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

CHA
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

- **Bardic Inspiration | Fire Brea** **Weapon**

Special Equipment

- **Beautiful Doss lute**
- **fashioned from olivewood wi 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

ROLEPLAYING

Introduction

Captain Wheeler will offer t sail a party to a distant lan He may be encountered du a slave trade or some othe trade of foreign goods.

Appearance

Captain Wheel[er]

young dragonborn (gold)
neutral
Level 5 civilian

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

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

CHA

11

Saving Throws
TODO Saving Throws
Skills
Performance; Persuasio[n]
Deception
Proficiencies
Damage Immunities
TODO Damage Immunit[ies]
Condition Immunities
TODO Condition Immun[ities]
Senses TODO Senses
Languages
Common Draconic Elvis[h]
Adjectives Bold ,

Special Abilities

- Bardic Inspiration | [...]
  Breath Weapon

Special Equipment

- Beautiful Doss lute [...]
- fashioned from oliv[e...]
  with a neck of scen[...]
  rosewood
- inlaid with ivory.

Combat Tactics

Wheeler will always try t[o ...]
combatants to the punch [...]
with a flailing solo to <i>[...]
metal</i> on their weap[on ...]
something equally proble[m...]
thereafter turning to his [...]
weapon and longsword.

Actions

Longsword

Factions

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

Passions

Sailing; Music, shanties in particular;

Secrets

Background Story

<p>A largely forgotten child o wealthy Dragonborn family ne obliterated by discriminating Elven and Human armies, Cap Wheeler became something o man-whore chasing females fo personal validation. In these seedy social circles, he conne with the Violet Conch, a high- slaver group who traded in peoples of any race or social so long as it was profitable. Realizing his opportunity at wealth (and not caring that ot would suffer) Captain Wheele trained with the Violet Conch, learning the 'ropes' of sailing trading peoples as goods. The process largely wore down his moral compass.</p>
<p>Regardless of these heav experiences, Wheeler (renam by his sailmates - his original name only known to him at th point) is well known as the 'bo who inspires' or the 'spirit of wandering sailor' because of profound fecundity with respe to sea-shanties. Those shanti have become even more reno because of their magical effe often saving sailors and their ships in crisis.</p>

Personality