

## 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 Hitdice)  
**Speed** 30.

STR	DEX	CON	INT	WIS
13	9 (0)	14	17	13
(+2)		(+2)	(+4)	(+2)

**CHA**  
15  
(+3)

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

### Special Abilities

-

### Special Equipment

-  
-  
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### 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

A Thieve's/Assassin's Guild

2500 x 3235

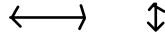


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## ROLEPLAYING

### 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 thieve's guild and at least half of his inventory is stolen goods

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## BACK STORY

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