

Leo Whetmoore

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Young Adult Dwarf  
Neutral Evil  
Level 10 Rogue Mastermind

**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
(+0)	(+4)	(+1)	(+3)	(+2)	(+4)

**Saving Throws** -  
**Skills** -

{ "Dwarf Abilities"=>[{"Dwarven Resistance"=>"Has advantage on Saving Throws against poison, and has Resistance against poison damage", "Dwarven Combat Training"=>"Has proficiency with the Battleaxe, Handaxe, Light Hammer, and Warhammer.", "Stonecunning"=>"Whenever making an Intelligence (History) check related to the Origin of stonework, he is considered proficient in the History skill and adds double his Proficiency Bonus to the check, instead of his normal Proficiency Bonus"}], "Rogue Abilities"=>[{"Expertise"=>"Double proficiency bonus with Thieve's Tools and Sleight of Hand", "Sneak Attack"=>"Once per turn can add 3d6 to one creature she hits with a ranged or finesse attack if she has advantage on the attack or if the target is engaged with another creature", "Cunning Action"=>"Can take a bonus action on each turn to Hide, Disengage or Dash", "Uncanny Dodge"=>"When an attacker she can see hits her with an attack, she can use her Reaction to halve the damage", "Evasion"=>"When you are subjected to an Effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail"}], "Mastermind Abilities"=>[{"Master of Intrigue"=>"you gain proficiency with the disguise kit, the forgery kit, and one gaming set of your choice. You also learn two languages of your choice", "Master of Tactics"=>"you can use the Help action as a bonus action. Additionally, when you use the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 feet of you, rather than 5 feet of you, if the target can see or hear you.", "Insightful Manipulator"=>[{"Description"=>"if you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the

ROLEPLAYING

Introduction

Polishing a tankard and 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?

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500 x 3235  
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ge Dummy

2500 x 323  
↔ ↓  
Image Dummy

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**Proficiencies** -  
**Proficiency Mod** - +4

**Languages** -

Common Dwarvish Elvish Undercommon  
Infernal {"id"=>"the\_lythiad\_assembly",  
"name"=>"The Lythiad Assembly",  
"role"=>"Seanair (Leader)"}  
**Adjectives** - Cunning, Self-Important, Ruthless,

**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**

*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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