHA

20 (+5)

Saving Throws -

Skills -

{ "Siren Abilities"=>[{ "Darkvision"=>"Can see in dim light within 60 feet as if it were bright light, and in Darkness as if it were dim light. Can't discern color in Darkness, only Shades of Gray..", "Amphibious"=>"You can breathe both air and water", "Sirens Body"=>"As a bonus action, they turn into an amphibious form, their legs becoming a single powerful tail. Their walking speed is reduced to 5 feet and they gain a swimming speed of 40 feet. While in this form, they can use their bonus action to return to normal..", "Sirens Call"=>"Whenever they make a Charisma (Performance) check to sing, they are considered proficient in the Performance skill and add double their proficiency bonus to the check, instead of their normal proficiency bonus. In addition, they know the friends cantrip. They can cast the charm person spell once and need to finish a long rest before they can cast it again. They can also cast the suggestion spell once and need to finish a long rest before they can cast it again. Charisma is their spellcasting ability for these spells.", "Charm Resistant"=>"Has advantage against being charmed"}], "Bard Abilities"=>[{ "Bard Spellcasting"=>[{ "Spell DC"=>15, "Cantrip"=>"Vicious Mockery, Dancing Lights, Minor Illusion", "1st Level"=>"Disguise Self, Faerie Fire, Hideous Laughter, Sleep", "2nd Level"=>"Enthrall, Suggestion, Heat Metal", "3rd Level"=>"Nondetection, Major Image, Dispel Magic"}], "Bardic Inspiration"=>"Can use a Bonus Action on their Turn to choose one creature other than themselves within 60 feet of, who can hear them. That creature gains one Bardic Inspiration die, a d6. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, Attack roll, or saving throw it makes.", "Jack of All Trades"=>"can add half their Proficiency Bonus, rounded down, to any ability check they make that doesn't already include their Proficiency Bonus", "Song of Rest"=>"If they or any friendly creatures who can hear their Performance regain Hit Points by spending Hit Dice at the end of the Short Rest, each of those creatures regains an extra 1d6 Hit Points.", "Font of Inspiration"=>"they regain all of

their expended uses of Bardic Inspiration when they finish a short or Long Rest", "Countercharm"=>"As an action, they can start a Performance that lasts until the end of their next turn. During that time, them and any friendly creatures within 30 feet of them have advantage on Saving Throws against being Frightened or Charmed", "Expertise"=>"gets double proficiency bonus in Persuasion and Deception"}], "College of Heartbreakers Abilities"=>[{"Promise of Sweet Nothings"=>"Once per short rest, after speaking to a humanoid for 1 minute, the target must make a Wisdom saving throw of DC15 or be charmed for 1 hour. On a successful save there is no hint that they have attempted to charm them", "Heartbreak"=>"As a bonus action they can spend a Bardic Inspiration Point to end a charm or enchantment effect the are concentrating on to do 1d8+10 Psychic damage. They gain HP equal to the damage done", "Seductive Glance"=>"As a bonus action, 1 humanoid within 60 feet gets disadvantage on attack rolls against them and saving throws againsts enchamntment spells they cast"}]}

Proficiencies -

Proficiency Mod -

+3

Languages -

Common Primordial Aquan

Adjectives -

Beautiful, Seductive, Talented,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

Ship's Crew

Role: *Sailor, Courtisan*

2500 x 3235
↔ ↕

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

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

Amera

young adult Siren
Chaotic Neutral
Level 6 Bard College of Heartbreakers

Pronouns -

they/them

Occupations -

Sailor

Armor Class -

11

Hit Points -

61 (TODO Hitdice)

Speed -

30 walking with legs or 5 walking and 40 Swimming with tail.

STR

11 (+1)

DEX

12 (+1)

CON

16 (+3)

INT

13 (+2)

WIS

18 (+4)

CHA

20 (+5)

Saving Throws -

Saving Throws -

Skills -

{ "Siren Abilities"=>[{ "Darkvision"=>"Can see in dim light within 60 feet as if it were bright light, and in Darkness as if it were dim light. Can't discern color in Darkness, only Shades of Gray..", "Amphibious"=>"You can breathe both air and water", "Sirens Body"=>"As a bonus action, they turn into an amphibious form, their legs becoming a single powerful tail. Their walking speed is reduced to 5 feet and they gain a swimming speed of 40 feet. While in this form, they can use their bonus action to return to normal..", "Sirens Call"=>"Whenever they make a Charisma (Performance) check to sing, they are considered proficient in the Performance skill and add double their proficiency bonus to the check, instead of their normal proficiency bonus. In addition, they know the friends cantrip. They can cast the charm person spell once and need to finish a long rest before they can cast it again. They can also cast the suggestion spell once and need to finish a long rest before they can cast it again. Charisma is their spellcasting ability for these spells.", "Charm Resistant"=>"Has advantage against being charmed"}], "Bard Abilities"=>[{ "Bard Spellcasting"=>[{ "Spell DC"=>15, "Cantrip"=>"Vicious Mockery, Dancing Lights, Minor Illusion", "1st Level"=>"Disguise Self, Faerie Fire, Hideous Laughter, Sleep", "2nd Level"=>"Enthrall, Suggestion, Heat Metal", "3rd Level"=>"Nondetection, Major Image, Dispel Magic"}], "Bardic Inspiration"=>"Can use a Bonus Action on their Turn to choose one creature other than themselves within 60 feet of, who can hear them. That creature gains one Bardic Inspiration die, a d6. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, Attack roll, or saving throw it makes.", "Jack of All Trades"=>"can add half their Proficiency Bonus, rounded down, to any ability check they make that doesn't already include their Proficiency Bonus", "Song of Rest"=>"If they or any friendly creatures who can hear their Performance regain Hit Points by spending Hit Dice at the end of the Short Rest, each of those creatures regains an extra 1d6 Hit Points.", "Font of Inspiration"=>"they regain all of their expended uses of Bardic Inspiration when they finish a short or Long Rest", "Countercharm"=>"As an action, they can start a Performance that lasts until the end of their next turn. During that time, them and any friendly creatures within 30 feet of them have advantage on Saving Throws against being Frightened or Charmed", "Expertise"=>"gets double proficiency bonus in Persuasion and Deception"}], "College of Heartbreakers Abilities"=>[{ "Promise of Sweet Nothings"=>"Once per short rest, after speaking to a humanoid for 1 minute, the target must make a Wisdom saving throw of DC15 or be charmed for 1 hour. On a successful save there is no hint that they have attempted to charm them", "Heartbreak"=>"As a bonus action they can spend a Bardic Inspiration Point to end a charm or enchantment effect they are concentrating on to do 1d8+10 Psychic damage. They gain HP equal to the damage done", "Seductive Glance"=>"As a bonus action, 1 humanoid within 60 feet gets disadvantage on attack rolls against them and saving throws againsts enchantment spells they cast" }] }

Proficiencies -

Languages -

Common Primordial Aquan

Adjectives -

Beautiful, Seductive, Talented,

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

Role: *Sailor, Courtisan*

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

Background Story

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 change 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, they will also occasionally function as a companion for the ships captain if the mood takes them. If they need to, they can transform and escape from a situation underwater. They're main goal is their own continued survival as well as mating and perpetuating it's species