



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

Actions

Her Call | Claws

Factions

Ship's Crew

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Ship's Crew

2500 x 3235



Image Dummy

ROLEPLAYING

Introduction

Sliding down from the boats rigging 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 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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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