Captain Wheeler

500 x 3235 ge Dummy

CAPTAIN WHEELER

Young Adult Dragonborn Level 0 Civilian N/A

Pronouns - he/him

Occupations - Sailor; Slaver; Performer

Armor Class - 11

Hit Points - 45 (TODO Hitdice)

Speed - 30.

	STR 13 (+2)	DEX 13 (+2)	CON 12 (+1)	INT 8 (-1)	wis 12 (+1)	CHA 11 (+1)
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Saving Throws -Skills -

Abilities"=>[{"Breathe {"Dragonborn Weapon"=>"Can exhale fire in a 15 foot cone with a DC 13. A creature takes 2d6 damage on a failed save, and half as much damage on successful one.", "Damage Resistance"=>"Resistance to Fire"}]}

Proficiencies -

Proficiency Mod - +2

Languages - Common Draconic Elvish Adjectives - Bold,

2500 x 323 CAPTAIN

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Pronouns - he/him Occupations -Sailor; Slaver; Performer **Armor Class - 11** Hit Points -45 (TODO Hitdice) **Speed - 30.**

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CHA 11 (+1)

Introduction

ROLEPLAYING

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 flambouyantly 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

Saving Throws -Saving Throws -

Skills -{"Dragonborn Abilities"=> [{"Breathe

Weapon"=>"Can exhale fire in a 15 foot cone with a DC 13. A creature takes 2d6 damage on a failed save, and half as much damage on a successful "Damage one.". Resistance"=>"Resistance to Fire" 313

Proficiencies -

Languages -

Common Draconic Elvish Adjectives - Bold.

Special Abilities

Special Equipment

Combat Tactics

Wheeler will always try to beat with his breath weapon and longsword.

Actions

Factions

Regional Union of **Musical Performers**

Role: Slavers of Thay [or some other slaving faction]

Role: Slaver/Performer

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Slavers of Thay [or some other slaving faction]
Role: Slaver/Performer

poor? What do the clientele think are the most worthy? Wheeler just goes with it.

Passions

Sailing; Music, shanties in particular

Secrets

N/A