



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	CHA
18	12	16	9	10	8
(+4)	(+1)	(+3)	(0)	(+0)	(-1)

Saving Throws - Constitution Strength
Roofing
Woodworking

Skills - Masonry
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 - 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

Chieftan's Fury (Maul +2) - This magical maul requires attunement. Albrecht uses it for work and for, well, working over combatants. Once per rage, Albrecht can slam the hammer into the ground in front of him, sundering the earth in two. Each creature in a 15 foot cube around him must make a Dex save. On a failure, creatures takes 2d8 bludgeoning damage and are knocked prone. On a success, the creature takes half damage and is not knocked prone. Small or tiny creatures automatically fail. If the terrain is breakable, it is destroyed. DC = 8 + Str Modifier + Proficiency.



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 got's 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.

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

CHA
8
(-1)

Saving Throws -
Saving Throws -
Constitution Strength
Roofing
Woodworking

Skills - Masonry
Proficiencies - Cobbler's Tools, Smith's Tools, Tinker's Tools, Woodcarver's Tools, Simple Weapons, Martial Weapons, Survival, Intimidation,
Damage Immunities - none

Condition Immunities - none
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 - 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

Chieftan's Fury (Maul +2) - This magical maul requires attunement. Albrecht uses it for work and for, well, working over combatants. Once per rage, Albrecht can slam the hammer into the ground in front of him, sundering the earth in two. Each creature in a 15 foot cube around him must make a Dex save. On a failure, creatures

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 got's 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 a low, distracted tone, often with tasks to puzzle; wooden slippers built when he was a child and uses them to make a

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

Chieftan's Fury - (Maul +2) martial, heavy, two-handed - On a successful hit, Chieftan's Fury deals 2d6+2 bludgeoning damage.

Javelin - simple, javelin - Range 30/120. On a successful hit, Albrecht deals 1d6 piercing damage.

Factions

Masons' Guild of GullyOre Coast
Role: Jahbulon - Master Stone Worker
the Joiners Collaborative
Role: Master Woodworker

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

takes 2d8 bludgeoning damage and are knocked prone. On a success, the creature takes half damage and is not knocked prone. Small or tiny creatures automatically fail. If the terrain is breakable, it is destroyed. DC = 8 + Str Modifier + Proficiency.

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

Chieftan's Fury - (Maul +2) martial, heavy, two-handed - On a successful hit, Chieftan's Fury deals 2d6+2 bludgeoning damage.

Javelin - simple, javelin - Range 30/120. On a successful hit, Albrecht deals 1d6 piercing damage.

Factions

Masons' Guild of GullyOre Coast
Role: Jahbulon - Master Stone Worker
the Joiners Collaborative
Role: Master Woodworker

to prove always pe difference races yet difference members race.

Motivati

A deeply ra individual, experience joy when l population diminishes He is also have a ha building p current to can bra renown.

Passions

Woodv puzzles; ra

Secrets