THE PENNYMORE CON

Middle Aged Adult Elf
Chaotic Evil
Level 10 Rogue Thief

Pronouns - he/him
Occupations - Fence
Armor Class - 14
Hit Points - 75 (TODO Hitdice)
Speed - 35.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	16 (+3)	12 (+1)	17 (+4)	15 (+3)

Saving Throws -
Skills -
{"Elf Abilities"=>[{"Fey Ancestry"=>"Advantage on saving throws againts charm and immune to sleep magic"}, {"Darkvision"=>"Can see 60 in dim light as though it was bright light and in darkness as if it was dim light"}, {"Keen Senses"=>"You have proficiency in the Perception skill"}, {"Trance"=>"Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After Resting in this way, you gain the same benefit that a human does from 8 hours of sleep"}, {"Elf Weapon Training"=>"You have proficiency with the longsword, shortsword, shortbow, and longbow."}, {"Fleet of Foot"=>"Your base walking speed increases to 35 feet."}, {"Mask of the Wild"=>"You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena"}]}
{"Rogue Abilities"=>[{"Expertise"=>"Double proficiency bonus with Thieve's Tools and Sleight of Hand"}, {"Sneak Attack"=>"Once per turn can add 3d6 to one creature she hits with a ranged or finesse attack if she has advantage on the attack or if the target is engaged with another creater"}, {"Cunning Action"=>"Can tak a bonus action on each turn to Hide, Disengage or Dash"}, {"Uncanny Dodge"=>"When an attacker she can see hits her with an attack, she can use her Reaction to halve the damage"}, {"Evasion"=>"When you are subjected to an Effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail"}]}
{"Thief Abilities"=>[{"Fast Hands"=>"you can use the Bonus Action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to Disarm a trap or open a lock, or take the Use an Object action."}, {"Second-Story Work"=>"you gain the ability to climb faster than normal; climbing no longer costs you extra Movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier."}, {"Supreme Sneak"=>"you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn."}]}

Proficiencies -
Proficiency Mod - +4

Languages -
Common Elvish Halfling Gnomish
{"id"=>"the_lost_reclusive_abbots_of_iremore", "name"=>"The Lost Reclusive Abbots of Iremore", "role"=>"Marshall Abbot"}

Adjectives - Opaque, Sneaky, Elusive,

Special Abilities - -

Special Equipment -
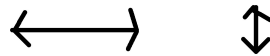
ROLEPLAYING

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 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.

Special Equipment

Combat Tactics

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

Actions   -

Factions

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.

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Special Abilities   -   -

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