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

CHA 17

Saving Throws
TODO Saving Throws
Skills
Accordations: Athletics: Per

Acrobatics; Athletics; Persuasi 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 Attac Reliable Talent

Special Equipment

 Broken Pocket Watch. Wondrous item, very rare, requires attunement. It's rai to find a pocket watch at all outside of gnomish settlements. This one seems be broken as it sometimes skips back a few seconds. It holds great power for the on who attunes it, though. The broken pocket watch has 3 charges. On your turn, you c spend 1 charge to take an additional bonus action, as t pocket watch ticks back by t seconds to give you another moment for something quick The pocket watch regains 1 expended charge at dawn. Alternately, you can force it turn backward as far as it ca go. This does not require an action and takes 3 charges. You can't do this if you are incapacitated. You teleport t any location you have been earlier in this turn, you rega any hit points you have lost since the beginning of your turn, and you can immediate take another turn. The pock watch falls apart after that, and require 1 week of specialized repairs. If this la ability is chosen, after 1 minute, you suffer one level

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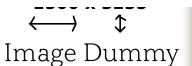
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ROLEPLAYING

Introduction

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 Dagger of Warning. rogues shouldn't re help with their perc but this dagger hel 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

anne or the kitchen entrance, a mysterious figure says, "what can I git ye?"

Appearance

Lithe hill dwarf. Bald head & amp; braided orang beard. Waxed moustache. White long undershir suspenders, baggy jerkins.

Expressions

"Ye know yer own business, even?"; "Oy, grub r 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 these things.

Secrets

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

exhaustion.

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