LEO WHETMOORE

young adult dwarf neutral evil Level 10 roque

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)

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> 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 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. The pocket watch regains 1 expended charge at dawn. Alternately, you can force

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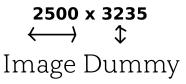
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ROLEPLAYING

Introduction

Polishing a tankard & Deprise I leaning against the frame of the kitchen entrance, a mysterious figure says, "what can I git ye?"

Appearance

Lithe hill dwarf. Bald head & Dispersion or Bald head & Dispersion or

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.

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 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 roque 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

ROLEPLAYING

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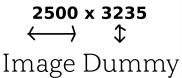
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BACKGROUND STORY

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Personality