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## 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** -  
**Skills** -  
 Performance; Persuasion;  
 Deception  
**Proficiencies** -  
**Proficiency Mod** - +3

**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 Thav for some

## 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

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**Saving Throws** -  
 TODO Saving Throws  
**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**  
 - - -

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 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.

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### 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.

## BACKG STORY

A lar child of Dragonborn, obliterated discrim Human i Wheeler something whose cl for perso these se he conn Violet Co slaver g in peopl social cl was pro his oppo (and not others w Captain with the learning sailing a peoples process down his

Rega heavy e Wheeler sailmate name or at this p known a inspires' the wan because fecundit sea-sha shanties even mo because effects - sailors a crisis.

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Slavers of Thay [or some other slaving faction] -

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Passions

Sailing; Music, shanties in particular;

Secrets

Slavers of Thay [or some other slaving faction]

Passions  
Sailing; Music, shanties in particular;

Secrets