Previous Next

x 3235 Dummy

Image Dun-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.

DEX CON CHA INT 13 13 12 12 11 8 (-1) (+2)(+2) (+1)(+1)(+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 Musical Performers

Role:

Slavers of Thay [or some other slaving faction]

Role:

2500 x 323 CAPTAIN

WHEELER

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Sailor; Slaver; Performer Armor Class - 11 Hit Points -

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STR DEX CON INT WIS (+2)(+2)(+1)(-1)(+1)

CHA 11 (+1)

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Performance; Persuasion; Deception Proficiencies -

Languages -Common Draconic Elvish Adjectives - Bold,

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Actions

Factions

Regional Union of **Musical Performers** Role:

Slavers of Thay for some other slaving faction1

Role:

ROLEPLAYING

Introduction

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

Appearance

tall flambouyantly golden Dragonborn. shining gold scales well kept and freck with dark red umber. carries a beautiful Do Lute with flourishing vig as if he wants all to s his prize posession.

Expressions

"Ever been trapped in a storm sea? Your personal problems disappear into the foam of the waves"; "Slavina is slavina. Aren't we all slaves something?"; "Everyone has a price. Just some are aware of it"; "Not my problem"

Mannerisms

Wheeler is alm constantly swaying, though some shanty playing in his head. often bursts into rousi shanties adventuring or even j browsing a market pla This is especially like when the ale is flowing.

Motivations

He isn't dismayed slaving, per se, l instead hopes to 'refi the trade by o including particular rac or economic positio Does he prefer dwarve The poor? What do t clientele think are t most worthy? Whee just goes with it.

Passions

Sailing; shanties in particular;

Secrets

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 flambouyantly 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 posession.

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