

CAPTAIN
WHEELER

young dragonborn (gold)
neutral
Level 5 civilian

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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 TODO
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages
Common Draconic Elvish ,
Adjectives Bold ,

Special Abilities

- Bardic Inspiration | Fire Breathing 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, open with a flailing solo to heat metal on their weapons or something equally problematic thereafter turning to his breath weapon and longsword.

Actions

Longsword

Factions

ROLEPLAYING

2500 x 3235
Image Dummy

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Combat Tactics

Wheeler will always try to keep combatants to the punch, opening with a flailing solo to *heat metal* on their weapons with it, something equally problematic, thereafter turning to his broadsword and longsword.

Actions

Longsword

Factions

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 all to see his prize possession.

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

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BACKGROUND STORY

A largely forgotten child of a wealthy Dragonborn family near obliterated by discriminating Elven and Human armies, Captain Wheeler became something of a man-whore chasing females for personal validation. In these social circles, he connected with Violet Conch, a high-sea slaver group who traded in peoples of a 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.

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 his sailmates - his original name only known to him at this point) well known as the 'beast who inspires' or the 'spirit of the wandering sailor' because of his profound fecundity with respect sea-shanties. Those shanties have become even more renown because of their magical effects - often saving sailors and their ships in crisis.

PERSONALITY

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