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Captain Wheeler

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
(+2)	(+2)	(+1)	(-1)	(+1)	(+1)

Saving Throws -
Skills - Performance; Persuasion; Deception
Proficiencies -
Proficiency Mod - +3

Languages - Common Draconic Elvish
Adjectives - Bold,

Special Abilities

Special Equipment

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

Factions

Regional Union of Musical Performers
Role:
Slavers of Thay [or some other slaving faction]
Role:

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 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

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