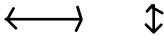


2500 x 3235

 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
 - 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 syndicate.

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 - TODO
Damage Immunities -
 TODO Damage Immunities
Condition Immunities -
 TODO Condition Immunities
Senses - TODO Senses
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
 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 syndicate.

BACKGROUND STORY

The
 Tavern i
 local des
 Well-kep
 staff, it
 the busi
 commun
 propriete
 respect.

Leo's
 than a r
 destinat
 also the
 organize
 syndicat
 Assembl
 primarily
 extende
 including
 commun
 mercant
 doesn't
 calls, 'Br
 work, bu
 highly si
 activitie
 smugglin
 terroris
 Assembl
 province

Leo
 brothers
 are carr
 business
 and unc
 the Asse
 operatin
 lost in h
 they've
 centurie
 beyond
 there ar
 corrobor
 local mil
 investig
 evidence
 lacking.

x 3235

 Dummy

