



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

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

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

2500 x 3235



Image Dummy

ROLEPLAYING

Introduction

Sliding down from the boats rigging
beautiful androgynous humanoid
greet's 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
the passengers. it causes problems"

Mannerisms

moves like silk with a constant slight
and seductive eyes

Motivations

Adventure, finding mates

Passions

Travelling

Secrets

Most of their mates end up dead. Is
older than they appears

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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

Actions

Her Call | Claws

Factions

Ship's Crew

Skills 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
Resistance | Bard Traits:
Bard Spellcasting Bardic
Inspiration Jack of All Trades
Song of Rest Font of
Inspiration Countercharm |
College of Glamour: Mantle
of Inspiration Enthralling
Performance Mantle of
Majesty

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