

CELL ONECAPTAIN
WHEELER

young dragonborn (gold)
neutral
Level 5 civilian

Pronouns: he/him
Occupations:
Sailor; Slaver; Performer
Armor Class 11
Hit Points 45 (TODO Hitdice)
Speed 30.

STR 13 (**DEX** 13 **CON** 12 **INT** 8 **VIS** 12)

CHA
11

Saving Throws
TODO Saving Throws
Skills
Performance; Persuasion; Deception
Proficiencies
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages
Common Draconic Elvish ,
Adjectives Bold ,

ROLEPLAYING

Introduction

Captain Wheeler will offer to sail a party to a distant land. He may be encountered during a slave trade or some other trade of foreign goods.

Appearance

A tall and flamboyantly dressed golden Dragonborn. His shining gold scales are well kept and freckled

2500 x 3235
Image Dummy

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Special Abilities

- Bardic Inspiration | Fire Breath Weapon

CELL 2 Special Equipment

- Beautiful Doss lute
- fashioned from olivewood with a neck of scented rosewood
- inlaid with ivory.

Combat Tactics

Wheeler will always try to beat combatants to the punch, opening with a flailing solo to <i>heat metal</i> on their weapons or something equally problematic, thereafter turning to his breath weapon and longsword.

Actions

Longsword

Factions

2500 x 3235

Adjectives Bold ,	with dark red umber. He carries a beautiful Doss Lute with flourishing vigor as if he wants all to see his prize posession.
Special Abilities <ul style="list-style-type: none">Bardic Inspiration Breath Weapon	Expressions <p>"Ever been trapped in a storm at sea? Your personal problems disappear into the foam of the waves"; "Slaving is slaving. Aren't we all slaves to something?"; "Everyone has a price. Just some are aware of it"; "Not my problem"</p>
Special Equipment <ul style="list-style-type: none">Beautiful Doss lutefashioned from olive with a neck of scen rosewoodinlaid with ivory.	Mannerisms <p>Wheeler is almost constantly swaying, as though some shanty is playing in his head. He often bursts into rousing shanties while adventuring or even just browsing a market place. This is especially likely when the ale is flowing.</p>
Combat Tactics <p>Wheeler will always try to combatants to the punch opening with a flailing so <i>heat metal</i> on the weapons or something else problematic, thereafter to his breath weapon and longsword.</p>	Motivations <p>He isn't dismayed by slaving, per se, but instead hopes to 'refine' the trade by only including particular races or economic positions. Does he prefer dwarves? The poor? What do the clientele think are the most worthy? Wheeler just goes with it.</p>
Actions <p>Longsword</p>	Passions <p>Sailing; Music, shanties in particular;</p>
Factions	Secrets

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