## LEO WHETMOORE

*Young Adult Dwarf*
*Neutral Evil*
*Level 10 Rogue Mastermind*

**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 -**
 {"Dwarf Abilities"=>[{"Dwarven Resistance"=>"Has advantage on Saving Throws against poison, and has Resistance against poison damage", "Dwarven Combat Training"=>"Has proficiency with the Battleaxe, Handaxe, Light Hammer, and Warhammer.", "Stonecunning"=>"Whenever making an Intelligence (History) check related to the Origin of stonework, he is considered proficient in the History skill and adds double his Proficiency Bonus to the check, instead of his normal Proficiency Bonus"}], "Rogue Abilities"=>[{"Expertise"=>"Double proficiency bonus with Thieve's Tools and Sleight of Hand", "Sneak Attack"=>"Once per turn can add 3d6 to one creature she hits with a ranged or finesse attack if she has advantage on the attack or if the target is engaged with another creater", "Cunning Action"=>"Can tak a bonus action on each turn to Hide, Disengage or Dash", "Uncanny Dodge"=>"When an attacker she can see hits her with an attack, she can use her Reaction to halve the damage", "Evasion"=>"When you are subjected to an Effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail"}], "Mastermind Abilities"=>[{"Master of Intrigue"=>"you gain proficiency with the disguise kit, the forgery kit, and one gaming set of your choice. You also learn two languages of your choice", "Master of Tactics"=>"you can use the Help action as a bonus action. Additionally, when you use the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 feet of you, rather than 5 feet of you, if the target can see or hear you.", "Insightful Manipulator"=>[{"Description"=>"if you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the

## ROLEPLAYING

### Introduction

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

### Appearance

 Lithe hill dwarf. Bald head &amp; 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?*

creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice;", "Additional Information"=> ["Intelligence score", "Wisdom score", "Charisma score", "Class levels (if any)", "At the DM's option, you might also realize you know a piece of the creature's history or one of its personality traits, if it has any"]}]}]}

**Proficiencies -**
**Proficiency Mod -** +4

**Languages -**
Common Dwarvish Elvish Undercommon Infernal {"id"=>"the_lythiad_assembly", "name"=>"The Lythiad Assembly", "role"=>"Seanair (Leader)"}
**Adjectives -** Cunning, Self-Important, Ruthless,

## 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

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*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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