# CAPTAIN WHEEL

young dragonborn (gold) neutral Level 5 civilian

Pronouns: he/him Occupations: Sailor; Slaver; Performe Armor Class 11 Hit Points 45 (TODO H Speed 30.

**STR DEX CON INT** 13 () 13 12 8

**CHA** 11

**Saving Throws** 

TODO Saving Throws **Skills** 

Performance; Persuasion Deception

Proficiencies

Damage Immunities
TODO Damage Immunit

Condition Immunities
TODO Condition Immun
Senses TODO Senses
Languages

Common Draconic Elvis **Adjectives** Bold ,

## **Special Abilities**

• Bardic Inspiration | Breath Weapon

### **Special Equipment**

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

# 

Image Dummy

## 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 o foreign goods.

#### **Appearance**

A tall and flambouyantly dressed golden Dragonborn. His shining gold scales are we 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

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> Saving Throws TODO Saving Throws Skills Performance; Persuasion; Deception

#### **Proficiencies TODO**

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Languages
Common Draconic Elvish,
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#### **Special Abilities**

 Bardic Inspiration | Fire Brea Weapon

#### **Special Equipment**

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- fashioned from olivewood w a neck of scented rosewood
- · inlaid with ivory.

## **Combat Tactics**

Wheeler will always try to beat combatants to the punch, openin 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** 

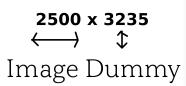
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#### **Actions**

Longsword

#### **Factions**

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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