

CELL
ONE

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 | CHA |
|--------|-----|-----|-----|-----|-----|
| 16 () | 14 | 15 | 13 | 9 | 16 |

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

2500 x 3235

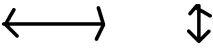


Image Dummy

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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Saving Throws **TODO** **Saving Throws**
Skills

Proficiencies **TODO**

Damage Immunities **TODO** **Damage Immunities**
Condition Immunities **TODO** **Condition Immunities**
Senses **TODO** **Senses**
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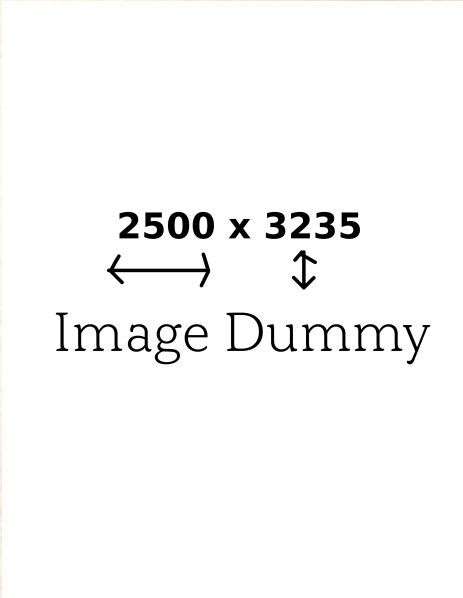
CELL 2 Combat Tactics

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