) x 3235

Dummy

Steve 'Patch' Yarrow

STEVE 'PATCH' YARROW

Older Adult Human Level 3 Rogue Thief

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

STR	DEX	CON	INT	WIS	СНА
12	18	13	16	10	9 (0)
(+1)	(+4)	(+2)	(+3)	(+0)	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 {"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 (+1) (+4) (+2) (+3) (+0) Image Dumi

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

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

STEVE 'PATCH' **Y**ARROW

Older Adult Human Neutral Level 3 Rogue Thief

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

DEX CON 12 18 13 10

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"}], Abilities"=>[{"Fast "Thief 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

In

R

/" A

> pa cli hi Ex

cc

al M

se Pa

lo

to wl er