



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 (0)	10	8 (-1)
(+4)	(+1)	(+3)		(+0)	

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

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

**Special Abilities**

**Special Equipment**

**Combat Tactics**

**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 gots 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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