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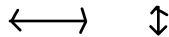


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THE "PENNYMORE CON"

*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
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition
Immunities

Senses TODO Senses
Languages Common
Elvish Halfling Gnomish
Adjectives Opaque,

Special Abilities

-

Special Equipment

-

Combat Tactics

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

Actions

-

Factions

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 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 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.

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Passions

Sales; Historical wars;
Antiques;

Secrets

The "Pennymore Con" is in

BACK STORY

As the Real very lo these e they ar major l in voca locatio Nobody Con ha know t becaus and gr ruddy s bright s Nobody trajecto Pennyr is toda are kn be myt The Co across the various hig and for star skirmishes by offering important l exchange f after item t fenced to h seeking bu members o of a city or open about dealings bu his motivat Consequen suspected c none have the Con is a movement. advocated magistrates goods and obtained fr less-than-le

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Passions

Sales; Historical wars;
Antiques;

Secrets

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