□□ Captain John Mercer (aka “Artemis”)

□□ Quick Facts

- **Player:** Kenneth / Artemis *(also listed as “Keith” in Session 2 notes)*
- **Race:** Human
- **Class:** Rogue
- **Last explicitly stated level:** Rogue (Level 3) (Session 2–3)
- **Party level milestone:** Party reached Level 4 (Session 4) — Captain John’s exact level at that point is *Not stated*
- **Faction:** Undecided / Not stated

□□ Role in the Party

Captain John is the party’s surgical problem-solver: stealth, timing, and persuasion when a fight or investigation could spiral. When it does spiral anyway, he still shows up with decisive damage and stubborn refusal to stay down.

□□ Personality & Character Style

- **Stealth-forward:** Described as stealthy; repeatedly operating like a “ghost” rather than a frontliner.
- **Calm operator:** Notably kept his head with the City Watch and successfully argued the party’s innocence during the fireball investigation.
- **Persuasive edge:** Explicitly called persuasive; leans into talk-first when it buys time or keeps heat off the group.

Appearance / signature look:


Captain John Mercer

Voice / mannerisms: *Not stated.*

⚔ Combat Style (Observed)

- **Signature output:** High-impact Sneak Attack (recorded 39-damage Sneak Attack in the yuan-ti fight).
- **Clutch survival:** Rolled a natural 20 death save during the sewer battle and returned to finish a red malison.
- **Team positioning:** Works as a room-clear partner with Dren when the party needs floor-by-floor momentum (Gralhund Villa).

□□ Notable Moments (Chronological)

- **Session 1 — Established as “stealthy and persuasive”:** Introduced as Captain John Mercer, Rogue (Level 2), with a stealth-and-social reputation.
- **Session 3 — City Watch pressure test:** When Barnabus Blastwind and Sergeant Cromley arrived to investigate the fireball, Captain John persuaded them the party was innocent.
- **Session 3 — Sewer MVP sequence:** Landed a 39-damage Sneak Attack, hit a natural 20 death save, and helped finish a red malison (ending the fight at 1 HP, per party status).
- **Session 4 — Gralhund Villa bloodbath:** Cleared rooms and fought side-by-side with Dren through multiple ambushes inside the villa.
- **Session 5 — Staying slippery:** Used Invisibility to evade the Watch (as recorded in party actions).
- **Session 5 — Practical prep:** Bought a Greater Healing Potion from the visiting merchant (with a standing 20% discount).
- **Session 5 — Nim’s reward:** Claimed Nim’s adjustable stilts.

□□ Relationships & Connections

- **Dren:** Explicitly paired as a room-clearing duo at Gralhund Villa.
- **Barnabus Blastwind & Sergeant Cromley (City Watch):** Captain John successfully talked the Watch down during the fireball investigation.
- **The party’s “heat management” role:** Repeatedly positioned where persuasion/stealth reduces consequences (Watch interactions; evasion).

□□ Gear, Loot & Resources (Confirmed)

- **Greater Healing Potion:** Purchased (Session 5).
- **Adjustable Stilts (Nim invention):** Claimed by Captain John (Session 5).

Invisibility source (spell/item): *Not stated.*

□□ Open Questions

- What is Captain John’s Rogue subclass? *Not stated.*
- What’s his signature weapon/kit (rapier, bow, daggers, etc.)? *Not stated.*
- Any personal ties in Waterdeep (contacts, debts, rivals)? *Not stated.*

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