

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) |

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

Special Equipment

-

3235

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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

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Factions

Regional Union of Musical Performers

Slavers of Thay [or some other slaving faction]

CAPTAIN WHEELER

Speed 30.

2500 x 3235

Image Dummy

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ROLEPLAYING

Captain Wheeler will offer to sail a

party to a distant land. He may be encountered during a slave

A tall and flambouyantly dressed

freckled with dark red umber. He

carries a beautiful Doss Lute with

flourishing vigor as if he wants all

"Ever been trapped in a storm at

waves"; "Slaving is slaving. Aren't

"Everyone has a price. Just some

are aware of it"; "Not my problem"

swaying, as though some shanty is

playing in his head. He often bursts

adventuring or even just browsing

a market place. This is especially

He isn't dismayed by slaving, per

se, but instead hopes to 'refine' the trade by only including particular

races or economic positions. Does

What do the clientele think are the

most worthy? Wheeler just goes

he prefer dwarves? The poor?

Sailing; Music, shanties in

likely when the ale is flowing.

sea? Your personal problems

we all slaves to something?";

Wheeler is almost constantly

into rousing shanties while

disappear into the foam of the

golden Dragonborn. His shining

gold scales are well kept and

to see his prize posession.

trade or some other trade of

Introduction

foreign goods.

Appearance

Expressions

Mannerisms

Motivations

with it

Passions

particular;

Secrets

Young Dragonborn (Gold) Neutral Level 5 Civilian

Pronouns: he/him Occupations: Sailor; Slaver; Performer Armor Class 11 Hit Points 45 (TODO Hitdice)

 STR
 DEX
 CON
 INT
 WIS

 13
 13
 12
 8
 12

 (+2)
 (+2)
 (+1)
 (-1)
 (+1)

CHA 11

(+1)

Saving Throws
TODO Saving Throws
Skills 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

1000

Special Equipment

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

100

Factions

Regional Union of Musical Performers

Slavers of Thay [or some other slaving faction]

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 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

Cell3

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

BACK STOR

A child c Drago obliter discrir Humai Wheel of a m female valida social with th high-s traded race o as it w Realizi wealth others Captai with th learning sailing as god largely moral

Regarine heavy exp Wheeler (r sailmates name only this point) the 'beast the 'spirit' sailor' become for found frespect to Those shail become expecause of effects - of and their s