

Captain Wheeler

2500 x 3235

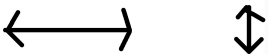


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500 x 3235



Image Dummy

CAPTAIN WHEELER

Young Adult Dragonborn  
 Neutral  
 Level 0 Civilian N/A

**Pronouns** - he/him  
**Occupations** - Sailor; Slaver; Performer  
**Armor Class** - 11  
**Hit Points** - 45 (TODO Hitdice)  
**Speed** - 30.

STR	DEX	CON	INT	WIS	CHA
13	13	12	8	12	11
(+2)	(+2)	(+1)	(-1)	(+1)	(+1)

**Saving Throws - Skills** -  
 {"Dragonborn Abilities"=>[{"Breathe Weapon"=>"Can exhale fire in a 15 foot cone with a DC 13. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one.", "Damage Resistance"=>"Resistance to Fire"}]}  
**Proficiencies** -  
**Proficiency Mod** - +2

**Languages** - Common Draconic Elvish  
**Adjectives** - Bold,

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 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

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**Proficiencies** -

**Languages** - Common Draconic Elvish  
**Adjectives** - Bold,

Special Abilities

Special Equipment

Combat Tactics

Wheeler will always try to beat with his breath weapon and longsword.

Actions

Factions

Regional Union of Musical Performers  
 Role:  
 Slavers of Thay [or some other slaving faction]  
 Role:  
 Slaver/Performer

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Motivations

He isn't dismayed by slaving, instead hopes to 'refine' the trade by only including particular races or economic positions. Does he prefer dwarves? The poor? The poor's clientele? The most wealthy? Just goes to show...

Passions

Sailing shanties in particular

Secrets

### Special Abilities

### Special Equipment

### Combat Tactics

Wheeler will always try to beat with his breath weapon and longsword.

### Actions

### Factions

**Regional Union of Musical Performers**

Role:

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

Role: *Slaver/Performer*

poor? What do the clientele think are the most worthy? Wheeler just goes with it.

### Passions

Sailing; Music, shanties in particular

### Secrets

N/A

N/A