

## 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

**CHA**  
17

**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

- 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 10  
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,  
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2500 x 3235

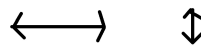


Image Dummy

## ROLEPLAYING

### Introduction

Polishing a tankard & leaning against  
the frame of the kitchen entrance, a

2500 x 3235

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Image Dummy

who attunes it, though broken pocket watch charges. On your turn, you can spend 1 charge to gain an additional bonus as the pocket watch goes back by two seconds. You can use another moment to do something quick. The watch regains 1 charge at dawn. Alternatively, you can force it to go backward as far as 1 minute. This does not require an action and takes 3 minutes. You can't do this if you're incapacitated. You can move to any location you have been to earlier in this turn, and any hit points you have lost since the beginning of the turn, and you can immediately take a short rest. The pocket watch goes apart after that, and you have 1 week of specialized training. If this last ability is used, after 1 minute, you return to 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 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

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

the name 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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