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 TODO

Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages
Common Undercommon Thievel
Cant,
Adjectives,

Special Abilities

 Crossbow Expert | Proficient with Thieve's Tools Sneak Attack Cunning Action | Fas 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 gettin blood on his hands if necessary

Actions

Hand Crossbow | Dagger

Factions

ROLEPLAYING

Introduction

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

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Skills

A one-eyed man behind the bar meets your

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"

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

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

ROLEPLAYING

gaze as you enter the run-down tavern "Whatdya Want?" He says with a scowl

Appearance

Mannerisms

secrets

Passions

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BACKGROUND **S**TORY

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

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