

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 ten
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 requires 1 week of
specialized repairs. If this la-
bility is chosen, after 1
minute, you suffer one level

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2500 x 3235

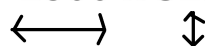


Image Dummy

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 move the pocket watch back by two seconds, or you can use it for something quick. The watch regains 1 charge at dawn. Also, you can force it to move backward as far as 10 feet. This does not require an action and takes 3 seconds. You can't do this if you're incapacitated. You can move any location you have been to earlier in this turn, or any hit points you have since the beginning of the turn, and you can immediately take a turn. The pocket watch falls apart after that, and it takes 1 week of specialized work to repair. If this last ability is used after 1 minute, you gain 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 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 jerkin.

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.

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