steve patch yarrow

2500 x 3235

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Image Dummy

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

12 (+1)

DEX

18 (+4)

CON

13 (+2)

INT

16 (+3)

WIS

10 (+0)

CHA

9 (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 -

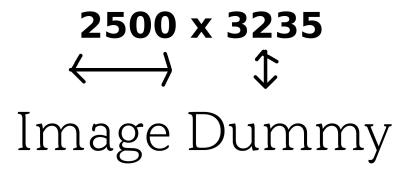Common Undercommon Thieve's Cant {"id"=>"a_thieve_s_assassin_s_guild", "name"=>"A Thieve's/Assassin's Guild"}

Adjectives -

Bitter, Resentful, Cold,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

2500 x 3235

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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 thieve's guild's secrets

Passions

Stabbing people he doesn't like

Secrets

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

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Languages -

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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

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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