

"PENNYMORE

Middle-Aged Wood Elf Chaotic Evil Level 10 Roque

THE

Con"

Pronouns: he/him Occupations: Fence **Armor Class 14 Hit Points** 75 (TODO Hitdice) Speed 30.

STR DEX CON INT 16 15 12 (+0) (+3) (+3) (+1) (+1)

CHA 15 (+3)

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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

Special Abilities

Adjectives Opaque,

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

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ROLEPLAYING

Introduction

This sketchy old elf is something of myth more than a man. He remains well out of sight of guards and milit yet regularly has secret dealings w the middle to upper eschelons of lo political factions. If adventurers pasthrough town appear to have valua items or be capable of acquiring su items, he will contact them through secret letters via an innkeeper or bartender and arrange a meeting in private place. He may also commis a particularly remarkable group to 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 - Jacket, 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 so 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

THE "PENNYMORE Con"

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CHA 15 (+3)

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Proficiencies TODO

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Mannerisms

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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,

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

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