

Age: older adult
 Race: human
 Pronouns: he/him
 Occupation:

- Bartender

Class: rogue
 Level: 3
 Alignment: neutral
 Languages:

- Common
- Undercommon
- Thieve's Cant

Factions:

- [A Thieve's/Assassin's Guild](#)

Adjectives:

Armour Class: 14
 Hit Points: 41
 Speed: 30

STR 12	DEX 18	CON 13	INT 16	WIS 10	CHA 9
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Saving Throws TODO Saving Throws

Role-Playing

Improv

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

Acting

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
 Vulnerabilities: He's greedy. He's sharp, but pretty much devoid of any creativity or wit

Special Abilities: Crossbow Expert | Proficient with Thieve's Tools Sneak Attack Cunning Action | Fast Hands Second-Story Work
 Attacks: Hand Crossbow | Dagger
 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

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