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

10 15 16 12 12

CHA

15

Saving Throws TODO Saving Throws Skills

Persuasion; Stealth; Perception Acrobatics; Athletics; Intimida Deception

Proficiencies TODO

Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages
Common Elvish Halfling Gnomi
Adjectives Opaque,

Special Abilities

• Uncanny Dodge | Cunning Action

Special Equipment

Bullwhip of Entanglement;
 Quaal's Feather Token (Whit

Combat Tactics

The Con will engage in combat wi a smile, first using his acrobatics parour and disorient unsuspectin combatants.

Actions

Bullwhip of entanglement (+9 to hit, 1d6+5 force dmg, finesse, entangle, chance to leave target prone (DC 15 Dex Save))

Factions

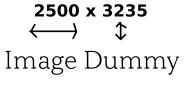
ROLEPLAYING

Introduction

This sketchy old elf is something of a myth more a man. He remains well our sight of guards and militia regularly has secret dealin with the middle to upper eschelons of local political factions. If adventurers passing through town apper

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Appearance

Bridging on elderly looking Worn skin and sunken features; Small poke tattor on his face, neck, and hand Wears a dusty old semi-for outfit - Jacket, button-up, slacks, and boots; crewcut small leather cap

Expressions

"Can never make a truly fai trade - so might as well go with the flow"; "The things do, the things we do...why we do the things we do?"; once bought a large slice of land from a tribe of hobgol and sold it to an enemy tri just to watch the party";

Mannerisms

Cell3

Bows with a twirling wrist, sardonically, as if to say, 'y obviously will think you're better than me'; Drops into daze and traces ancient sign the air, only to fall still again; mild OCD - walks in patterns counting steps, o a door at the count of thre obviously counts coins out during transactions, etc.

Motivations

The Con is known for using trade in valuable goods as means for inciting conflict large scale. He desires to g down in history as the cata for some great war.

Passions

Sales; Historical wars; Antiques;

Secrets

The "Pennymore Con" is in search of a magic stone wi sigils carved into it. It pass through his fencing shop a in the process captured an aspect of his soul. He does know what it does but he knows it will bring him rich at the expense of others so never says anything, but instead dreams of it night day.

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CHA

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Saving Throws
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BACKGROUND STORY

As is well known across the Realms, Elves live a very long time. During these extensive spans, they are susceptible to major life changes, whether in 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 e Nobody is sure what life trajectory brought the Pennyi Con to where he is today. The things that are known about I could be myth.The C blamed across the Realm for various high-level robberies a for starting various skirmishe between nations by offering a contract on an important loca Duke in exchange for a longsought after item that had be fenced to him. Constantly see business with members of eve eschelon of a city or town, the Con is open about his busines dealings but opaque as to his motivations. Consequently, although suspected of high crimes, none have been prove and the Con is allowed free movement. In fact, his moven is likely advocated among hig magistrates because of the go and services they've obtained from him through less-than-le means.

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