Introduction

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 dealings 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 sk and sunken features; Small poke tat on his face, neck, and hands; Wears dusty old semi-formal outfit - lacket. button-up, slacks, and boots; crewci small leather cap

Expressions

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

Mannerisms

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

Motivations

The Con is known for using trade in valuable goods as a means for inciti conflict on a large scale. He desires down in history as the catalyst for s

Passions

Sales; Historical wars; Antiques;

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

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 (+0) (+3) (+3) (+1) (+1)

(+3)

Saving Throws

TODO Saving Throws Skills Skills Persuasion: Stealth: Percention: 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; Quaal's Feather Token (Whip)

ROLEPLAYING

Introduction

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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,

BACKGROUND STORY

As is well known across the Realms. Flyes live a very long time. During these extensive life-spans, they are susceptible to major life changes, whether in vocation, direction, location, or what-have-you. Nobody knows where the Con hails from, they only know that he is a Sylvan Elf because of his gaunt, lanky, and gruff appearance, ruddy skin and hair, and his bright silverish eyes. Nobody is sure what life trajectory brought the Pennymore Con to where he is today. The few things that are known about him could be myth. The Con is blamed across the Realm for various high-level robberies and for starting various skirmishes between nations by offering a contract on an important local Duke in exchange for a long-sought after item that had been fenced to him. Constantly seeking business with members of every eschelon of a city or town, the Con is open about his business dealings but opaque as to his motivations. Consequently, although suspected of high crimes, none have been proven and

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Combat Tactics

The Con will engage in combat with a 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 15 Dex Save))

Factions

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Sales; Historical wars; Antiques;

Secrets

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 expense of others so he never says anything, but instead dreams of it night and day.

movement. In fact, his movement is likely advocated among higher magistrates because of the goods and services they've obtained from him through less-than-legal means.