

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

CHA

11

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 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 *heat metal* on their weapons or something equally problematic, thereafter turning to his breath weapon and longsword.

Actions

Longsword

Factions

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

2500 x 3235
Image Dummy

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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
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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 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-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 the point) is well known as the 'boon 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 renowned because of their magical effect of often saving sailors and their ships in crisis.

PERSONALITY

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