

## 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** -  
**Skills** -  
**Proficiencies** -  
**Proficiency Mod** - +2

**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

Role:

#### Thieve's Guild

Role:

#### Mercenary Army

Role:

2500 x 3235

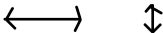


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## ROLEPLAYING

### 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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## BACKG STORY

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