



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

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 blood on his
hands if necessary

Actions

Hand Crossbow | Dagger

Factions

A Thieve's/Assassin's Guild

2500 x 3235



Image Dummy

ROLEPLAYING

Introduction

A one-eyed man behind the bar me
your gaze as you enter the run-down
tavern. "Whatdya Want?" He says v
a scowl

Appearance

balding with a bad comb-over, one e
covered with a leather patch. Plain
grubby clothes and a dagger on his

Expressions

"We've got one kinda ale, take it or l
it", "Nah we don't serve food here",
Finish yer drink and kindly leave"

Mannerisms

a perpetual scowl on his face, rubs h
hands together like they're cold all t
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 thie
guild which has a secret entrance in
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 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