

 Rutgard Elderhut

RUTGARD ELDERHUT

Adolescent Human Chaotic Neutral Level 2 Fighter N/A

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

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

Saving Throws -

Skills -

{"Fighter Abilities"=>[{"Fighting Style"=>nil, "Second Wind"=>"Bonus Action to regain 1d10 + 2", "Action Surge"=>"Once every short/long rest can take an extra action"}]}

Proficiencies -

Proficiency Mod - +2

Languages -

Common {"id"=>"the_red_carnelian_s_gang",
"name"=>"The Red Carnelian's Gang"}
{"id"=>"thieve_s_guild", "name"=>"Thieve's
Guild"}
{"id"=>"mercenary_army",
"name"=>"Mercenary Army"}

Adjectives - Tough, Brash, Ill-Tempered,

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

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 anyfin funny

Just hand o'er yer loot and we'll be on our way, no need to get yesef 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 knows who is

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