



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 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
clienteles think are the most worthy?
Wheeler just goes with it.

Passions

Sailing; Music, shanties in particular;

Secrets

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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>