



LEO WHETMOOR

young adult dwarf
neutral evil
Level 10 rogue

Pronouns: he/him
Occupations: Tavern Keeper
Armor Class 10
Hit Points 74 (TODO Hitdice)
Speed 30.

STR	DEX	CON	INT	WIS
10	18	12	15	13

CHA
17

Saving Throws
TODO Saving Throws
Skills
Acrobatics; Athletics; Persuasion
Thieves' tools; Disguise kit;
Forgery kit

Proficiencies TODO

Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages
Common Dwarven; Elven
Undercommon ,
Adjectives ,

Special Abilities

- Master of Intrigue; Help; Insightful Manipulator; | Cunning Action, Uncanny Dodge, Evasion, Sneak Attack, Reliable Talent

Special Equipment

- Broken Pocket Watch.
Wondrous item, very rare, requires attunement. It's rare to find a pocket watch at all outside of gnomish settlements. This one seems to be broken as it sometimes skips back a few seconds. It holds great power for the one who attunes it, though. The broken pocket watch has 3 charges. On your turn, you can spend 1 charge to take an additional bonus action, as the pocket watch ticks back by the seconds to give you another moment for something quick. The pocket watch regains 1 expended charge at dawn. Alternately, you can force it to turn backward as far as it can go. This does not require an action and takes 3 charges. You can't do this if you are incapacitated. You teleport to any location you have been at earlier in this turn, you regain any hit points you have lost since the beginning of your

WHETMOORE

young adult dwarf
neutral evil
Level 10 rogue

Pronouns: he/him
Occupations: Tavern Keeper
Armor Class 10
Hit Points 74 (TODO Hitdice)
Speed 30.

STR DEX CON INT WIS

10 18 12 15 11
(+0) (+4) (+1) (+3) (+2)

CHA

17
(+4)

Saving Throws
TODO Saving Throws
Skills
Acrobatics; Athletics; Pe
Thieves' tools; Disguise
Forgery kit
Proficiencies
Damage Immunities
TODO Damage Immunit
Condition Immunities
TODO Condition Immuni
Senses TODO Senses
Languages
Common Dwarven; Elve
Undercommon ,
Adjectives ,

Special Abilities

- Master of Intrigue; I
Insightful Manipula
Cunning Action, Un
Dodge, Evasion, Sn
Attack; Reliable Tal

Special Equipment

- Broken Pocket Wat
Wondrous item, ve
requires attunement
to find a pocket wa
outside of gnomish
settlements. This o
to be broken as it s
skips back a few se
holds great power f
who attunes it, tho
broken pocket watc
charges. On your ti
can spend 1 charge
an additional bonus
as the pocket watc
back by two second
you another mome
something quick. T
watch regains 1 ex
charge at dawn. Al
you can force it to
backward as far as
This does not requi
action and takes 3
You can't do this if
incapacitated. You

turn, and you can immediate
take another turn. The pock
watch falls apart after that,
and require 1 week of
specialized repairs. If this la
ability is chosen, after 1
minute, you suffer one level
exhaustion.

- **Dagger of Warning.** Most
rogues shouldn't really need
help with their perception, b
this dagger helps both the
rogue and everyone around
them. While attuned, the
rogue can't be surprised and
are magically awoken from
their sleep when danger
approaches—along with all
allies within 30 feet of them
Not to mention the dagger
gives the rogue advantage o
initiative rolls, which is a
valuable thing for them to
have.

Combat Tactics

Leo is no coward. He will, howeve
try to avoid or escape combat
because of his belief that his wor
as leader of the Lythiad assembly
more important than proving his
mettle in a single battle.

Actions

Dagger

Factions

ROLEPLAYING

Introduction

Polishing a tankard & leaning against the frame of the kitchen entrance, a mysterious figure says, "what can I git ye?"

Appearance

Lithe hill dwarf. Bald head & braided orange beard. Waxed moustache. White long undershirt, suspenders, baggy jerkins.

