

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)

17 (+4)

x 3235

1

Dummy

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)

Image Dummy

ROLEPLAYING

Introduction

Polishing a tankard & tankard & tankard & the frame of the kitchen entrance, a mysterious figure says, "what can I git ye?"

Appearance

Lithe hill dwarf. Bald head & Draided 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

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Condition Immunities TODO Condition
Immunities

Senses - TODO Senses Languages -

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Adjectives -

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BACKG STORY

The Tavern i local des Well-ker staff, it i the busi commur propriet respect.

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