

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)

20 (+5)

my

Saving Throws TODO Saving Throws

Skills
Proficiencies
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Common,
Primordial, Aquan,

Special Abilities

Adjectives

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

←→ ↓ Image Dummy

2500 x 3235

ROLEPLAYING

Introduction

Sliding down from the boats rigging beautiful androgynous humanoid greets you "Ho! Welcome aboard handsome!"

Appearance

Tall, lithe, beautiful and androgynou with gills on their neck and slight fin protruding up the backs of their arm

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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TODO Saving Throws
Skills Skills

Proficiencies TODO

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Motivations

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Passions

Travelling

Secrets

Most of their mates end up dead. Is much older than 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