# THE "PENNYMOR CON"

middle-aged wood elf chaotic evil Level 10 roque

> Pronouns: he/him Occupations: Fence Armor Class 14 Hit Points 75 (TODO Hitdice) Speed 30.

STR DEX CON INT WIS

10 15 16 12 12

CHA

15

Saving Throws TODO Saving Throws Skills

Persuasion; Stealth; Perceptio Acrobatics; Athletics; Intimida Deception

**Proficiencies TODO** 

Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages
Common Elvish Halfling Gnomi
Adjectives Opaque,

# **Special Abilities**

• Uncanny Dodge | Cunning Action

## Special Equipment

Bullwhip of Entanglement;
 Quaal's Feather Token (Whip

# **Combat Tactics**

The Con will engage in combat wind a smile, first using his acrobatics parour and disorient unsuspecting combatants.

# Actions

Bullwhip of entanglement (+9 to hit, 1d6+5 force dmg, finesse, entangle, chance to leave target prone (DC 15 Dex Save))

Factions

# ROLEPLAYING

# Introduction

This sketchy old elf is something of a myth more a man. He remains well ou

 $\mathbf{T}_{\mathbf{HE}}$ 2500 x 3235 "PENNYMOR  $\longleftrightarrow$ 1 Con" Image Dummy middle-aged wood elf chaotic evil Level 10 roque Cell3 **Pronouns:** he/him Occupations: Fence **Armor Class 14** Hit Points 75 (TODO H Speed 30. ROLEPLAYING STR DEX CON INT WIS Introduction 15 16 12 12 10 (+0) (+3) (+3) (+1) (+1) This sketchy old elf is something of a myth more than a man. He remains well out of sight of guards and militia yet regularly has secret CHA dealings with the middle to upper eschelons of local political factions. If adventurers passing through town appear to have valuable items of be capable of acquiring such items, he will contact them through secret letters via an 15 (+3)innkeeper or bartender and arrange a meeting in a private place. He may also commission a particularly remarkable group to find certain **Saving Throws TODO Saving Throws** valuable items.

2500 x 3235  $\longleftrightarrow$   $\updownarrow$ Image Dummy sight of guards and militia regularly has secret dealin with the middle to upper eschelons of local political factions. If adventure passing through town app to have valuable items or capable of acquiring such items, he will contact then through secret letters via innkeeper or bartender an arrange a meeting in a private place. He may also commis a particularly remarkable group to find certain valua items.

# **Appearance**

**Bridging on elderly looking** Worn skin and sunken features; Small poke tatto on his face, neck, and hand Wears a dusty old semi-for outfit - Jacket, button-up, slacks, and boots; crewcut small leather cap

# **Expressions**

"Can never make a truly fa trade - so might as well go with the flow"; "The things do, the things we do...why we do the things we do?"; once bought a large slice o land from a tribe of hobgol and sold it to an enemy tri just to watch the party";

## **Mannerisms**

Bows with a twirling wrist, sardonically, as if to say, obviously will think you're better than me'; Drops int daze and traces ancient si in the air, only to fall still again; mild OCD - walks in patterns counting steps, o a door at the count of thre obviously counts coins out during transactions, etc.

#### **Motivations**

The Con is known for using trade in valuable goods as means for inciting conflict large scale. He desires to down in history as the cata for some great war.

#### **Passions**

Sales; Historical wars; Antiques;

## Secrets

The "Pennymore Con" is in search of a magic stone wi sigils carved into it. It pass through his fencing shop a in the process captured an aspect of his soul. He does know what it does but he knows it will bring him rich at the expense of others so never says anything, but instead dreams of it night day.

Skills

Persuasion; Stealth; Per Acrobatics; Athletics; Intimidation; Deception

**Proficiencies** 

**Damage Immunities TODO Damage Immunit Condition Immunities TODO Condition Immuni** Senses TODO Senses Languages

Common Elvish Halfling Adjectives Opaque,

# **Special Abilities**

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## **Factions**

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#### Secrets

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# BACKGROUND STORY

As is well known across the Realms, Elves live a very long time. During these extensive spans, they are susceptible to major life changes, whether it vocation, direction, location, what-have-you. Nobody know where the Con hails from, the only know that he is a Sylvan because of his gaunt, lanky, a gruff appearance, ruddy skin hair, and his bright silverish e Nobody is sure what life trajectory brought the Pennyi Con to where he is today. The things that are known about I could be myth.The C blamed across the Realm for various high-level robberies a for starting various skirmishe between nations by offering a contract on an important loca Duke in exchange for a longsought after item that had be fenced to him. Constantly see business with members of eve eschelon of a city or town, the Con is open about his busines dealings but opaque as to his motivations. Consequently, although suspected of high crimes, none have been prove and the Con is allowed free movement. In fact, his moven is likely advocated among hig magistrates because of the go and services they've obtained from him through less-than-le means.