

CELL
ONE

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 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

2500 x 3235
↔ ↔
↕
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

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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