



# 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**  
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

-  
-  
-

## 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

-

## Factions

**Regional Union of**  
**Musical Performers**

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

2500 x 3235

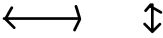


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# ROLEPLAYING

## 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 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 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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**Proficiencies** TODO  
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TODO Condition  
Immunities  
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# BACK STORY

A largely fictional family near the end of the world, by discrimination and Humanism. Captain Wheeler is something of a chasing for personal reasons, these see the connection to Violet Cor. slaver group, peoples of social class was profit his opportunity (and not of) would suffer. Wheeler is Violet Cor. 'ropes' of trading people. The procedure down his. Regardless of experience (renamed) - his original known to is well known who inspired of the way because fecundity sea-shanty shanties even more because effects - of sailors are crisis.

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