



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

Special Abilities

-

Special Equipment

- -

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

-

Factions

The Lythiad Assembly
Seanaïr (Leader)

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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 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 hit
points you have lost since
the beginning of your turn,
and you can immediately
take another turn. 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.
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
sneaked up on or sneakily

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 & br
orange beard. Waxed moustache. W
long undershirt, suspenders, baggy
jerkins.

Expressions

"Ye know yer own business, even?";
grub n ale and a few curiosities for y
"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
Murder of royals. Accrual of wealth.

Passions

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

Secrets

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

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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
Lythiad 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 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 the local militia
are certainly
investigating), the
evidence for this is
lacking.

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.

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Dagger

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