

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 -

Constitution Strength

Skills -

Roofing; Woodworking;
Masonry; Intimidation

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

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

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.

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 'em all.

They're all the same.

Mannerisms

Speaks in something of a low growl; Easily

BACKG STORY

Brus

dreadloc

Albrecht

elves ap

work siti

"Oy,

off this s

taint the

work!" F

in their c

The

to each

rarity th

shingles

new tave

feral dw

be certa

body an

story of

civilized

who wou

upon the

depart.

The

Dwarver

who ans

slavers i

tribe, All

true con

as one n

except t

unleash

who cha

Tired

sloppy i

tribe, All

greater

power. F

trading c

passing

the plair

help the

repairs c

might ne

on with

type bus

arriving

Meership

sailing p

sea-side

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

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

Savage Attacks - If Albrecht scores a critical hit with a melee weapon attack, he can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

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

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

Here he but also other ra was frec types of carousin fighting, ne'er-do Albrecht having b many bu wagons, he possi his ange his work unleashi not only others, b for him