

Leo Whetmoore

Young Adult Dwarf Neutral Evil Level 10 Roque

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)

17 (+4)

3235

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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

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)

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)

17 (+4)

2500 x 3235

Image Dummy

ROLEPLAYING

Polishing a tankard & amp; leaning

against the frame of the kitchen

Lithe hill dwarf. Bald head & amp;

moustache. White long undershirt,

"Ye know yer own business, even?";

curiosities for ya?"; "Time'll do ya

Slow and deliberate movement.

corners of room. Flips broken

crime syndicate beyond the

current city. Murder of royals.

pocket watch gently.

Nonchalant. Intermittent glances to

To grow his underground organized

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

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

braided orange beard. Waxed

suspenders, baggy jerkins.

"Oy, grub n ale and a few

entrance, a mysterious figure

says, "what can I git ye?"

Introduction

Appearance

Expressions

no favors, friend";

Mannerisms

Motivations

Accrual of wealth.

Passions

Secrets

syndicate.

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Saving Throws TODO Saving Throws Skills Skills Acrobatics; Athletics; Persuasion; Thieves' tools; Disguise kit;

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

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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

-

Factions

The Lythiad Assembly Seanair (Leader)

ROLEPLAYING

Introduction

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

Appearance

Lithe hill dwarf. Bald head & Deard. Waxed moustache. White long undershirt, suspenders, baggy jerkins.

Expressions

Mannerisms

"Ye know yer own business, even?"; "Oy, grub n ale and a few curiosities for ya?"; "Time'll do ya no favors, friend";

Cell3

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.

BACK STOR

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Leo's than a rep destination also the corganized the Lythiac Composed Leo's extel including r community mercants, doesn't pe calls, 'Brut but instead surgical in Kidnapping political te Assembly's province.

Leo ar brothers ai acarrying or their fathe how long t been operationely been operationely been operationely been operationely beyond the centuries a beyond the corroborat local militia investigati for this is I