

## 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

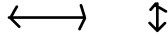


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## ROLEPLAYING

### 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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## BACK STORY

Steve grew up on the streets, stealing to survive. He accomplished in his youth as a break-in, an angry customer who has no patience for stabbing first. He questions law, he became a executioner on the planned robberies. Greed got the best of him and he betrayed a job. As punishment, Thieve's Guild stripped him of his responsibility. He found jobs and started at the bar at the tavern. He hides their secrets, basically a gatekeeper for the guild. Every second, however, he has a reminder to stay in the guild again. He doesn't care about customers as long as they paid whether drinking or not. He has a hand crossbow in the back of his bar and a dagger in case anyone tries to past the secret door.

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