

3235
↕
Dummy

STEVE "PATCH" YARROW

Older Adult Human
Neutral
Level 3 Rogue

Pronouns: he/him
Occupations: Bartender
Armor Class 14
Hit Points
41 (TODO Hitdice)
Speed 30.

STR	DEX	CON	INT	WIS
12	18	13	16	10
(+1)	(+4)	(+2)	(+3)	(+0)

CHA
9 (0)

Saving Throws
TODO Saving Throws
Skills
Proficiencies
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Common
Undercommon Thieve's Cant
Adjectives

Special Abilities

-

Special Equipment

Combat Tactics

He's a quick draw and a decent shot with his hand crossbow, so he'll always start with that but he's definitely not above getting blood on his hands if necessary

Actions

-

Factions

A Thieve's/Assassin's Guild

2500 x 3235

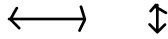


Image Dummy

ROLEPLAYING

Introduction

A one-eyed man behind the bar meets your gaze as you enter the run-down tavern. "Whatdya Want?" He says with a scowl

Appearance

balding with a bad comb-over, one eye covered with a leather patch. Plain grubby clothes and a dagger on his belt

Expressions

"We've got one kinda ale, take it or leave it", "Nah we don't serve food here", Finish yer drink and kindly leave"

Mannerisms

a perpetual scowl on his face, rubs his hands together like they're cold all the time

Motivations

Money, Protecting the local thiefe's guild's secrets

Passions

Stabbing people he doesn't like

Secrets

He's the gatekeeper to the local thiefe's guild which has a secret entrance in the back of his dive bar

STEVE "PATCH" YARROW

Older Adult Human
Neutral
Level 3 Rogue

Pronouns: he/him
Occupations: Bartender
Armor Class 14
Hit Points
41 (TODO Hitdice)
Speed 30.

STR	DEX	CON	INT	WIS
12	18	13	16	10
(+1)	(+4)	(+2)	(+3)	(+0)

CHA
9 (0)

Saving Throws
TODO Saving Throws
Skills Skills

Proficiencies TODO

Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities

Senses TODO Senses
Languages Common
Undercommon Thieve's Cant
Adjectives

Special Abilities

-

Special Equipment

Combat Tactics

He's a quick draw and a decent shot with his hand crossbow, so he'll always start with that but he's definitely not above getting blood on his hands if necessary

Actions

-

Factions

A Thieve's/Assassin's Guild

ROLEPLAYING

Introduction

A one-eyed man behind the bar meets your gaze as you enter the run-down tavern. "Whatdya Want?" He says with a scowl

Appearance

balding with a bad comb-over, one eye covered with a leather patch. Plain grubby clothes and a dagger on his belt

Expressions

"We've got one kinda ale, take it or leave it", "Nah we don't serve food here", Finish yer drink and kindly leave"

Mannerisms

a perpetual scowl on his face, rubs his hands together like they're cold all the time

Motivations

Money, Protecting the local thiefe's guild's secrets

Passions

Stabbing people he doesn't like

Secrets

He's the gatekeeper to the local thiefe's guild which has a secret entrance in the back of his dive bar

BACKSTORY

Steve

streets, fig

survive. He

pickpocket

a reputati

specialist.

blooded fe

qualms ab

asking que

aged, he b

execution

the plannin

One time h

better of h

his allies o

punishmer

took his ey

responsibil

and stuck

the tavern

hall. He's b

doorman f

resents ev

does howe

permanent

betray the

mean and

serving cu

paid wheth

or not. He

crossbow t

dagger on

trouble ma

security o