

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 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

- 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 spend 1 charge to take an additional bonus action, as the pocket watch ticks back by 1 second 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

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any location you have been earlier in this turn, you reg any hit points you have lost since the beginning of your turn, and you can immediat take another turn. The pock watch falls apart after that, and require 1 week of specialized repairs. If this l ability is chosen, after 1 minute, you suffer one leve exhaustion.

- **Dagger of Warning.** Most rogues shouldn't really nee help with their perception, this dagger helps both the rogue and everyone around them. While attuned, the rogue can't be surprised an 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 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

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.

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Motivations

To grow his underground organized crime

2500 x 3235

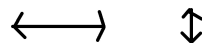


Image Dummy

2500 x 3235

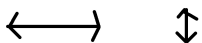


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any location you have been earlier in this turn, any hit points you have since the beginning of this turn, and you can immediately take a short rest. The pocket watch falls apart after that, and you have 1 week of specialized abilities. If this last ability is used after 1 minute, you are at one level of exhaustion.

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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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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 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 brothers and one sister are carrying on the business of the 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.

PERSONALITY

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