

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.

STRDEXCONINTWIS

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CHA

17

Saving Throws

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Saving Throws

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Skills

Acrobatics; Athletics; Persuasi

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

• Master of Intrigue; Help;

Insightful Manipulator; |

Cunning Action, Uncanny

Dodge, Evasion, Sneak Attac

Reliable Talent

Special Equipment

• Broken Pocket Watch.

Wondrous item, very rare,

requires attunement. It's rar

to find a pocket watch at all

outside of gnomish

settlements. This one seems

be broken as it sometimes

skips back a few seconds. It

holds great power for the on

who attunes it, though. The

broken pocket watch has 3

charges. On your turn, you c

spend 1 charge to take an

additional bonus action, as t

pocket watch ticks back by t

seconds to give you another

moment for something quick

The pocket watch regains 1

expended charge at dawn.

Alternately, you can force it

turn backward as far as it ca

go. This does not require an

action and takes 3 charges.

You can't do this if you are

incapacitated. You teleport t

any location you have been

earlier in this turn, you rega

any hit points you have lost

since the beginning of your

turn, and you can immediate

take another turn. The pock

watch falls apart after that,

and require 1 week of

specialized repairs. If this la

ability is chosen, after 1

minute, you suffer one level

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; Insightful Manipulation; Cunning Action, Unseen Dodge, Evasion, Sneak Attack; Reliable Tal

Special Equipment

- Broken Pocket Watch
Wondrous item, very rare
requires attunement
to find a pocket watch
outside of gnomish
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If this last ability is
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- Dagger of Warning.
Most rogues shouldn't
help with their perc
but this dagger hel
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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

2500 x 3235

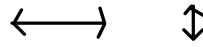


Image Dummy

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.

exhaustion.

- Dagger of Warning. Most
rogues shouldn't really need
help with their perception, b
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Combat Tactics

Leo is no coward. He will, howeve
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because of his belief that his wor
as leader of the Lythiad assembly
more important than proving his
mettle in a single battle.

Actions

Dagger

Factions

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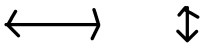


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Combat Tactics

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

Dagger

Factions

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

BACKGROUND STORY

The Lion's Mane Tavern is a charming local destination location. Well-kept with superb staff, it has a firm grip on the business of the community and proprietor, Leo, has their respect.

Leo's tavern is more than a reputable destination location, also the center for his organized crime syndicate, the Lythiad Assembly. Composed primarily of Leo's extended family but including myriad community officials and mercants, the Assembly doesn't perform what Leo calls, 'Brutish Outlaw' work, but instead is highly surgical in their activities. Kidnapping, smuggling, and political terrorism are the Assembly's professional province.

Leo and his two brothers and one sister are carrying on the business of their father and uncle. Just how long the Assembly has been operating remains lost to history. Leo claims they've operated for centuries and span well beyond the region. While there are some facts to corroborate this (and the local militia are certainly investigating), the evidence for is lacking.

PERSONALITY

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