

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	CHA
11	12	16	13	18	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 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



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

**Background**

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