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
 CELL 2
- 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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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 thieve's guild and at least half of his inventory is stolen goods

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