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

CHA

20

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,

Special Abilities

 Siren Traits: Darkvision Amphibious Siren's Body Siren's Call Charm Resistanc Bard Traits: Bard Spellcastin Bardic Inspiration Jack of All Trades Song of Rest Font of Inspiration Countercharm | College of Glamour: Mantle of Inspiration Enthralling Performance Mantle of Maje

Special Equipment

Combat Tactics

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

Actions

Her Call | Claws

Factions

ROLEPLAYING

Introduction

Sliding down from the boat rigging, a beautiful androgynous humanoid gro you "Ho! Welcome aboard handsome!"

Appearance

AMERA

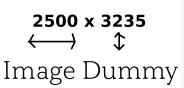
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ROLEPLAYING

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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BACKGROUND STORY

Amera is considerably older th she appears to be. Around 20 years old, though in appearar they are around 25. Urban spi forced them from their cliff-si home. As a result they took u iob as a sailor allowing them t travel and be constantly on th move. They also regularly cha ships and crews as often as possible to prevent people fro learning the truth about what they are. They will usually ser as both a lookout and entertainment on the ships, t will also occasionally function companion for the ships capta the mood takes them. If they to, they can transform and es 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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