



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

-

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

-

Factions

The Lythiad Assembly
Seanair (Leader)

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.

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BACKGROUND STORY

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