

adolescent human  
chaotic neutral  
Level 2 fighter

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

16  
(+3)

Damage Immunities  
 TODO Damage Immunities  
 Condition Immunities  
 TODO Condition Immunities  
 Senses TODO Senses  
 Languages Common ,  
 Adjectives ,

- **Fighting Style: Defense, Second Wind, Action Surge Athletics, Intimidation**

**Straight ahead with his sword and if he proves outmatched, he'll fall back and use his bow if possible.**

## Sword | Bow

adolescent human  
chaotic neutral  
Level 2 fighter



**A burly young man steps out into the firelight, "Don't anybody move, we've got you surrounded"**

Tall and broad with sandy hair and a five o'clock shadow that makes him look older than

2500 x 3235  
Image Dummy

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

Fighting Style: Defense

Second Wind, Action Surge

Athletics, Intimidation

Special Equipment

Combat Tactics

Straight ahead with his sword

he proves outmatched, he goes

back and use his bow if possible

Actions

Sword | Bow

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 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

Cell3

is. Dressed in cheap leather

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BACKGROUND STORY

Rutgard grew up poor in a small mining town with not much in the way of prospects. He was a big lad and a bit of a scrapper, but had always expected to grow up and work in the mine. Unfortunately, by the time he grew up, the mine had run dry and most of the town had moved on.

Setting off to find his fortunes elsewhere with a cheap suit of leather armor and a cheap sword and bow, he quickly found work on the more unsavory side. His boss rounded up a group of like-minded, impoverished youngsters and set them loose robbing travelers and merchants along the less policed travel routes.

Proving a good fit for him, Rutgard was soon given his own crew.

## PERSONALITY

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