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Image Dummy

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

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 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 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, 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.

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CHA
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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 -
Special Equipment -
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

Longsword

Factions

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Passions

Sailing; Music, shanties in particular;

BACKGROUND STORY

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. 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.

Proficiencies

Damage Immunities

TODO Damage Immunities

Condition Immunities

TODO Condition Immunities

Senses TODO Senses

Languages Common,

Draconic, Elvish,

Adjectives Bold,

Passions

Sailing; Music, shanties in particular;

Secrets

Regional Union of Musical Performers

Slavers of Thay [or some other slaving faction]

Secrets

Special Abilities

1

Special Equipment

— — —

Combat Tactics

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Actions

1

Factions

Regional Union of Musical Performers

**Slavers of Thay [or
some other slaving
faction]**