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 (+2) 9 (0) 14 17 13 (+2) (+4) (+2)

CHA

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15 (+3)

> Saving Throws TODO Saving Throws Skills

He's one hell of a haggler

Proficiencies TODO

Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages
Common Undercommon

Halfling 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 if needed

Actions

Hand Crossbow | Club

Factions

15 (+3)

Saving Throws

Proficiencies

TODO Condition

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Halfling Dwarvish Thiev

2500 x 3235 Image Dummy

TODO Saving Throws ROLEPLAYING Skills

Introduction

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

Appearance

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

"5 copper, best I can do", "This is a very fine specimen, just came in yesterday. It'll cost ya though"

Mannerisms

eye twitch

Money, more money and a disdain for people in general

He likes gold... a lot

Secrets

He's a fence for the local thieve's guild and at

"Whatdyawant?"

bags under his eyes

Expressions

Talks with his hands, slightly wheezy, occasional

Motivations

Passions

least half of his inventory is stolen goods

ROLEPLAYING

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BACKGROUND STORY

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Personality