

## CELL 2THE "PENNYMORE CON"

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

**Pronouns:** he/him  
**Occupations:** Fence  
**Armor Class** 14  
**Hit Points** 75 (TODO Hitdie)  
**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;  
Intimidation; Deception

**Proficiencies** TODO  
**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses  
**Languages**  
Common Elvish Halfling  
Gnomish ,  
**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 to parour and disorient unsuspecting combatants.

### Actions

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

### Factions

Cell3

## 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 regularly has secret dealings with the middle to upper echelons of local political factions. If adventurers

2500 x 3235

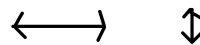


Image Dummy

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Common Elvish Halfling

## 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 echelons 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

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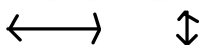


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<div>Image &amp; Personality</div>	<div><div>Common Elvish Hairing</div><div>Adjectives Opaque ,</div></div>	<div><div>semi-formal outfit - Jacket, button-up, slacks and boots; crewcut; small leather cap</div></div>	<div><div>passing through town app to have valuable items or capable of acquiring such items, he will contact them through secret letters via innkeeper or bartender an arrange a meeting in a pri place. He may also commi a particularly remarkable group to find certain valua items.</div></div>
	<div><div>Special Abilities</div><div><ul style="list-style-type: none"><li>Uncanny Dodge   Cunning Action</li></ul></div></div>	<div><div>Expressions</div><div>"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";</div></div>	<div><div>Appearance</div><div>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</div></div>
	<div><div>Special Equipment</div><div><ul style="list-style-type: none"><li>Bullwhip of Entanglement Quaal's Feather Token</li></ul></div></div>	<div><div>Mannerisms</div><div>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.</div></div>	<div><div>Expressions</div><div>"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";</div></div>
	<div><div>Combat Tactics</div><div>The Con will engage in combat with a smile, first using his acrobatics and parour and disorient unsuspecting combatants.</div></div>	<div><div>Motivations</div><div>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.</div></div>	<div><div>Motivations</div><div>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.</div></div>
<div><div>Actions</div><div>Bullwhip of entanglement: 1d6+5 force dmg, finesse, entangle, chance to leave prone (DC 15 Dex Save))</div></div>	<div><div>Passions</div><div>Sales; Historical wars; Antiques;</div></div>	<div><div>Passions</div><div>Sales; Historical wars; Antiques;</div></div>	<div><div>Secrets</div><div>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.</div></div>
<div><div>Factions</div></div>	<div><div>Secrets</div><div>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.</div></div>		