

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	CHA
10 ( )	18	12	15	13	17

**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**

- 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 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 to any location you have been earlier in this turn, you regain any hit points you have lost since the beginning of your turn, and you can immediately take another turn. The pocket watch falls apart after that, and require 1 week of specialized repairs. If this last ability is chosen, after 1 minute, you suffer one level of exhaustion.
- 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 rogue 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 rogue advantage on initiative rolls, which is a valuable thing for them to have.

**Combat Tactics**

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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**



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Dagger

Factions

2500 x 3235

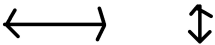


Image Dummy

2500 x 3235

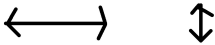


Image Dummy

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 svndicate.

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