

2500 x 3235  
Image Dummy

CELL ONE  
"THE CARP"  
SARDUCCI

*middle aged adult human  
chaotic neutral  
Level 3 rogue*

**Pronouns:** he/him  
**Occupations:** Pawn Shop Owner  
**Armor Class** 11  
**Hit Points** 46 (TODO Hitdie)  
**Speed** 30.

**STR** 13 **DEX** 9 **CON** 14 **INT** 17 **WIS** 13

**CHA**  
15

**Saving Throws**  
TODO Saving Throws  
**Skills** He's one hell of a hand  
**Proficiencies**  
**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses  
**Languages**  
Common Undercommon  
Dwarvish Thieve's Cant ,  
**Adjectives** ,

**Special Abilities**

- Sneak Attack, Thieve's Tools Proficiency, Cunning Action, Fast Hands, Second Story Work

**Special Equipment**

- His walk-in safe is locked with the Greater Arcane Lock spell
- which only he knows the password for
- and both his office and safe are guarded with Alarm spells

**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

ROLEPLAYING

**Introduction**

The short, fat man behind the 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 you though"

**Mannerisms**

Talks with his hands, slightly wheezy, occasional eye twitch

**Motivations**

Money, more money and a disdain for people in general

**Passions**

CELL 2  
TONY "THE CARP" SARDUCCI

*middle aged adult human  
chaotic neutral  
Level 3 rogue*

**Pronouns:** he/him  
**Occupations:** Pawn Shop Owner  
**Armor Class** 11  
**Hit Points** 46 (TODO Hitdie)  
**Speed** 30.

**STR** 13 **DEX** 9 **CON** 14 **INT** 17 **WIS** 13

**CHA**  
15

**Saving Throws**  
TODO Saving Throws  
**Skills** He's one hell of a hand

**Proficiencies** TODO

**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses  
**Languages**  
Common Undercommon  
Dwarvish Thieve's Cant ,  
**Adjectives** ,

**Special Abilities**

- Sneak Attack, Thieve's Tools Proficiency, Cunning Action, Fast Hands, Second Story Work

**Special Equipment**

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- which only he knows the password for
- and both his office and safe are guarded with Alarm spells

**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

**Actions**

Hand Crossbow | Club

**Factions**

Cell 3

ROLEPLAYING

**Introduction**

The short, fat man behind the 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

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handy with a club too if n

**Actions**

Hand Crossbow | Club

**Factions**

**He likes gold... a lot**

**Secrets**

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

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**Expressions**

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