



# RUTGARD ELDERHUT

Adolescent Human  
Chaotic Neutral  
Level 2 Fighter

**Pronouns:** he/him  
**Occupations:** Brigand  
**Armor Class** 14  
**Hit Points**  
29 (TODO Hitdice)  
**Speed** 30.

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>
16	14	15	13	9
(+3)	(+2)	(+3)	(+2)	(0)

**CHA**  
16  
(+3)

**Saving Throws**  
TODO Saving Throws  
**Skills**  
**Proficiencies**  
**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses  
**Languages** Common,  
**Adjectives**

## Special Abilities

-

## Special Equipment

## Combat Tactics

Straight ahead with his sword  
and if he proves outmatched,  
he'll fall back and use his bow  
if possible

## Actions

-

## Factions

**The Gang**

**Thieve's Guild**

**Mercenary Army**

2500 x 3235



Image Dummy

# ROLEPLAYING

## Introduction

A burly young man steps out into the  
firelight, "Don't anybody move, we've  
got you surrounded"

## Appearance

Tall and broad with sandy hair and a five  
o'clock shadow that makes him look  
older than he is. Dressed in cheap  
leathers

## Expressions

"Aye, don't you be trying anythin funny",  
"Just hand o'er yer loot and we'll be on  
our way, no need to get yerself hurt"

## Mannerisms

An odd accent and a touch of a slur

## Motivations

Money, survival, power

## Passions

Clog Dancing

## Secrets

He's not in charge of the gang, but he  
definitely knows who is

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# BACKGROUND STORY

Rutgard grew up poor  
in a small mining town  
with not much in the way  
of prospects. He was a big  
lad and a bit of a scrapper,  
but had always expected  
to grow up and work in the  
mine. Unfortunately, by  
the time he grew up, the  
mine had run dry and  
most of the town had  
moved on.

Setting off to find his  
fortunes elsewhere with a  
cheap suit of leather  
armor and a cheap sword  
and bow, he quickly found  
work on the more  
unsavory side. His boss  
rounded up a group of  
like-minded, impoverished  
youngsters and set them  
loose robbing travelers  
and merchants along the  
less policed travel routes.

Proving a good fit for  
him, Rutgard was soon  
given his own crew.