

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	CHA
13 ()	13	12	8	12	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

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Special Abilities

- Bardic Inspiration | Fire Breath
Weapon

Special Equipment

- Beautiful Doss lute
- fashioned from olivewood with a 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

2500 x 3235
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Image Dummy

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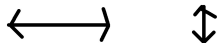


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ROLEPLAYING

Introduction

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

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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Cell3

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