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

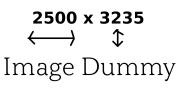
ROLEPLAYING

Introduction



middle-aged wood elf chaotic evil Level 10 rogue

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



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.

Bridging on elderly looking; Worn skin and sunk

features; Small poke tattoos on his face, neck,

and hands; Wears a dusty old semi-formal outfi

Jacket, button-up, slacks, and boots; crewcut;

ROLEPLAYING

STR DEX CON INT WIS

O 15 16 12 13 Introduction

10 15 16 12 12 (+0) (+3) (+3) (+1) (+1) This sketchy old elf is something of a myth mor

CHA

15 (+3)

Saving Throws
TODO Saving Throws

Skills

Persuasion; Stealth; Per Acrobatics; Athletics; Intimidation; Deception

Proficiencies

Languages

Damage Immunities
TODO Damage Immunit
Condition Immunities
TODO Condition Immuni
Senses TODO Senses

Common Elvish Halfling

Adjectives Opaque,

Special Abilities

• Uncanny Dodge | Cu Action

Special Equipment

"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 hobgoblins and sold it to an enemy tribe just to watch the party";

Mannerisms

Appearance

small leather cap

Expressions

Bows with a twirling wrist, sardonically, as if to say, 'you obviously will think you're better than

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.

Appearance

Bridging on elderly looking; Worn skin and sunken features; Small poke tattoo on his face, neck, and hand Wears a dusty old semi-forr 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 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 of large scale. He desires to go 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 passes 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

• Bullwhip of Entangle Quaal's Feather Tol

Combat Tactics

The Con will engage in consider a smile, first using his action parour and disorient unsucombatants.

Actions

Bullwhip of entanglemen hit, 1d6+5 force dmg, fin entangle, chance to leav prone (DC 15 Dex Save))

Factions

me'; Drops into a daze and traces ancient sigils in the air, only to fall still again; mild OCD - walk 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, buinstead dreams of it night and day.

instead dreams of it night a day.

Background Story

As is well known across the Realms, Elves live a very long time. During these extensive li spans, they are susceptible to major life changes, whether in vocation, direction, location, o what-have-you. Nobody knows where the Con hails from, they only know that he is a Sylvan E because of his gaunt, lanky, ar gruff appearance, ruddy skin a hair, and his bright silverish ev Nobody is sure what life trajectory brought the Pennym Con to where he is today. The things that are known about h could be myth.The Co blamed across the Realm for various high-level robberies ar for starting various skirmishes between nations by offering a contract on an important local Duke in exchange for a longsought after item that had bee fenced to him. Constantly seel business with members of eve eschelon of a city or town, the Con is open about his business dealings but opaque as to his motivations. Consequently, although suspected of high crimes, none have been prover and the Con is allowed free movement. In fact, his movem is likely advocated among high magistrates because of the go and services they've obtained from him through less-than-leg means.

As is well known across to Realms, Elves live a very long time. During these extensive spans, they are susceptible to major life changes, whether i vocation, direction, location, what-have-you. Nobody know where the Con hails from, the only know that he is a Sylvan because of his gaunt, lanky, a gruff appearance, ruddy skin hair, and his bright silverish of Nobody is sure what life trajectory brought the Penny
Con to where he is today. The things that are known about could be myth. For the Coul