

CELL ONELEO
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 13

CHA
17

Saving Throws
TODO Saving Throws
Skills
Acrobatics; Athletics; Persuasion;
Thieves' tools; Disguise kit;
Forgery kit
Proficiencies
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 to find a pocket watch outside of gnomish settlements. This

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- 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 charges. On your turn, you can spend 1 charge to take an additional bonus action as the pocket watch ticks back by two 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 earlier in this turn, you regain any points you have lost since the beginning of your turn, and you can immediately take another turn. The pocket watch falls apart

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Image Dummy

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- Dagger of Warning. rogues shouldn't re help with their perc but this dagger help the rogue and ever 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

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

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.

after that, and require 1 week of specialized repair. If this last ability is chosen after 1 minute, you suffer one level of exhaustion.

- Dagger of Warning. Most 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 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.

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ROLEPLAYING

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