

2500 x 3235  
↔ ↑  
Image Dummy

## 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** -  
**Saving Throws** -  
**Skills** -  
Persuasion; Stealth;  
Perception; Acrobatics;  
Athletics; Intimidation;  
Deception  
**Proficiencies** -

**Languages** -  
Common Elvish Halfling  
Gnomish  
**Adjectives** - Opaque,

### Special Abilities

### Special Equipment

## 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  
across t  
live a  
During  
life-spar  
suscepti  
changes  
vocation  
location,  
you.  
where ti  
they onl  
a Sylva  
his gau  
gruff ap  
skin an  
bright  
Nobody  
trajecto  
Pennym  
he is  
things  
about hi

The  
across  
various  
robberie  
various  
between  
offering  
importan  
exchang  
sought  
had bee  
Constan  
business  
of ever  
city or  
open at  
dealings  
his

## 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.

x 3235  
↑  
Dummy

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 -

#### 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

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.

#### Passions

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.

#### Combat Tactics

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

#### Actions -

#### Factions

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;

#### 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.

Consequ  
suspect  
none ha  
and the  
free mo  
his mo  
advocat  
magistra  
the goo  
they've  
him th  
legal me