

ALBRECHT MUKHT

middle-aged half-orc/half-dwarf
neutral evil
Level 5 barbarian

Pronouns: he/them
Occupations:
Roofer; Contractor; Mason;
Carpenter
Armor Class 13
Hit Points 48 (TODO Hitdice)
Speed 25.

STR	DEX	CON	INT	WIS
18	12	16	9	10
(+4)	(+1)	(+3)	(0)	(+0)

CHA

8
(-1)

Saving Throws
TODO Saving Throws
Skills
Roofing; Woodworking; Masonry
Intimidation

Proficiencies TODO

Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages
Common Orcish Dwarvish ,
Adjectives Racist ,

Special Abilities

- Unarmored Defense | Relentless Endurance | Savagery
Attacks | Reckless Attack | Rage

Special Equipment

Combat Tactics

Albrecht has worked to control his anger and will likely only rage if vehemently provoked. After this point, however, better duck and run.

Actions

Maul | Javelin

Factions

ROLEPLAYING

Introduction

Often encountered while working a contracting job or

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ROLEPLAYING

Introduction

Often encountered while working a contracting
job on a home or business, such as a tavern or
inn. Performing some roofing or general repairs
he may shout out to ask a party to pitch-in for
some gold in return. May also approach sinister
looking adventurers with an offer to 'free the
land' from the vile clutches of humans or some
other race and ask him/her to 'off' a few
members of said race.

Appearance

Stout and muscular - barrel shaped; 5'5"; Tanned
reddish brown skin; Deep brown dreadlocks with
blonde highlights; various scars on his body and
one across his right eye;

Expressions

"If you gots a need, I do the deed"; "(Glancing
around at the buildings) Poor craftsmanship.
Damned (elves/humans) couldn't build quality if
they tried"; "Each of you need to learn discipline.
Take up a good trade. This ugly place needs
better tradesmen"; "Those damned elves are full

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Take up a good trade. This
place needs better
tradesmen"; "Those damned
elves are full of pigshit. We
get rid of 'em eventually";
"Petty humans and their
politics. I say, kill 'em all.
They're all the same";

Mannerisms

Speaks in something of a low
growl; Easily distracted; Will
forego tasks to complete a
puzzle; carries small wooden
sliding puzzles he built
wherever he goes and uses
them to answer to problems
he's facing; always pointing
out the differences between
the races yet can't tell the
difference between members
of the same race.

Motivations

A paradoxically deeply racist
multi-racial individual, Albrecht
experiences his greatest joy
when human or elven
populations are diminished
numbers. He is also highly
driven to have a hand in as
many building projects in his
current town or city so he can
brag about his renown.

Passions

Woodworking; puzzles; racism

Secrets

Cell3



Special Abilities

- Unarmored Defense
- Relentless Endurance
- Savage Attacks | Rage
- Attack | Rage

Special Equipment

Combat Tactics

Albrecht has worked to control his anger and will likely only become violently provoked. At that point, however, better dead than run.

Actions

Maul | Javelin

Factions

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Passions

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Secrets

BACKGROUND STORY

<p>Brushing his dreadlocks from his eyes, Albrecht stares down the elves approaching his work site.</p><p><i>"Oy, git yer dirty fingers off this site! Yer gonna taint the beauty of my work!" </i>He snarls, spitting in their direction.</p><p>The two elves remark to each other about the rarity they see nailing shingles to the roof of the new tavern. A half-orc? A fey dwarf? They cannot be certain. His muscular body and scars tell the story of a man who is not civilized, per se. A man who would unleash rage upon them. The elves depart.</p><p>The progeny of a Dwarven slave woman who answered to Orcish slavers in a barbaric tribe, Albrecht had no true connection to family, as one might know it except to hate others and unleash rage upon those who challenge him.</p><p>Tired of the poor and sloppy indulgences of his tribe, Albrecht sought greater wealth and power. He followed a trading caravan he saw passing the distance of the plains, offering to help them with any repairs or services they might need. He continued on with this 'hired-hand' type business upon arriving in the town of Meershi Downs, a small sailing port and bustling sea-side community. Here he grew his talents, but also his hatred for other races as the village was frequented by many types of people carousing, drinking, fighting, and all-around ne'er-do-wells. Now, Albrecht focuses on having his 'stamp' on as many buildings, ships, wares and so forth, as he possibly can. He puts his anger and hatred in his work knowing that unleashing his rage would not only be dangerous for others, but most certainly for himself.</p>

PERSONALITY

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