

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
- 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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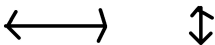


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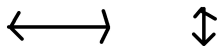


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ROLEPLAYING

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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