

Steve 'Patch' Yarrow

STEVE 'PATCH' YARROW

Older Adult Human
Neutral
Level 3 Rogue Thief

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

STR	DEX	CON	INT	WIS	CHA
12	18	13	16	10	9
(+1)	(+4)	(+2)	(+3)	(+0)	(0)

Saving Throws - Skills -
{ "Rogue Abilities"=>[{"Expertise"=>"Double proficiency bonus with Thieve's Tools and Sleight of Hand", "Sneak Attack"=>"Once per turn can add 3d6 to one creature she hits with a ranged or finesse attack if she has advantage on the attack or if the target is engaged with another creater", "Cunning Action"=>"Can tak a bonus action on each turn to Hide, Disengage or Dash", "Uncanny Dodge"=>"When an attacker she can see hits her with an attack, she can use her Reaction to halve the damage"}], "Thief Abilities"=>[{"Fast Hands"=>"you can use the Bonus Action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to Disarm a trap or open a lock, or take the Use an Object action.", "Second-Story Work"=>"you gain the ability to climb faster than normal; climbing no longer costs you extra Movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier."}]}

Proficiencies - Proficiency Mod - +2

Languages -
Common Undercommon Thieve's Cant
{ "id"=>"a_thieve_s_assassin_s_guild", "name"=>"A Thieve's/Assassin's Guild" }

Adjectives - Bitter, Resentful, Cold,

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

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 Thief

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 - Saving Throws - Skills -
{ "Rogue Abilities"=>[{"Expertise"=>"Double proficiency bonus with Thieve's Tools and Sleight of Hand", "Sneak Attack"=>"Once per turn can add 3d6 to one creature she hits with a ranged or finesse attack if she has advantage on the attack or if the target is engaged with another creater", "Cunning Action"=>"Can tak a bonus action on each turn to Hide, Disengage or Dash", "Uncanny Dodge"=>"When an attacker she can see hits her with an attack, she can use her Reaction to halve the damage"}], "Thief Abilities"=>[{"Fast Hands"=>"you can use the Bonus Action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to Disarm a trap or open a lock, or take the Use an Object action.", "Second-Story Work"=>"you gain the ability to climb faster than normal; climbing no longer costs you extra Movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier."}]}

Proficiencies -

Languages -
Common Undercommon Thieve's Cant
{ "id"=>"a_thieve_s_assassin_s_guild", "name"=>"A Thieve's/Assassin's Guild" }

Adjectives - Bitter, Resentful, Cold,

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