



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 thief's guild's secrets

Passions

Stabbing people he doesn't like

Secrets

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

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Skills **Skills**

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TODO

Damage Immunities
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Languages Common,
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Special Abilities -

Combat Tactics

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Actions

Hand Crossbow | Dagger

Factions

A Thieve's/Assassin's Guild

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BACKGROUND STORY

Steve grew up working the streets, fighting and stealing to survive. He's an accomplished pickpocket and in his youth had a reputation as a break-in specialist. He's an angry cold-blooded fellow who has no qualms about stabbing first and asking questions later. As he aged, he became less adept at execution and worked more on the planning side of robberies. One time his greed got the better of him and he betrayed his allies on a job. As punishment, the Thieve's Guild took his eye, stripped him of his responsibilities for planning jobs and stuck him behind the bar at the tavern that hides their secret hall. He's basically a glorified doorman for the guild and he resents every second of it. He does however, have a permanent reminder to not betray the guild again. He's mean and doesn't care for serving customers at all, he gets paid whether anyone is drinking or not. He keeps a hand crossbow behind the bar and a dagger on his belt in case any trouble makes it past the security outside the door