

[Previous](#)[Next](#)

leo whetmoore

2500 x 3235
↔ ↕

Image Dummy

Leo Whetmoore

Leo Whetmoore

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

10 (+0)

DEX

18 (+4)

CON

12 (+1)

INT

15 (+3)

WIS

13 (+2)

CHA

17 (+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 tak 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 creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice;", "Additional Information"=>["Intelligence score", "Wisdom score", "Charisma score", "Class levels (if any)", "At the DM's option, you

might also realize you know a piece of the creature's history or one of its personality traits, if it has any"]]]}]}

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

Actions

Factions

2500 x 3235

A diagram showing the dimensions 2500 x 3235. Below the number 2500 is a horizontal double-headed arrow. Below the number 3235 is a vertical double-headed arrow.

Image Dummy

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?

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.

Leo Whetmoore

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

10 (+0)

DEX

18 (+4)

CON

12 (+1)

INT

15 (+3)

WIS

13 (+2)

CHA

17 (+4)

Saving Throws -

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 creater", "Cunning Action"=>"Can tak 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 creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice;", "Additional Information"=>["Intelligence score", "Wisdom score", "Charisma score", "Class levels (if any)", "At the DM's option, you might also realize you know a piece of the creature's history or one of its personality traits, if it has any"]}] }] }

Proficiencies -

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

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?

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.

Background Story

The Lion's Mane Tavern is a charming local destination location. Well-kept 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 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.