THE "PENNYMOR 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 (+0) (+3) (+3) (+1) (+1)

CHA

15 (+3)

Saving Throws TODO Saving Thro

Persuasion; Stealth; Perception; Acrobatics; Athletics; Intimidation; Deception

Proficiencies TODO

Damage Immunities TODO Damage Immunities Condition Immunities TODO Condition Immunities Senses TODO Senses Languages Common Elvish Halfling Gnomish,

Adjectives Opaque,

Special Abilities

Uncanny Dodge | Cunning Action

Special Equipment

• Bullwhip of Entanglement; Quar Feather Token (Whip)

Combat Tactics

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

Actions

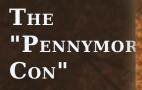
Bullwhip of entanglement (+9 to hit 1d6+5 force dmg, finesse, entangle chance to leave target prone (DC 1 Dex Save))

Factions

ROLEPLAYING

Introduction

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Introduction

(+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 ealings with the middle to upper eschelons of local political factions. If adventurers passing through town appear to have valuable items or be capable of acquiring such items, he will contact them through secret letters via an innkeeper or bartender and arrange a meeting in a private place. He may also commission a particularly remarkable group to find certain valuable items.

Appearance

Bridging on elderly looking; Worn skin and sunk 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 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 - wall 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;

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

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BACKGROUND STORY

As is well known across the Realms, Elves live a very long time. During these extensive life-spans, t

