



# THE "PENNYMOR 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**  
**(+0)** **(+3)** **(+3)** **(+1)** **(+1)**

**CHA**

**15**  
**(+3)**

**Saving Throws** TODO Saving Thro  
**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; Quagmire Feather Token (Whip)

**Combat Tactics**

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

**Actions**

Bullwhip of entanglement (+9 to hit, 1d6+5 force dmg, finesse, entangle, chance to leave target prone (DC 10 Dex Save))

**Factions** TODO

## ROLEPLAYING

**Introduction**

This sketchy old elf is something more than a myth. He is a real person, a living being.

2500 x 3235  
Image Dummy

STR 10 DEX 15 CON 16 INT 12 WIS 12 (+0) (+3) (+3) (+1) (+1)					Introduction					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.				
CHA 15 (+3)					Appearance					Appearance				
Saving Throws TODO Saving Throws					Skills					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				
Proficiencies					Expressions					Expressions				
Damage Immunities					Mannerisms					Mannerisms				
Condition Immunities					Motivations					Motivations				
Senses					Passions					Passions				
Languages					Secrets					Secrets				
Adjectives					Background Story					Background Story				
Special Abilities					Cell3					Cell3				
Special Equipment					Cell3					Cell3				
Combat Tactics					Cell3					Cell3				
Actions					Cell3					Cell3				
Factions					Cell3					Cell3				

are susceptible to major life change 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 trajectory brought the Pennymore Con to where he is today. The few things that are known about him could be myth.

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 eschelon 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.

## PERSONALITY

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