

## 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)	9 (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** -

**Thieve's Guild** -

**Mercenary Army** -

2500 x 3235

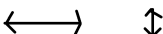


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## ROLEPLAYING

### 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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**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** -

**Special Equipment**

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## BACKG STORY

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