# 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

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 Thieve
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 sl 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** 

# ROLEPLAYING

#### Introduction

A one-eyed man behind the meets your gaze as you en the run-down tavern. "Whatdya Want?" He says a scowl

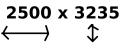
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# ROLEPLAYING

#### 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 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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# BACKGROUND STORY

Steve grew up working the streets, fighting and stealing survive. He's an accomplished pickpocket and in his youth his reputation as a break-in specialist. He's an angry coldblooded fellow who has no qu about stabbing first and askir questions later. As he aged, h became less adept at execution and worked more on the plan side of robberies. One time hi greed got the better of him a he betrayed his allies on a jok punishment, the Thieve's Guil took his eye, stripped him of responsibilities for planning je and stuck him behind the bar the tavern that hides their sehall. He's basically a glorified doorman for the guild and he resents every second of it. He does however, have a perman reminder to not betray the gu again. He's mean and doesn't for serving customers at all, h gets paid whether anyone is drinking or not. He keeps a ha crossbow behind the bar and dagger on his belt in case any trouble makes it past the seci outside the door

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