

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

A white rectangular placeholder for an image. It contains the text "2500 x 3235" at the top, with a horizontal double-headed arrow below it. Below the arrow is the text "Image Dummy".

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Saving Throws

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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 neck of scented rosewood

inlaid with ivory.

Combat Tactics

Wheeler will always try to beat combatants to the punch, opening a flailing solo to <i>heat metal</i> their weapons or something equally problematic, thereafter turning to fire 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

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Combat Tactics

Wheeler will always try to get combatants to the punch with a flailing solo to <i>metal</i> on their weapons something equally problematic thereafter turning to his sword weapon and longsword.

Actions

Longsword

Factions

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

Cell3

BACKGROUND STORY

<p>A largely forgotten child of a wealthy Dragonborn family nearly obliterated by discriminating Elven 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 high-sea 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</p><p>Regardless of these heavy experiences, Wheeler (renamed by sailmates - his original name only known to him at this point) is well known as the 'beast 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 effects - of

saving sailors and their ships in crisis

PERSONALITY
