

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

CHA

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CHA

15
(+3)

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

Proficiencies TODO

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

2500 x 3235

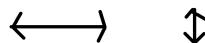


Image Dummy

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"5 copper, best I can do", "This is a very fine specimen, just came in yesterday. It'll cost ya though"

Image Dummy

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

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PERSONALITY
