

*middle-aged wood elf*  
*chaotic evil*  
*Level 10 rogue*

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

STR	DEX	CON	INT	WIS
10 ( )	15	16	12	12

CHA  
15

**Adjectives** Opaque ,

**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**

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**Persuasion; Stealth; Perception  
Acrobatics; Athletics; Intimidation  
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

**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 passing through town appear to have valuable items or are capable of acquiring such items, he will contact them**

### Special Abilities

- Uncanny Dodge | C Action

### Special Equipment

- Bullwhip of Entanglement  
Quaal's Feather Tongs

### Combat Tactics

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### Actions

Bullwhip of entanglement: 1d6+5 force dmg, first to entangle, chance to leave prone (DC 15 Dex Save))

### Factions

### 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 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.

### 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.

through secret letters via 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 tattoo on his face, neck, and hand. Wears a dusty old semi-formal outfit - Jacket, button-up, slacks, and boots; crewcut small leather cap

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