

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)

11 (+1)

Saving Throws

TODO Saving Throws

Skills

Performance; Persuasion;
Deception

Proficiencies

Proficiencies
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities

Senses TODO Senses
Languages Common
Draconic Elvish
Adjectives Bold,

Special Abilities

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Special Equipment

1

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 p to a distant land. He may be encountered during a slave trade o some other trade of foreign goods.

Appearance

A tall and flambouyantly dressed go Dragonborn. His shining gold scales well kept and freckled with dark red umber. He carries a beautiful Doss L with flourishing vigor as if he wants see his prize posession.

Expressions

"Ever been trapped in a storm at set Your personal problems disappear in the foam of the waves"; "Slaving is slaving. Aren't we all slaves to something?"; "Everyone has a price, some are aware of it"; "Not my prob

Mannerisms

Wheeler is almost constantly swayin though some shanty is playing in his head. He often bursts into rousing shanties while adventuring or even j browsing a market place. This is especially likely when the ale is flow

Motivations

He isn't dismayed by slaving, per se 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

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Pronouns: he/him **Occupations:**Sailor; Slaver; Performer

Armor Class 11
Hit Points
45 (TODO Hitdice)
Speed 30.

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Saving Throws
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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

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Special Equipment

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Combat Tactics

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Factions

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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

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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

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Passions

Sailing; Music, shanties in particular;

Secrets

BACK STOR

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heavy ex Wheeler sailmates name onl at this po as the 'be or the 'sp wanderin of his pro with resp shanties. have bec renown b magical & saving sa ships in c