

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

CHA  
8

Saving Throws  
TODO Saving Throws  
Skills  
Roofing; Woodworking; Mason  
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 point, however, better duck and run.

Actions

Maul | Javelin

Factions

ROLEPLAYING

Introduction

Often encountered while working a contracting job at home or business, such as a tavern or inn. Performing some roofing or general repairs may shout out to ask a party to pitch-in for some gold in return. May also approach sinister looking adventures with an offer to 'free the land from the vile clutches of



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**Hit Points** 48 (TODO H)

**Speed** 25.

**STR** 18 **DEX** 12 **CON** 16 **INT** 9 **WIS** 10

(+4) (+1) (+3) 9 (0) 10 (+0)

### CHA

8  
(-1)

### Saving Throws

TODO Saving Throws

### Skills

Roofing; Woodworking; Intimidation

### Proficiencies

### Damage Immunities

TODO Damage Immunities

### Condition Immunities

TODO Condition Immunities

**Senses** TODO Senses

### Languages

Common Orcish Dwarvish

**Adjectives** Racist,

### Special Abilities

Unarmored Defense



## 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

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### Mannerisms

Speaks in something of a loud 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

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

Special Equipment

Combat Tactics

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

Actions

Maul | Javelin

Factions

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Secrets

BACKGROUND STORY

<p>Brushing his dreadlocks from his eyes, Albrecht stares down the two elves approaching his work site. </p><p><i>"Oy, git yer dirty hands off this site! Yer gonna taint the beauty of my work!" </i>He snarls, spitting in their direction. </p><p> The two elves remain silent, each other about the rarity that they see nailing shingles to the roof of the new tavern. A half-orc? A dwarf? They cannot be certain. His muscular body and scars tell the story of a man who is not civilized, per se. A man who would unleash rage upon them. The elves depart.</p><p>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, except to hate others and unleash rage upon those who challenge him.</p><p> Tired of the poverty and sloppy indulgences of his tribe, Albrecht sought greater wealth and power. He followed a trading caravan he saw passing the distance of the plains, offering to help them with any repairs or services they might need. He continued on with the 'hired-hand' type business upon arriving in the town of Meerslows Downs, a small sailing port and bustling sea-side community. Here he grew his talents, but 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 into his work knowing that unleashing his rage would not only be dangerous for others, but more certainly for himself.</p>

## PERSONALITY

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