

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

STR	DEX	CON	INT	WIS
11	12	16	13	18

20

Adjectives ,

- **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**

Combat Tactics

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

Her Call | Claws

Factions

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

Appearance

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

STR	DEX	CON	INT	WIS
11	12	16	13	18
(+1)	(+1)	(+3)	(+2)	(+4)

2500 x 3235

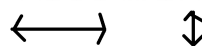



Image Dummy



CHA	
20	
(+5)	
Saving Throws	TODO Saving Throws
Skills	
Proficiencies	
Damage Immunities	TODO Damage Immunities
Condition Immunities	TODO Condition Immunities
Senses	TODO Senses
Languages	Common Primordial Aquatic
Adjectives	,
Special Abilities	<ul style="list-style-type: none"> Siren Traits: Darkvision, Amphibious, Siren's Song, Siren's Call Charm Bard Traits: Bardic Inspiration, Jack of All Trades, Spellcasting, Bardic Inspiration, Jack of All Trades, Song of Rest, Font of Inspiration, Countercharm, College of Glamour, Inspiration, Enthrallment, Performance, Mantle of Majesty
Special Equipment	
Combat Tactics	She will rarely fight. She uses her call to charm her opponents. If that doesn't work, she will escape.
Actions	Her Call Claws
Factions	

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

Amera is considerably older than she appears to be. Around 20 years old, though in appearance they are around 25. Urban sponsored 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 chase 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, but will also occasionally function as companion for the ships captain. The mood takes them. If they want, they can transform and escape from a situation underwater. Their main goal is their own continued survival as well as mating and perpetuating it's species

PERSONALITY

Amera is considerably older than she appears to be. Around 20 years old, though in appearance they are around 25. Urban species 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, though they will also occasionally function as a companion for the ships captain if the mood takes them. If they are in a bad mood, they can transform and escape from a situation underwater. Their main goal is their own continued survival as well as the mating and perpetuating of their species.