

# 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)

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**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 two  
seconds to give you  
another moment for  
something quick. The  
pocket watch regains 1  
expended charge at dawn.  
Alternately, you can force

## Image Dummy

specialized repairs. 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 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

Cell3

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.

BACKGROUND STORY

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

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PERSONALITY

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