



CAPTAIN 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	DEX	CON	INT	WIS
13	13	12	8	12
(+2)	(+2)	(+1)	(-1)	(+1)

CHA
11
(+1)

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,

Special Abilities

-

Special Equipment

-
-
-

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

-

Factions

Regional Union of Musical Performers

Slavers of Thay [or some other slaving faction]

2500 x 3235

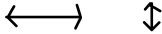


Image Dummy

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 with dark red umber. He carries a beautiful Doss Lute with flourishing vigor as if he wants all to see his prize possession.

Expressions

"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"

Mannerisms

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.

Motivations

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.

Passions

Sailing; Music, shanties in particular;

Secrets

CAPTAIN 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	DEX	CON	INT	WIS
13	13	12	8	12
(+2)	(+2)	(+1)	(-1)	(+1)

CHA
11
(+1)

Saving Throws
TODO Saving Throws
Skills **Skills** Performance;
Persuasion; Deception

Proficiencies TODO

Damage Immunities
TODO Damage Immunities

Condition Immunities
TODO Condition Immunities

Senses TODO Senses
Languages Common
Draconic Elvish
Adjectives Bold,

Special Abilities

-

Special Equipment

-
-
-

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

-

Factions

Regional Union of Musical Performers

Slavers of Thay [or some other slaving faction]

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 with dark red umber. He carries a beautiful Doss Lute with flourishing vigor as if he wants all to see his prize possession.

Expressions

"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"

Mannerisms

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.

Motivations

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.

Passions

Sailing; Music, shanties in particular;

Secrets

BACKGROUND STORY

A of a w family discri Huma Whee a mar for pe these conne Concl group of any long a Realiz wealt other; Whee Violet 'ropes peopl largel comp Regar heavy exp (renamed his origina to him at known as inspires' c wandering his profou respect to shanties h more renc magical e sailors an crisis.

x 3235
↑
Dummy