



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)	(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
and if he proves outmatched,
he'll fall back and use his bow
if possible

Actions

Sword | Bow

Factions

The Gang

Thieve's Guild

Mercenary Army

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
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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BACKGROUND STORY

<p>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.</p>
<p> 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,
impooverished youngsters
and set them loose robbing
travelers and merchants
along the less policed travel
routes.</p><p>Proving a
good fit for him, Rutgard
was soon given his own
crew.</p>