

# LEO WHETMOORE

Young Adult Dwarf Neutral Evil Level 10 Roque

Pronouns: he/him Occupations: Tavern Keeper Armor Class 10 **Hit Points** 74 (TODO Hitdice) Speed 30.

STR DEX CON INT WIS 18 12 15 13 (+0) (+4) (+1) (+3) (+2)

CHA 17 (+4)

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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**

#### **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)

# 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 18 12 (+0) (+4) (+1) (+3) (+2)

CHA 17 (+4)

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ROLEPLAYING

Polishing a tankard & amp; leaning

entrance, a mysterious figure says, "what can I git ye?"

against the frame of the kitchen

Lithe hill dwarf. Bald head & amp;

moustache. White long undershirt,

"Ye know yer own business, even?"

"Oy, grub n ale and a few curiosities

for ya?"; "Time'll do ya no favors,

Slow and deliberate movement.

Nonchalant. Intermittent glances to

corners of room. Flips broken pocket

To grow his underground organized

crime syndicate beyond the current

Wealth and power. Leo is ruthless in

Leo's Tavern, "The Lion's Mane", is front for his organized crime

his pursuit of these things.

city. Murder of royals. Accrual of

braided orange beard. Waxed

suspenders, baggy jerkins.

Introduction

**Appearance** 

**Expressions** 

**Mannerisms** 

watch gently.

Motivations

wealth.

**Passions** 

Secrets

syndicate.

friend":

Saving Throws

**TODO Saving Throws** Skills 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 & amp; 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":

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## **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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Tav des kep has bus and thei Leo than a n destinat also the organize the Lyth Compos Leo's ex includin commu mercant doesn't calls, 'Bi work, bu surgical Kidnapp and poli the Asse professi Leo brothers

are carr busines and unc the Asse operatin in histor they've centurie beyond there ar corroboi local mil investig evidenc lacking.