

Gnutz Snatcher

Character Sheet

[Gnutz Smasher](#) - Bugbear - Ranger 5 - Gloom Stalker

Description

- **Hometown:** A small, secluded bugbear village nestled deep within the woods
 - **Family:** Unknown, likely killed in the attack.
 - **Personality:** Cynical, distrustful, and street-smart with a hint of underlying anger and longing for home
 - **Ideals:** Survival, loyalty to those who protect him, and a desire for revenge against elves and humans
 - **Bonds:** His crime overlord (out of necessity), any fellow outcasts or criminals he might encounter
 - **Flaws:** Impulsive, prone to violence, and haunted by the past.
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History

Early Life in the [Trisfir Kingdom](#)

[Gnutz Snatcher](#) was born into a quiet bugbear village, a life far removed from the dangers of the wider world. His idyllic childhood was shattered when a coalition of elves and humans launched a surprise attack on his village. Terrorized by the overwhelming force, Gnutz fled into the dense woods, leaving behind his home, family, and everything he knew.

Working for the [Veilbound Syndicate](#)

Alone and frightened, [Gnutz Snatcher](#) wandered for days until he was found by a shadowy figure - a powerful crime overlord of the [Veilbound Syndicate](#) with a keen eye for talent. Recognizing the potential in the young bugbear, the overlord took [Gnutz Snatcher](#) under their wing, training him in the art of thievery and survival. Under the overlord's tutelage, [Gnutz](#)

[Snatcher](#) transformed from a scared child into a hardened criminal. He learned to pick locks, move silently, and blend into the shadows. His once innocent mind became sharp and calculating, as he mastered the gritty realities of the underworld. Over the years, [Gnutz Snatcher](#) has worked countless jobs for his overlord, from stealing priceless artifacts to infiltrating heavily guarded strongholds. While he has grown accustomed to his life of crime, the memories of his destroyed home and lost family never truly fade. A deep-seated anger and longing for revenge against elves and humans continues to burn within him, fueling his ambition and driving his actions.

Meeting [John-Boy Blackthorne](#)

TBD

Arrival in [Sylmare](#)

Eventually [Gnutz Snatcher](#) made his way to [Sylmare](#), the capital of the [Trisfir Kingdom](#), with orders from the overlord of the [Veilbound Syndicate](#) to infiltrate one of the [Clans of Trisfir](#).

Meeting [Edwin Ravenswood](#) and [Miera Ashglade](#)

[Edwin Ravenswood](#), [Gnutz Snatcher](#), [John-Boy Blackthorne](#), and [Miera Ashglade](#) are all assigned to work as a party running odd jobs after being hired by [Clan Tanithil](#). Over the next few months the party settled into a comfortable routine, and gained a reputation for getting results. The higher ups of [Clan Tanithil](#) took notice of the parties actions and provided the party with permanent base of operations within [Sylmare](#). Here the party is working under a half-elf named [Emelden](#), who is one of the stewards of [Clan Tanithil](#)'s mercantile company.

Notes

To Be Determined

- [Gnutz Snatcher](#) is not initially aware the [Clan Tanithil](#) had a hand in the destruction of his childhood village

- [Gnutz Snatcher](#) should meet [John-Boy Blackthorne](#) sometime before or after arriving in [Sylmare](#). Maybe they both work for the [Veilbound Syndicate](#). Either way they should both have a reason to infiltrate one of the [Clans of Trisfir](#), and they eventually find work with [Clan Tanithil](#) together

Potential Character Hooks

- He could have a hidden talent for tracking or survival due to his upbringing in the woods
- He might have a phobia of fire or open spaces due to the trauma of the village attack
- A recurring dream or nightmare about the attack could haunt his sleep
- A chance encounter with a survivor of the attack could stir old emotions and force him to confront his past