Expressions

"Ye know yer own business, even?"; "Oy, grub n ale and a few curiosities for ya?"; "Time'll do ya no favors, friend";

Mannerisms

Slow and deliberate movement. Nonchalant. Intermittent glances to corners of room. Flips broken pocket watch gently.

Motivations

To grow his underground organized crime syndicate beyond the current city. Murder of royals. Accrual of wealth.

Passions

2500 x 3235

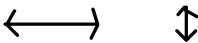


Image Dummy

ROLEPLAYING

Introduction

Polishing a tankard & leaning against the frame of the kitchen entrance, a mysterious figure says, "what can I git ye?"

Appearance

Lithe hill dwarf. Bald head & braided orange beard. Waxed moustache. White long undershirt, suspenders, baggy jerkins.

Expressions

"Ye know yer own business, even?"; "Oy, grub n ale and a few curiosities for ya?"; "Time'll do ya no favors, friend";

Mannerisms

Slow and deliberate movement. Nonchalant. Intermittent glances to corners of room. Flips broken pocket watch gently.

Motivations

To grow his underground organized crime

2500 x 3235

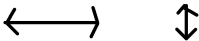


Image Dummy

any location you have been earlier in this turn, any hit points you have since the beginning of this turn, and you can immediately take a short rest at the end of this turn. The pocket watch is not a permanent item; it disappears apart after that, and you must wait 1 week of specialization before you can use it again. If this last ability is used after 1 minute, you must wait one level of exhaustion before you can use it again.

- **Dagger of Warning.** While rogues shouldn't really need help with their perception, but this dagger helps both the rogue and everyone around them. While attuned, the rogue can't be surprised and are magically awoken from their sleep when danger approaches—along with all allies within 30 feet of them. Not to mention the dagger gives the rogue advantage on initiative rolls, which is a valuable thing for them to have.

Combat Tactics

Leo is no coward. He will, however, try to avoid or escape combat because of his belief that his worth as leader of the Lythiad assembly is more important than proving his mettle in a single battle.

Actions

Dagger

Factions

To grow his underground organized crime syndicate beyond the current city. Murder of royals. Accrual of wealth.

Passions

Wealth and power. Leo is ruthless in his pursuit of these things.

Secrets

Leo's Tavern, "The Lion's Mane", is a front for his organized crime syndicate.

Passions

Wealth and power. Leo is ruthless in his pursuit of these things.

Secrets

Leo's Tavern, "The Lion's Mane", is a front for his organized crime syndicate.

BACKGROUND STORY

<p>The <i>Lion's Mane Tavern</i> is a charming local destination location. Well-kept with superb staff, it has a firm grip on the business of the community and its proprietors. Leo, has their respect.</p>

<p>Leo's tavern is more than a reputable destination location; it is also the center for his organized crime syndicate, the Lythiad Assembly. Composed primarily of Leo's extended family but including myriad common officials and mercants, the Assembly doesn't perform what Leo calls, 'Brutish Outlaw' work but instead is highly surgical in their activities. Kidnapping, smuggling, and political terrorism are the Assembly's professional province.</p><p>Leo and his brothers and one sister are carrying on the business of the father and uncles. Just how long the Assembly has been operating remains lore lost in history. Leo claims they've operated for centuries and span well-beyond the region. While there are so many facts to corroborate this (and local militia are certainly investigating), the evidence for this is lacking.</p>

PERSONALITY

The *Lion's Mane Tavern* is a charming local destination location. Well-kept with superb staff, it has a firm grip on the business of the community and its proprietor, Leo, has their respect.

Leo's tavern is more than a reputable destination location; it is also the center for his organized crime syndicate, the Lythiad Assembly. Composed primarily of Leo's extended family but including myriad community officials and mercants, the Assembly doesn't perform what Leo calls, 'Brutish Outlaw' work but instead is highly surgical in their activities. Kidnapping, smuggling, and political terrorism are the Assembly's professional province.

Leo and his brothers and one sister are carrying on the business of the father and uncles. Just how long the Assembly has been operating remains lore lost in history. Leo claims they've operated for centuries and span well-beyond the region. While there are some facts to corroborate this (and local militia are certainly investigating), the evidence for this is lacking.