THE "PENNYMORE CON

middle-aged wood elf chaotic evil Level 10 rogue

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; Perception 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 (Whit

Combat Tactics

The Con will engage in combat wi a smile, first using his acrobatics parour and disorient unsuspectin 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 our sight of guards and militia regularly has secret dealin with the middle to upper eschelons of local political factions. If adventurers passing through town appet to have valuable items or I capable of acquiring such items, he will contact them

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Appearance

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

Expressions

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

Mannerisms

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

Motivations

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

Passions

Sales; Historical wars; Antiques;

Secrets

The "Pennymore Con" is in search of a magic stone with sigils carved into it. It passed throug his fencing shop and in the process captured ar aspect of his soul. He doesn't know what it does but he knows it will bring him riches at the expense of others so he never says anything, b instead dreams of it night and day.

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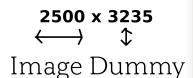
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BACKGROUND STORY

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