

## 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 (Whip)**

### Combat Tactics

The Con will engage in combat with a smile, first using his acrobatics parour and disorient unsuspecting 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 out of sight of guards and militia regularly has secret dealings with the middle to upper echelons of local political factions. If adventurers pass through town appro

**2500 x 3235**  
  
 Image Dummy

### Combat Tactics

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

### Actions

Bullwhip of entanglement (1d6+5 force dmg, first hit entangle, chance to leave entangled 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 - 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.

### 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.

## BACKGROUND STORY

<p>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, or what-have-you. Nobody knows where the Con hails from, the only thing known is that he is a Sylvan because of his gaunt, lanky, and gruff appearance, ruddy skin, hair, and his bright silver eyes. Nobody is sure what life trajectory brought the Pennymore Con to where he is today. The things that are known about him could be myth.</p><p>The Con is blamed across the Realm for various high-level robberies and for starting various skirmishes between nations by offering a contract on an important local Duke in exchange for a long-sought after item that had been fenced to him. Constantly seen in business with members of every echelon 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 movement is likely advocated among high magistrates because of the goods and services they've obtained from him through less-than-legal means.</p>

## PERSONALITY

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