



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

