

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.

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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

• 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

3 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

2500 x 3235
Image Dummy

STR DEX CON INT WIS

10 18 12 15 11
(+0) (+4) (+1) (+3) (+2)

CHA

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(+4)

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Special Abilities

- Master of Intrigue; Help; Insightful Manipulator; Cunning Action, Uncanny Dodge, Evasion, Sneak Attack; Reliable Tal

Special Equipment

- Broken Pocket Watch
Wondrous item, very rare. Requires attunement. It's rare to find a pocket watch outside of gnomish settlements. This one seems to be broken as it sometimes skips back a few seconds. It holds great power for the Lithe hill dwarf. Bald head & braided orange beard. Waxed moustache. White long undershirt, suspenders, baggy jerkins. 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

ROLEPLAYING

Introduction

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

Appearance

The 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 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.

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- Dagger of Warning. Most rogues shouldn't really need help with their perception, 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 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

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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's 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.</p><p>Leo and his two brothers and one sister are carrying on the business of their father and uncle. Just how long the Assembly has been operating remains lore lost to 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 it is lacking.</p>

PERSONALITY

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