

ALBRECHT MUKHT

*middle-aged half-orc/
dwarf
neutral evil
Level 5 barbarian*

Pronouns: he/them
Occupations:
Roofer; Contractor; Mas
Carpenter
Armor Class 13
Hit Points 48 (TODO H
Speed 25.



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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 TODO Saving Thro
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 ,

Special Abilities

- Unarmored Defense | Relentless
Endurance | Savage Attacks |
Reckless Attack | Rage

Special Equipment

Combat Tactics

Albrecht has worked to control his
anger and will likely only rage if
vehemently provoked. After this po
however, better duck and run.

Actions

Maul | Javelin

Factions

ROLEPLAYING

Introduction

Often encountered while working
contracting job on a home or in
business, such as a tavern or in
Performing some roofing or general
repairs he may shout out to ask
party to pitch-in for some gold



ROLEPLAYING

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18 (+4)	12 (+1)	16 (+3)	9 (0)	10 (+0)

CHA

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(-1)

Saving Throws

TODO Saving Throws

Skills

Roofing; Woodworking; Intimidation

Proficiencies

Damage Immunities

TODO Damage Immunities

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Senses

TODO Senses

Languages

Common Orcish Dwarvish

Adjectives

Racist ,

Special Abilities

- Unarmored Defense
- Relentless Endurance
- Savage Attacks | Rage

Special Equipment

Combat Tactics

Albrecht has worked to control his anger and will likely only become violently provoked. At the same time, however, better than most, he can run.

Actions

Maul | Javelin

Factions

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 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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BACKGROUND STORY

Brushing his dreadlocks from his eyes, Albrecht stares down the elfe approaching his work site. "Oy, git yer dirty feet off this site Yer gonna taint the beauty of my work!" He snarls, spitting in the direction. The two elves remark to each other about the rare they see nailing shingles to the roof the new tavern. A half-orc? A feral dwarf? They cannot be certain. His muscular body and scars tell a story a man who is not civilized, per se. A man who would unleash rage upon

Cell3

them. The elves depart.

It is the progeny of a Dwarven slave woman who answered to Orcish slavers in a barbaric tribe, Albrecht had no true connection to family, as one might know it, except to hate others and unleash rage upon those who challenge him.

Tired of the poor and sloppy indulgences of his tribe, Albrecht sought greater wealth and power. He followed a trading caravan he saw passing in the distance of the plains, offering to help them with any repairs or services they might need. He continued on with this 'hire hand' type business upon arriving in the town of Meership Downs, a small sailing port and bustling sea-side community. Here he grew his talent but also his hatred for other races as the village was frequented by many types of people carousing, drinking, fighting, and all-around ne'er-do-wells. Now, Albrecht focuses on having his 'stamp' on as many buildings, ships, wagons, and so forth, as he possibly can. He puts his anger and hatred in his work knowing that unleashing his rage would not only be dangerous for others, but most certainly for himself.

PERSONALITY