

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** 13 (**DEX** 9 **CON** 14 **INT** 17 **V** 1)

**CHA**  
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 Thiev  
,  
**Adjectives** ,

Special Abilities

- Sneak Attack, Thiev  
Tools Proficiency, C  
Action, Fast Hands,

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

2500 x 3235

Image Dummy

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**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

Second-Story Work		Image Dummy	
<div><div>Special Equipment</div><div><ul style="list-style-type: none"><li>His walk-in safe is located in the back room with the Greater Arcane Lock spell</li><li>which only he knows the password for</li><li>and both his office and the back room are guarded with Arcane Lock spells</li></ul></div><div>Combat Tactics</div><div>Keeps his hand crossbow in a hidden compartment behind the counter at all times. The crossbow is his primary weapon, but hes handy with a club if needed</div><div>Actions</div><div>Hand Crossbow   Club</div><div>Factions</div></div> <td colspan="2"><div><div>"5 copper, best I can do", "This is a very fine specimen, just came in yesterday. It'll cost ya though"</div><div>Mannerisms</div><div>Talks with his hands, slightly wheezy, occasional eye twitch</div><div>Motivations</div><div>Money, more money and a disdain for people in general</div><div>Passions</div><div>He likes gold... a lot</div><div>Secrets</div><div>He's a fence for the local thief's guild and at least half of his inventory is stolen goods</div></div></td>		<div><div>"5 copper, best I can do", "This is a very fine specimen, just came in yesterday. It'll cost ya though"</div><div>Mannerisms</div><div>Talks with his hands, slightly wheezy, occasional eye twitch</div><div>Motivations</div><div>Money, more money and a disdain for people in general</div><div>Passions</div><div>He likes gold... a lot</div><div>Secrets</div><div>He's a fence for the local thief's guild and at least half of his inventory is stolen goods</div></div>	
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Cell 3			