

The "Pennymoi 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 (+0)	15 (+3)	16 (+3)	12 (+1)	12 (+1)

CHA

15
(+3)

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

Factions

2500 x 3235
Image Dummy

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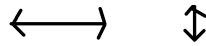


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ROLEPLAYING

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 eschelons
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
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 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.

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Passions

Sales; Historical wars; Antiques;

Secrets

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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

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Factions

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BACKGROUND STORY

<p>As is well known across the Realms, Elves live a very long time. During these extensive life-spans, they are susceptible to major life changes, whether in vocation, direction, location, or what-have-you. Nobody knows where the Con hails from, they only know that he is a Sylvan Elf because of his gaunt, lanky, and gruff appearance, ruddy skin and hair, and his bright silverish eyes. Nobody is sure what life trajectory brought the Pennymore Con to where he is today. The few 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 seeking 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 higher magistrates because of the goods and services they've obtained from him through less-than-legal means.</p>

PERSONALITY