

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)

17 (+4)

my

Saving Throws TODO Saving Throws Skills

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

Proficiencies
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

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)

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2500 x 3235

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ROLEPLAYING

Polishing a tankard & amp; leaning

entrance, a mysterious figure says, "what can I git ye?"

Lithe hill dwarf. Bald head & amp; bra

orange beard. Waxed moustache. W

long undershirt, suspenders, baggy

"Ye know yer own business, even?";

grub n ale and a few curiosities for "Time'll do ya no favors, friend";

Slow and deliberate movement.

Nonchalant. Intermittent glances to

corners of room. Flips broken pocket

To grow his underground organized

crime syndicate beyond the current Murder of royals. Accrual of wealth.

Wealth and power. Leo is ruthless in

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

pursuit of these things.

against the frame of the kitchen

Introduction

Appearance

Expressions

watch gently.

Motivations

Saving Throws

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Proficiencies TODO

Damage Immunities
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Senses TODO Senses
Languages Common,
Dwarven; Elven,

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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

Dagger

Factions

The Lythiad Assembly Seanair (Leader)

ROLEPLAYING

Introduction

Polishing a tankard & Deprise I 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

Cell3

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 STORY

The Lion's Mane Tavern is a charming local destination location. Wellkept 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

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.