

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

2500 x 3235

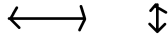


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ROLEPLAYING

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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BACKSTORY

Tony is the pawn shop owner, a sleazy, grumpy, tempered looking fellow who likes to sell some pinch, Torrey. You'll get a lot of selling, and to pay for anything, but he'll do what you want. Questions well know underwork carrying for local thieves pretty big definitely

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Cell3