

## 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.

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STR	DEX	CON	INT	WIS
12	18	13	16	10

### CHA

9

**Saving Throws**  
TODO Saving Throws  
**Skills**

**Proficiencies** TODO

**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses  
**Languages**  
Common Undercommon Thieves  
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 bloody on his hands if necessary

### Actions

Hand Crossbow | Dagger

### Factions

## 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

2500 x 3235  
↔ ↕

2500 x 3235  
Image Dummy

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

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Adjectives

Special Abilities

- Crossbow Expert | Proficiency with Thieve's Tools
- Attack Cunning Act
- Hands Second-Story

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ROLEPLAYING

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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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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 he got greedy and 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, but 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 secret door outside the door

## PERSONALITY

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