



# 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)

**CHA**  
17  
(+4)

**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

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## Special Equipment

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## 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

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## Factions

**The Lythiad Assembly**  
*Seanair (Leader)*

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**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 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  
rogues shouldn't really need  
help with their perception,  
but this dagger helps both  
the rogue and everyone  
around them. While  
attuned, the rogue can't be  
sneaked up on or surprised.

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 & br  
orange beard. Waxed moustache. W  
long undershirt, suspenders, baggy  
jerkins.

### Expressions

"Ye know yer own business, even?";  
grub n ale and a few curiosities for y  
"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  
Murder of royals. Accrual of wealth.

### Passions

Wealth and power. Leo is ruthless in  
pursuit of these things.

### Secrets

Leo's Tavern, "The Lion's Mane", is a  
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## BACKGROUND STORY

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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 on initiative rolls, which is a valuable thing for them to have.

**Combat Tactics**

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**Actions**

Dagger

**Factions**

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