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

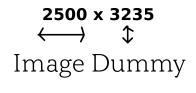
ROLEPLAYING

Introduction

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(+0) (+3) (+3) (+1) (+1) This sketchy old elf is something of a myth mor 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 Cell3 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 sunk 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 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 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

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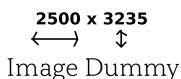
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BACKGROUND STORY

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 proven 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.

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