



Albrecht Mukht

ALBRECHT MUKHT

Middle Aged Adult Half-Orc/Half-Dwarf
Neutral Evil
Level 5 Barbarian Path Of The Berserk

Pronouns - he/him
Occupations - General Contractor
Armor Class - 13
Hit Points - 48 (TODO Hitdice)
Speed - 35.

| STR | DEX | CON | INT | WIS | CHA |
|------|------|------|-----|------|------|
| 18 | 12 | 16 | 9 | 10 | 8 |
| (+4) | (+1) | (+3) | (0) | (+0) | (-1) |

Saving Throws -
Skills - Masonry
Proficiencies -
Proficiency Mod - +3

Languages - Common Orcish Dwarvish
Adjectives - Angry, Skilled, Racist,

Special Abilities -

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 -

Factions

Mason's Guild
Role: General Contractor



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ROLEPLAYING

Introduction

Often encountered while working a contracting job on a home or business, such as a tavern or inn.

Appearance

Stout and muscular - barrel shaped; 5'5"; Tanned reddish brown skin; Deep brown dreadlocks with blonde highlights

Expressions

If you got a need, I do the deed

Poor craftsmanship. Damned elves/humans couldn't build quality if they tried

Mannerisms

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 in 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

He's pretty upfront about everything

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