

**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 (0)
(+3)	(+2)	(+3)	(+2)	

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

—

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

1

Factions

- **The Gang**
- **Thieve's Guild**
- **Mercenary Army**

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Special Equipment

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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

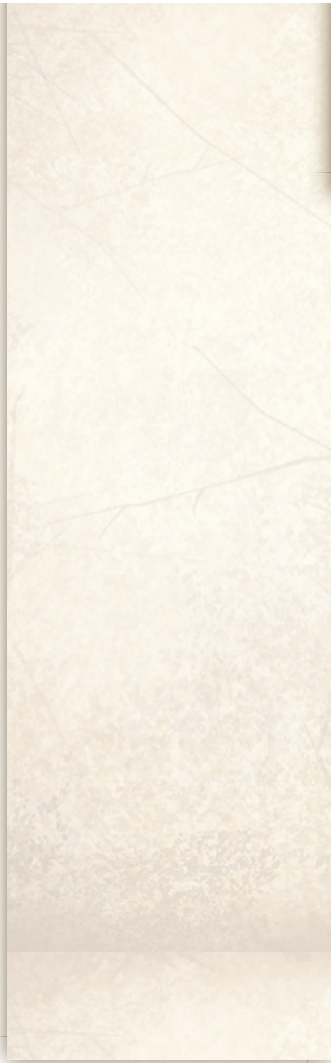
Secrets

He's not in charge of the gang, but he definitely knows who is

BACKSTORY

Rutgard was a small man, but much in the way of a scrapper. He was expected in the matter of the time he had run the town hall. Setting out his fortunes else, he had a cheap suit of a cheap sword, and quickly found an unsavory side to the rounded up and minded, impeding the youngsters at robbing travelers. Merchants and a policed traveler.

Proving that Rutgard was not an crew.



Passions

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Factions

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