

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 Throws
Skills

Persuasion; Stealth; Perception Acrobatics; Athletics; Intimidat Deception

Proficiencies TODO

Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages
Common Elvish Halfling Gnomis
Adjectives Opaque,

Special Abilities

• Uncanny Dodge | Cunning Action

Special Equipment

Bullwhip of Entanglement;
 Quaal's Feather Token (Whi

Combat Tactics

The Con will engage in combate a smile, first using his acrobation to parour and disorient unsuspecting combatants.

Actions

Bullwhip of entanglement (+9 to hit, 1d6+5 force dmg, finesse, entangle, chance to leave targe prone (DC 15 Dex Save))

Factions

ROLEPLAYING

Introduction

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Appearance

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Expressions

Can never make a truly fair trade - so might as rell go with the flow"; "The things we do, the

This sketchy old elf is something of a myth more a man. He remains well out sight of guards and militia regularly has secret dealing with the middle to upper eschelons of local political factions. If adventurers passing through town appe to have valuable items or b capable of acquiring such items, he will contact them through secret letters via a innkeeper or bartender and arrange a meeting in a priv place. He may also commiss a particularly remarkable group to find certain valuab items.

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Expressions

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

Mannerisms

Cell3

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

Motivations

The Con is known for using trade in valuable goods as a means for inciting conflict clarge scale. He desires to g down in history as the catal for some great war.

Passions

Sales; Historical wars; Antiques;

Secrets

The "Pennymore Con" is in search of a magic stone wit sigils carved into it. It passe through his fencing shop ar in the process captured an aspect of his soul. He doesn know what it does but he knows it will bring him riche at the expense of others so never says anything, but

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BACKGROUND STORY

As is well known across the Realms, Elves live a very long tir **During these extensive life-span** they are susceptible to major life changes, whether in vocation, direction, location, or what-have you. Nobody knows where the Co hails from, they only know that h is a Sylvan Elf because of his gai lanky, and gruff appearance, ruc skin and hair, and his bright silverish eyes. Nobody is sure wl 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 acro the Realm for various high-level robberies and for starting variou skirmishes between nations by offering a contract on an import 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 C is open about his business dealir but opaque as to his motivation Consequently, although suspect of high crimes, none have been proven and the Con is allowed fr movement. In fact, his movemen likely advocated among higher magistrates because of the good and services they've obtained fr him through less-than-legal mea

PERSONALITY

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