

0 x 3235

→ ↕

ε Dummy

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	CHA
16	14	15	13	9 (0)	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

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 anyfin funny

Just hand o'er yer loot and we'll be on our way, no need to get yeself 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

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
16	14	15	13	9
(+3)	(+2)	(+3)	(+2)	(0)

CHA
16
(+3)

Saving Throws -
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 -

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