



# RUTGARD ELDERHUT

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	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  
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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**Skills** **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  
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## Actions

Sword | Bow

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