

PreviousNext

Neutral Level 5 Civilian

Pronouns - he/him

Armor Class - 11

13

(+2)

Proficiency Mod - +3

Saving Throws -

Adjectives - Bold.

Special Abilities

Combat Tactics

longsword.

Actions

Factions

Performers

Role:

Regional

slaving faction]

Special Equipment

Proficiencies -

Speed - 30.

13

(+2)

Occupations - Sailor; Slaver; Performer

12

(+1)

Languages - Common Draconic Elvish

Wheeler will always try to beat

combatants to the punch, opening with a

flailing solo to <i>heat metal</i>

weapons or something equally problematic,

thereafter turning to his breath weapon and

Union

Slavers of Thay [or some other

Musical

Skills - Performance; Persuasion; Deception

INT

8 (-1)

12

(+1)

11

(+1)

Hit Points - 45 (TODO Hitdice)

CAPTAIN WHEELER Young Dragonborn (Gold) CONTROL TO THE PROPERTY OF THE PROPE

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 flambouyantly 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 nosession

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

2500 x 323 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 -Saving Throws -Skills -Performance; Persuasion;

Deception

Proficiencies -

Languages -Common Draconic Elvish Adjectives - Bold,

Special Abilities

Special Equipment

Combat Tactics

Wheeler will always try to beat combatants to the punch, opening with a flailing solo to <i>heat metal</i>
weapons or something equally problematic, thereafter turning to his breath weapon and longsword.

Actions

Factions

Regional Union of Musical Performers Role:

Slavers of Thay [or some other slaving faction]

Role:

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