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Image Dummy

## 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 - Skills** -

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

**Proficiencies** -

**Proficiency Mod** - +4

**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**  
Role: *Seanair (Leader)*

## 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

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## BACKGROUND STORY

The Tavern, a local de Well-kept staff, it the bu commun propriete respect.

Leo's than destinat also the organize syndicat Assembl primarily extende includin commun mercant doesn't calls, work, highly activitie smugglin terroris Assembl province

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his organized crime  
syndicate.