

500 x 3235



Image Dummy

Leo Whetmoore

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	CHA
10	18	12	15	13	17
(+0)	(+4)	(+1)	(+3)	(+2)	(+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
Role: *Seanair (Leader)*

2500 x 3235

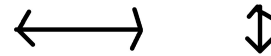


Image Dummy

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 organized crime syndicate.

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