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 Thro

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 it proves outmatched, he'll fall back a use his bow if possible

Actions

Sword | Bow

Factions

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16 (+3) 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"

Image Dummy

Saving Throws TODO Saving Throws

TODO Saving Throws **Skills**

Proficiencies

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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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BACKGROUND STORY

Rutgard grew up poor in a smal mining town with not much in the w of prospects. He was a big lad and a of a scrapper, but had always expec to grow up and work in the mine. Unfortunately, by the time he grew the mine had run dry and most of the town had moved on. Setti off to find his fortunes elsewhere wi cheap suit of leather armor and a cheap sword and bow, he quickly fo work on the more unsavory side. Hi boss rounded up a group of likeminded, impoverished youngsters a set them loose robbing travelers an merchants along the less policed tra routes.Proving a good fit f him, Rutgard was soon given his ow crew.

PERSONALITY