

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 -

Constitution Strength
Roofing
Woodworking

Skills - Masonry

Proficiencies - Cobbler's
Tools, Smith's Tools, Tinker's
Tools, Woodcarver's Tools,
Simple Weapons, Martial
Weapons, Survival,

Intimidation,

Proficiency Mod - +3

Damage Immunities -

none

Condition Immunities -

none

Resistances -

advantage on poison saves

Senses - **Darkvision** -

Albrecht can see in dim light
within 60 feet as if it were
bright light and in darkness
as if it were dim light. He
cannot discern color in
darkness, only shades of
grey.

Languages -

Common Orcish Dwarvish

Adjectives - Racist, Abrupt,

Special Abilities

Relentless Endurance

- If Albrecht is reduced to 0
hitpoints but not killed
outright, he drops to 1
hitpoint instead. He can
only use this feature once
per long rest.

Savage Attacks - If

Albrecht scores a critical hit
with a melee weapon
attack, he can roll one of
the weapon's damage dice
an additional time and add



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*

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*Those damned
elves are full of
pigshit. We'll get rid
of 'em eventually.*

BACKG STORY

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one additional time and add it to the extra damage of the critical hit.

Special Equipment

Chieftan's Fury (Maul +2) - This magical maul requires attunement. Albrecht uses it for work and for, well, working over combatants. Once per rage, Albrecht can slam the hammer into the ground in front of him, sundering the earth in two. Each creature in a 15 foot cube around him must make a Dex save. On a failure, creatures takes 2d8 bludgeoning damage and are knocked prone. On a success, the creature takes half damage and is not knocked prone. Small or tiny creatures automatically fail. If the terrain is breakable, it is destroyed. DC = 8 + Str Modifier + Proficiency.

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

Chieftan's Fury - (Maul +2) martial, heavy, two-handed - On a successful hit, Chieftan's Fury deals 2d6+2 bludgeoning damage.

Javelin - simple, javelin - Range 30/120. On a successful hit, Albrecht deals 1d6 piercing damage.

Factions

Masons' Guild of GullyOre Coast
Role: *Jahbulon - Master Stone Worker*
the Joiners Collaborative
Role: *Master Woodworker*

this ugly place needs better tradesmen.

Those damned elves are full of pigshit. We'll 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 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

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