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tony the carp sarducci

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Image Dummy

Tony 'The Carp' Sarducci

Tony 'The Carp' Sarducci

middle aged adult Human

Chaotic Neutral

Level 3 Rogue Thief

Pronouns -

he/him

Occupations -

Pawn Shop Owner

Armor Class -

11

Hit Points -

46 (TODO Hitdice)

Speed -

30.

STR

13 (+2)

DEX

9 (0)

CON

14 (+2)

INT

17 (+4)

WIS

13 (+2)

CHA

15 (+3)

Saving Throws -

Skills -

{ "Rogue Abilities"=>[{ "Expertise"=>"Double proficiency bonus with Thieve's Tools and Sleight of Hand"}, { "Sneak Attack"=>"Once per turn can add 3d6 to one creature she hits with a ranged or finesse attack if she has advantage on the attack or if the target is engaged with another creater"}, { "Cunning Action"=>"Can tak a bonus action on each turn to Hide, Disengage or Dash"}] }
{ "Thief Abilities"=>[{ "Fast Hands"=>"you can use the Bonus Action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves’ tools to Disarm a trap or open a lock, or take the Use an Object action."}, { "Second-Story Work"=>"you gain the ability to climb faster than normal; climbing no longer costs you extra Movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier."}] }

Proficiencies -

Proficiency Mod -

+2

Languages -

Adjectives -

Sleezy, Distrustful, Cheap,

Special Abilities

Special Equipment

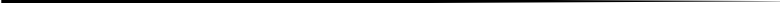
Combat Tactics

Actions

Factions

2500 x 3235
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Image Dummy



Introduction

The short, fat man behind the caged in counter at the local pawn shop greets you with a curt "Whatdyawant?"

Appearance

He's mostly bald with a thick unkempt mustache and a five o'clock shadow, sloppily dressed and bags under his eyes

Expressions

5 copper, best I can do

This is a very fine specimen, just came in yesterday. It'll cost ya though

Mannerisms

Talks with his hands, slightly wheezy, occasional eye twitch

Motivations

Money, more money and a disdain for people in general

Passions

He likes gold... a lot

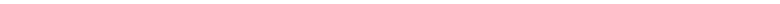
Secrets

He's a fence for the local thief's guild and at least half of his inventory is stolen goods



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Proficiencies -

Languages -

Common Undercommon Halfling Dwarvish Thieve's Cant { "id"=>"a_thieve_s_assassin_s_guild", "name"=>"A Thieve's/Assassin's Guild" }

Adjectives -

Sleezy, Distrustful, Cheap,

Special Abilities

-
-

Special Equipment

-
-
-

Combat Tactics

Keeps his hand crossbow and club behind the counter at all times. The crossbow is his go to, but hes handy with a club too if needed

Actions

-

Factions

Roleplaying

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Background Story

Tony is the stereotypical pawn shop owner. He's sleazy, greedy and ill-tempered. But if you're looking for stolen goods or to sell something in a pinch, Tony's your go to guy. You're never going to get a lot for what you're selling, and you're going to pay way too much for anything you're buying, but he'll definitely get you what you need, no questions asked. Tony is well known in the underworld and a card carrying member of the local thieves' guild. He's a pretty big fish, but he's definitely a bottom feeder.