



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

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

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Proficiencies TODO

Damage Immunities
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Languages Common, Undercommon, Halfling, Dwarvish, Thieve's Cant,
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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

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Actions

Hand Crossbow | Club

Factions

A Thieve's/Assassin's Guild

2500 x 3235

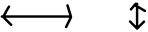


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ROLEPLAYING

Introduction

The short, fat man behind the caged 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

Expressions

"5 copper, best I can do", "This is a 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 thiefe's guild and at least half of his inventory is stolen goods

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BACKGROUND STORY

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