



# 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**  
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  
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and everyone around them.  
While attuned, the rogue can't  
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Cell3

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  
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## BACKGROUND STORY

<p>The <i>Lion's Mane  
Tavern</i> 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.</p><p>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  
operating in their activities.  
Kidnapping, smuggling, and  
political terrorism are the  
Assembly's professional  
province.</p><p>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.</p>

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

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

The Lythiad Assembly  
Seanair (Leader)

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