



# 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

Crossbow Expert | Proficient  
with Thieve's Tools Sneak  
Attack Cunning Action | Fast  
Hands Second-Story Work

## 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

Hand Crossbow | Dagger

## Factions

A Thieve's/Assassin's Guild

2500 x 3235



Image Dummy

# ROLEPLAYING

## Introduction

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

## Appearance

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

## Expressions

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

## Mannerisms

a perpetual scowl on his face, rubs h  
hands together like they're cold all t  
time

## Motivations

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

## Passions

Stabbing people he doesn't like

## Secrets

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

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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