

# TONY "THE CARP" SARDUCCI

Middle Aged Adult Human Chaotic Neutral Level 3 Roque

Pronouns: he/him Occupations: Pawn Shop Owner Armor Class 11 Hit Points 46 (TODO Hitdice) Speed 30.

## STR DEX CON INT WIS

13 (+2) 9 (0) 14 17 13 (+2) (+4) (+2)

## CHA

15 (+3)

## **Saving Throws**

TODO Saving Throws **Skills** He's one hell of a haggler

### **Proficiencies**

my

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

A Thieve's/Assassin's Guild

# 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.

2500 x 3235

Image Dummy.

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ROLEPLAYING

The short, fat man behind the caged

counter at the local pawn shop gree you with a curt "Whatdyawant?"

He's mostly bald with a thick unkem

mustache and a five o'clock shadow

sloppily dressed and bags under his

"5 copper, best I can do", "This is a

fine specimen, just came in yesterda It'll cost ya though"

Talks with his hands, slightly wheezy

Money, more money and a disdain f

He's a fence for the local thieve's gu

and at least half of his inventory is

Introduction

**Appearance** 

**Expressions** 

**Mannerisms** 

occasional eye twitch

people in general

He likes gold... a lot

goods

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## **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

Work

Hand Crossbow | Club

## Factions

A Thieve's/Assassin's Guild

## Introduction

The short, fat man behind the caged in counter at the local pawn shop greets you with a curt "Whatdyawant?"

ROLEPLAYING

## **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

# BACKGROUND STORY

Tony is the stereotypical pawn shop owner. He's sleazy, greedy and ill-tempered. But if you're looking for stolen goods or to sell something in a pinch, Tony's your go to guy. You're never going to get a lot for what you're selling, and you're going to pay way to much for anything you're buying, but he'll definitely get you what you need, no questions asked. Tony is well known in the underworld and a card carrying member of the local thieves' guild. He's a pretty big fish, but he's definitely a bottom feeder.