



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

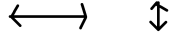


Image Dummy

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 grin and seductive eyes

Motivations

Adventure, finding mates

Passions

Travelling

Secrets

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

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 **Skills**
Proficiencies TODO
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

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

BACKSTORY

Amera is older than most of the crew. Around 100 years old, though in appearance she is around 20. She is around 5'10" tall and has a sprawl for her size. She has their cliff-side hair and blue eyes. As a result they are a sailor all her life. She travels and does the move. She regularly comes to the crews as often as possible to prevent learning the secrets of what they do. She usually serves as a lookout and is on the ship most of the time. She has occasional companions. She is a captain if they are not. She can transform from a situation to a situation. Her underwater goal is the survival as a species and perpetuation of the species

3235



Image Dummy

Cell3