

LEO 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
(+0) (+4) (+1) (+3) (+2)

CHA

17
(+4)

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

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Adjectives

Special Abilities

- Master of Intrigue; Help; Insight; 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 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 a location you have been earlier in this turn, you regain any hit points you have lost since the beginning of your turn, and you can immediately take another turn.

2500 x 3235
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2500 x 3235
Image Dummy

Common Dwarf, Elf, Undercommon, Adjectives	Image Dummy	
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Special Abilities	Common Dwarf, Elf, Undercommon, Adjectives	
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Special Equipment	Common Dwarf, Elf, Undercommon, Adjectives	
	Common Dwarf, Elf, Undercommon, Adjectives	
Combat Tactics	Common Dwarf, Elf, Undercommon, Adjectives	
	Common Dwarf, Elf, Undercommon, Adjectives	
Actions	Common Dwarf, Elf, Undercommon, Adjectives	
	Common Dwarf, Elf, Undercommon, Adjectives	
Factions	Common Dwarf, Elf, Undercommon, Adjectives	
	Common Dwarf, Elf, Undercommon, Adjectives	
Roleplaying	Common Dwarf, Elf, Undercommon, Adjectives	
	Common Dwarf, Elf, Undercommon, Adjectives	
Introduction	Common Dwarf, Elf, Undercommon, Adjectives	
	Common Dwarf, Elf, Undercommon, Adjectives	
Appearance	Common Dwarf, Elf, Undercommon, Adjectives	
	Common Dwarf, Elf, Undercommon, Adjectives	
Expressions	Common Dwarf, Elf, Undercommon, Adjectives	
	Common Dwarf, Elf, Undercommon, Adjectives	
Mannerisms	Common Dwarf, Elf, Undercommon, Adjectives	
	Common Dwarf, Elf, Undercommon, Adjectives	
Motivations	Common Dwarf, Elf, Undercommon, Adjectives	
	Common Dwarf, Elf, Undercommon, Adjectives	
Passions	Common Dwarf, Elf, Undercommon, Adjectives	
	Common Dwarf, Elf, Undercommon, Adjectives	
Secrets	Common Dwarf, Elf, Undercommon, Adjectives	
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The pocket watch falls apart after that, and require 1 week of specialized repairs. If this last ability is chosen, after 1 minute you suffer one level of exhaustion.	Image Dummy	
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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 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.	Image Dummy	
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Actions	Image Dummy	
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Factions	Image Dummy	
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	Image Dummy	
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	Image Dummy	
Secrets	Image Dummy	
	Image Dummy	

Cell 13

Dagger

Factions

a front for his organized crime syndicate.

BACKGROUND STORY

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 Lyth Assembly. Composed primarily of Leo's extended family but including myriad community officials and merchants, 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 two brothers and one sister are carrying on the business of their father and uncles. Just how long the Assembly has been operating remains lost to history. Leo claims they've operated for centuries and span well-beyond the region. While there are some facts that corroborate this (and the local militia are certainly investigating), the evidence for this is lacking.

PERSONALITY