# 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 Brea Weapon

#### **Special Equipment**

- Beautiful Doss lute
- fashioned from olivewood was 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 <i>heat metal</i> on their weapons or something equally problematic, thereafter turning to his breath weapon and longsword.

Actions

Longsword

Factions

### ROLEPLAYING

Introduction

Captain Wheeler will offer t

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STR DEX CON INT WIS

13 13 12 8 12 (+2) (+2) (+1) (-1) (+1)

CHA

 $\frac{11}{(+1)}$ 

Saving Throws
TODO Saving Throws

Skills

2500 x 3235

Image Dummy

Performance; Persuasio Deception

**Proficiencies** 

Damage Immunities
TODO Damage Immunit

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#### **Special Abilities**

 Bardic Inspiration | Breath Weapon

#### **Special Equipment**

- Beautiful Doss lute
- fashioned from olive with a neck of scen rosewood

### 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 ke and freckled with dark red umber. He carries a beautiful Doss Lute with flourishing vigor as if h wants all to see his prize posession.

#### **Expressions**

"Ever been trapped in a storm at sea? Your personal problems disappear into the foam of th waves"; "Slaving is slaving. Aren't we all slaves to something?"; "Everyone has a price. Just som are aware of it"; "Not my problem"

#### Mannerisms

Wheeler is almost constantly swaying, as thoug some shanty is playing in his head. He often bursts into rousing shanties while adventuring of even just browsing a market place. This is especially likely when the ale is flowing. sail a party to a distant lar He may be encountered du a slave trade or some othe trade of foreign goods.

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#### **Motivations**

He isn't dismayed by slaving per se, but instead hopes to 'refine' the trade by only including particular races of economic positions. Does by prefer dwarves? The poor? What do the clientele think the most worthy? Wheeler goes with it.

#### **Passions**

Sailing; Music, shanties in particular;

**Secrets** 

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#### **Actions**

Longsword

**Factions** 

#### **Motivations**

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Sailing; Music, shanties in particular;

Secrets

## BACKGROUND STORY

A largely forgotten child of wealthy Dragonborn family ne obliterated by discriminating Elven and Human armies, Cap Wheeler became something o man-whore chasing females for personal validation. In these seedy social circles, he conne with the Violet Conch, a highslaver group who traded in peoples of any race or social so long as it was profitable. Realizing his opportunity at wealth (and not caring that of would suffer) Captain Wheele trained with the Violet Conch, learning the 'ropes' of sailing trading peoples as goods. The process largely wore down his moral compass.

Regardless of these heavexperiences, Wheeler (rename by his sailmates - his original name only known to him at the point) is well known as the 'bowho inspires' or the 'spirit of wandering sailor' because of profound fecundity with respecto sea-shanties. Those shanting have become even more renouse of their magical effect often saving sailors and their ships in crisis.

