

x 3235

Dummy

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	CHA
10	15	16	12	12	15
(+0)	(+3)	(+3)	(+1)	(+1)	(+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

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 tradeso 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.

THE "PENNYMORE

Middle-Aged Wood Elf Chaotic Evil Level 10 Roque

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

Combat Tactics

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

Actions

Factions

ROLEPLAYING

Introduction

This sketchy old elf something of a my more than a man. remains well out of sig of guards and militia regularly has sec dealings with the midto upper eschelons local political factions. adventurers passi through town appear have valuable items or capable of acquiring su items, he will conta them through sec letters via an innkeer or bartender and arran a meeting in a priva place. He may a commission a particula remarkable group to fi certain valuable items.

Appearance

Bridging on elde looking; Worn skin a sunken features; Sm poke tattoos on his fa neck, and hands; Wear dusty old semi-forn outfit - Jacket, buttonslacks, and boc crewcut; small leati

Expressions

"Can never make a truly fair trade - so might as well go with the flow"; "The things we do, the things 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 twirl wrist, sardonically, as if say, 'you obviously think you're better the me'; Drops into a datand traces ancient sig in the air, only to fall sagain; mild OCD - wain patterns countisteps, opens a door the count of throbviously counts coout loud duritransactions, etc.

Motivations

The Con is known using trade in valual goods as a means inciting conflict on a lar scale. He desires to down in history as t catalyst for some growar.

Passions

Sales; Historical wa Antiques;

Secrets

The "Pennymore Co

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.

is in search of a ma stone with sigils carv into it. It passed throu his fencing shop and the process captured aspect of his soul. doesn't know what it do but he knows it will bri him riches at the exper of others so he nev says anything, to instead dreams of it nig and day.