Garrick “Rigg” Dalhart

> *“Sometimes the best plan is a wrench and a window.”*

Overview

- **Race:** Human
- **Class:** Rogue (Swashbuckler)
- **Level:** 5
- **Background:** Urban Brawler (Dock Rat / Tinkerer)
- **Player:** Ben / Elemunk
- **Campaign:** SpellJammer – The Red Stars Above
- **Current Location:** Underdark – near the Mind Flayer war-den

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Appearance

A rugged human with a weathered face and short, tousled dark hair. His jaw carries the shadow of perpetual stubble, and his eyes constantly scan for danger—or an angle. Rigg wears reinforced leather armor patched with steel plating, clearly field-modified. Slung across his back is his signature weapon: a massive two-handed wrench, stained with grease, blood, and history.

His movements are practiced and precise, and even when relaxed, he seems coiled—like a spring ready to snap. He’s often mistaken for a mercenary or engineer, but those who get too close quickly learn not to underestimate him.



GARRICK “RIGG” DALHART / HUMAN SCRAPPER

Role • Origin • Appearance • Personality

Rigg is a resourceful human scrapper and practical problem-solver, more comfortable with tools and machinery than fancy words. Worn leather armor, a steady gaze, and a battered look earned him a survivor who fixes what others abandon. Grounded, sharp, and dependable, he meets danger with grit, improvisation, and a mechanic's stubborn calm.

DETAILS

- **Role:** Scrapper
- **Occupation:** Mechanic / Adventurer
- **Origin:** Working Frontier
- **Age:** Adult
- **Traits:** Practical, resilient, blunt
- **Likes / Interests:** Machinery, salvaging, problem-solving

COLOUR PALETTE





FRONT — SIDE — BACK

GEAR / ACCESSORIES



LEATHER ARMOR
Flexible, worn, and built for long days in rough places.



UTILITY BELTS
Carries tools, spare parts, and whatever keeps the job going.



SHOULDER PAULDRONS
Scuffed plates that have seen their share of impacts.



WORK BOOTS
Built for grime, travel, and hard footing.

EXPRESSIONS

Use these to capture Rigg's range of emotion while keeping his steady, grounded nature consistent.



Neutral | Friendly | Concerned | Confident | Unimpressed

NOTES

- *Keeps his tools and gear close and his opinions closer.*
- *More likely to fix a problem than talk around it.*
- *Armor and gear are maintained with a mechanic's eye, not a noble's vanity.*
- *Rigg looks like the kind of man who can keep a broken ship running one more day.*