

Age: young adult

Race: other (you will be asked to specify)

Pronouns: they/them

Occupation:

- Sailor

Class: bard

Level: 6

Alignment: chaotic neutral

Languages:

- Common
- Primordial
- Aquan

Factions:

- [Ship's Crew](#)

Adjectives:

Armour Class: 11

Hit Points: 61

Speed: 30 walking or 5 walking and 40 Swimming

STR 11	DEX 12	CON 16	INT 13	WIS 18	CHA 20
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Saving Throws TODO Saving Throws

# Role-Playing

## Improv

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~~

## Acting

Motivations: Adventure, finding mates

Passions: Travelling

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

Vulnerabilities: Extremely vain. Easily becomes obsessed with people affecting their decision making

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

Attacks: Her Call | Claws

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

# 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