# 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

## **Appearance**

balding with a bad combon one eye covered with a lea patch. Plain grubby clothe and a dagger on his belt

#### **Expressions**

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Introduction

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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 it or leave it", "Nah we dor Cell3 serve food here", Finish ye drink and kindly leave"

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#### BACKGROUND STORY

Steve grew up working the stree fighting and stealing to survive He's an accomplished pickpocke and in his youth had a reputation a break-in specialist. He's an ar cold-blooded fellow who has no qualms about stabbing first and asking questions later. As he ag he became less adept at execut and worked more on the planni side of robberies. One time his greed got the better of him and betrayed his allies on a job. As punishment, the Thieve's Guild his eye, stripped him of his responsibilities for planning job and stuck him behind the bar at tavern that hides their secret h He's basically a glorified doorm for the guild and he resents eve second of it. He does however, a permanent reminder to not be the guild again. He's mean and doesn't care for serving custom at all, he gets paid whether any is drinking or not. He keeps a h crossbow behind the bar and a dagger on his belt in case any trouble makes it past the secur outside the door

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