



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 -

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 sit

"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
passing
the plair
help the
repairs c
might ne
on with
type bus
arriving
Meership
sailing p
sea-side

grey. Languages - Common Orcish Dwarvish Adjectives - Racist, Abrupt,	'em all. They're all the same.	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.	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.	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
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.	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.	Actions - Factions	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.	
Actions Factions	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	