



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

Bardic Inspiration | Fire Breath
Weapon

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

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

Expressions

"Ever been trapped in a storm at sea? 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 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

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Persuasion; Deception

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Draconic, Elvish,
Adjectives Bold,

Special Abilities Bardic
Inspiration | Fire Breath
Weapon

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BACKGROUND STORY

<p>A largely forgotten child of a wealthy Dragonborn family nearly obliterated by discriminating Elven and Human armies, Captain Wheeler became something of a man-whore chasing females for personal validation. In these seedy social circles, he connected with the Violet Conch, a high-sea slaver group who traded in peoples of any race or social class so long as it was profitable. Realizing his opportunity at wealth (and not caring that others would suffer) Captain Wheeler trained with the Violet Conch, learning the 'ropes' of sailing and trading peoples as goods. The process largely wore down his moral compass.</p><p>Regardless of these heavy experiences, Wheeler (renamed by his sailmates - his original name only known to him at this point) is well known as the 'beast who inspires' or the 'spirit of the wandering sailor' because of his profound fecundity with respect to sea-shanties. Those shanties have become even more renown because of their magical effects - often saving sailors and their ships in crisis.</p>