

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 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 his breath weapon and longsword.

Actions

Longsword

Factions

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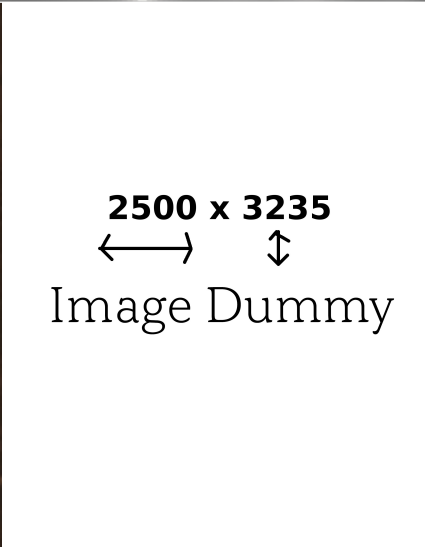
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ROLEPLAYING

Introduction

Captain Wheeler will offer to sail a party to a distant land. He may be encountered during a slave trade mission.

Skills

Performance; Persuasion

Deception

Proficiencies

Damage Immunities

TODO Damage Immunities

Condition Immunities

TODO Condition Immunities

Senses

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Languages

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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

Skills

Performance; Persuasion

Deception

Proficiencies

Damage Immunities

TODO Damage Immunities

Condition Immunities

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Senses

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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, a 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>Regardless of these heavy experiences, Wheeler (renamed by his 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
