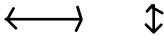


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## LEO WHETMOORE

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** -  
**Skills** -  
 Acrobatics; Athletics;  
 Persuasion; Thieves' tools;  
 Disguise kit; Forgery kit  
**Proficiencies** -  
**Proficiency Mod** - +4

**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**  
 - Seanair (Leader)

## 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

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.

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**CHA**  
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 (+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  
**Adjectives** -

**Special Abilities** -

**Special Equipment**  
 -

**Combat Tactics**  
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## BACKGROUND STORY

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