

adolescent human
chaotic neutral
Level 2 fighter

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

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

CHA

16
(+3)

Saving Throws

TODO Saving Throws Skills

Proficiencies TODO
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Common ,
Adjectives ,

Special Abilities

- **Fighting Style:** Defense, Second Wind, Action Surge Athletics, Intimidation

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

Sword | Bow

Factions

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2500 x 3235

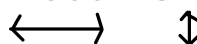


Image Dummy

Introduction

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

Appearance

Tall and broad with sandy hair and a five o'clock shadow that makes him look older than

2500 x 3235
Image Dummy

STR

DEX

CON

INT

WIS

16

14

15

13

9 (0)

(+3)

(+2)

(+3)

(+2)

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

Fighting Style: Defense

Second Wind, Action

Athletics, Intimidation

Special Equipment

Combat Tactics

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

Actions

Sword | Bow

Factions

Cell3

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 find for him, Rutgard was soon given his own crew.

PERSONALITY

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