

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	CHA
10	18	12	15	13	17

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

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



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.

BACKGROUND

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 mercants, 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.