



## 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 of pigshit. We'll get rid of 'em eventually.*

*Petty humans and their politics. I say, kill*

## 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 (0)	10
(+4)	(+1)	(+3)		(+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, Abrupt,

### Special Abilities -

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*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

## BACKG STORY

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**Languages** -  
Common Orcish Dwarvish  
**Adjectives** - Racist, Abrupt,

**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**

'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**

**Special Equipment**

**Combat Tactics**

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