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; Pe Thieves' tools; Disguise Forgery kit

Proficiencies

Damage Immunities

TODO Damage Immunit Condition Immunities

TODO Condition Immuni Senses TODO Senses

Languages

Common Dwarven: Flve



LEO WHETMOORE

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 Thro

Acrobatics; Athletics; Persuasion; Thieves' tools; Disguise kit; Forgery

Proficiencies TODO

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

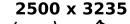
Special Abilities

 Master of Intrigue; Help; Insight Manipulator; | Cunning Action, Uncanny Dodge, Evasion, Snea Attack; Reliable Talent

Special Equipment

• Broken Pocket Watch. Wondrou 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 f 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. 1 pocket watch regains 1 expend charge at dawn. Alternately, yo can force it to turn backward a as it can go. This does not requ an action and takes 3 charges. can't do this if you are incapacitated. You teleport to a location you have been earlier this turn, you regain any hit po you have lost since the beginni of your turn, and you can

immediately take another turn



Undercommon,

Adjectives ,

Special Abilities

 Master of Intrigue; I Insightful Manipulal Cunning Action, Un Dodge, Evasion, Sn Attack; Reliable Tal

Special Equipment

2500 x 3235

Image Dummy

 Broken Pocket Water Wondrous item, vei requires attunemer to find a pocket wa outside of gnomish settlements. This o to be broken as it s skips back a few se holds great power f who attunes it, tho broken pocket watc charges. On your to can spend 1 charge an additional bonus as the pocket watch back by two second you another mome something quick. T watch regains 1 ex charge at dawn. Alt you can force it to t backward as far as This does not requi action and takes 3 You can't do this if incapacitated. You any location you ha earlier in this turn, any hit points you h since the beginning turn, and you can immediately take a turn. The pocket wa apart after that, an 1 week of specialize If this last ability is after 1 minute, you

one level of exhaus · 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 roque 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

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

Image Dummy

ROLEPLAYING

Introduction

Polishing a tankard & Department of the kitchen entrance, a mysterious figure says, "what can I git ye?"

Appearance

Lithe hill dwarf. Bald head & Dispersion 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 of these things.

Secrets

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

Cell3

The pocket watch falls apart af that, and require 1 week of specialized repairs. If this last ability is chosen, after 1 minute you suffer one level of exhaust

Dagger of Warning. Most rogue shouldn't really need help with their perception, but this dagge helps both the rogue and every around them. While attuned, the rogue can't be surprised and an magically awoken from their slewhen danger approaches—alor with all allies within 30 feet of them. Not to mention the dagge gives the rogue advantage on initiative rolls, which is a valuathing for them to have.

Combat Tactics

Leo is no coward. He will, however, to avoid or escape combat because his belief that his worth as leader o the Lythiad assembly is more important than proving his mettle i single battle.

Actions

Dagger

Factions

ROLEPLAYING

Introduction

Polishing a tankard & Dean against the frame of the kitche entrance, a mysterious figure s "what can I git ye?"

Appearance

Lithe hill dwarf. Bald head &am braided orange beard. Waxed moustache. White long undersl suspenders, baggy jerkins.

Expressions

"Ye know yer own business, eve "Oy, grub n ale and a few curiosities for ya?"; "Time'll do no favors, friend";

Mannerisms

Slow and deliberate movement. Nonchalant. Intermittent glance corners of room. Flips broken pocket watch gently.

Motivations

To grow his underground organ crime syndicate beyond the current city. Murder of royals. Accrual of wealth.

Passions

Wealth and power. Leo is ruthle in his pursuit of these things.

Secrets

Leo's Tavern, "The Lion's Mane'

Dagger

Factions

a front for his organized crime syndicate.

BACKGROUND STORY

The <i>Lion's Mane Tavern</i>a charming local destination locatio Well-kept with superb staff, it has a firm grip on the business of the community and its proprietor, Leo, I their respect. Leo's tavern more than a reputable destination location, it is also the center for his organized crime syndicate, the Lyth Assembly. Composed primarily of La extended family but including myric community officials and mercants, t Assembly doesn't perform what Leo calls, 'Brutish Outlaw' work, but inst is highly surgical in their activities. Kidnapping, smuggling, and politica terrorism are the Assembly's professional province.Leo and his two brothers and one sister carrying on the business of their fat and uncles. Just how long the Assen has been operating remains lore los history. Leo claims they've operated for centuries and span well-beyond region. While there are some facts t corroborate this (and the local militi are certainly investigating), the evidence for this is lacking.

Personality