# AMERA

young adult other (y be asked to specify) chaotic neutral Level 6 bard

Pronouns: they/them Occupations: Sailor Armor Class 11 Hit Points 61 (TODO H Speed 30 walking or 5 walking Swimming.

STR DEX CON INT WIS

11 12 16 13 18 (+1) (+1) (+3) (+2) (+4)

Saving Throws

**TODO Saving Throws** 

**Condition Immunities** 

**TODO Condition Immuni** 

Senses TODO Senses

Common Primordial Aqu

Languages

Adjectives ,

CHA

20 (+5)

ROLEPLAYING

Skills
Proficiencies
Damage Immunities
TODO Damage Immunities

Image Dummy

## Introduction

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

2500 x 3235

Image Dummy

 $\longleftrightarrow$   $\updownarrow$ 

#### **Appearance**

Tall, lithe, beautiful and androgynous, with gills on their neck and slight fins protruding up the backs of their arms

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#### **Special Abilities**

 Siren Traits: Darkvision Amphib Siren's Body Siren's Call Charm Resistance | Bard Traits: Bard Spellcasting Bardic Inspiration of All Trades Song of Rest Font Inspiration Countercharm | Coll of Glamour: Mantle of Inspiration Enthralling Performance Mantle Majesty

**Special Equipment** 

### **Combat Tactics**

She will rarely fight. She will use he call to charm her opponents. If that doesn't work, she will try to escape

**Actions** 

Her Call | Claws

**Factions** 

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#### **Expressions**

"Aren't you the handsome one", "The captain doesn't like me to fraternize with the passenger 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

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# BACKGROUND STORY

Amera is considerably older than sh appears to be. Around 200 years old though in appearance they are arou 25. Urban sprawl forced them from their cliff-side home. As a result the took up a job as a sailor allowing the to travel and be constantly on the move. They also regularly change s and crews as often as possible to prevent people from learning the tr about what they are. They will usua serve as both a lookout and entertainment on the ships, they wi also occasionally function as a companion for the ships captain if t mood takes them. If they need to, t can transform and escape from a situation underwater. They're main goal is their own continued survival well as mating and perpetuating it's species

# **P**ERSONALITY