



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

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
two 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 require 1 week of
specialized repairs. If this last
ability is chosen, after 1
minute, you suffer 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
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Cell3

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
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BACKGROUND STORY

<p>The <i>Lion's Mane
Tavern</i> is a charming
local destination location.
Well-kept with superb staff,
it has a firm grip on the
business of the community
and its proprietor, Leo, has
their respect.</p><p>Leo's
tavern is more than a
reputable destination
location, it is 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
operating in their activities.
Kidnapping, smuggling, and
political terrorism are the
Assembly's professional
province.</p><p>Leo and
his two brothers and one
sister are carrying on the
business of their father and
uncles. Just how long the
Assembly has been
operating remains lore lost
in 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 this is lacking.</p>

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 Lythiad Assembly
Seanair (Leader)

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