

## 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	CHA
13 ( )	9	14	17	13	15

**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

- 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

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Image Dummy

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↔ ↓  
Image Dummy

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

Cell3

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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