

2500 x 3235
↔ ↑
Image Dummy

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)

CHA
15
(+3)

Saving Throws - Skills -

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

Proficiencies -
Proficiency Mod - +4

Languages -
Common Elvish Halfling
Gnomish

Adjectives - Opaque,

Special Abilities -

ROLEPLAYING

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 echelons 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 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

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)

CHA
15
(+3)

Saving Throws -

TODO Saving Throws

Skills -

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

Proficiencies -

TODO Damage Immunities

TODO Condition Immunities

TODO Condition Immunities

Senses - TODO Senses

Languages -
Common Elvish Halfling
Gnomish

Adjectives - Opaque,

Special Abilities -

ROLEPLAYING

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 echelons 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 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

BACKG STORY

As is across the live a ve During t life-span suscepti changes vocation location you. Not where th they onl a Sylvan his gaur gruff ap skin and bright si Nobody trajector Pennym he is too things th about hi

The across the various robberie various : between offering importan exchange sought a had bee Constan business of every city or to open ab dealings his moti

x 3235
↑
Dummy

Special Equipment

Combat Tactics

Actions

Factions

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

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

Passions

Secrets

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

in patterns counting steps, opens a door at the count of three, obviously counts coins out loud during transactions, etc.

Motivations

Passions

Secrets

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions