

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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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

Cell3

Relentless Endurance
Savage Attacks | Rage
Attack | Rage

Special Equipment

Combat Tactics

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

Actions

Maul | Javelin

Factions

Mannerisms

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Background Story

Brushing his dreadlocks from his eyes, Albrecht stares down the elves approaching his work site. "Oy, git yer dirty hands off this site! Yer gonna taint the beauty of my work!" He snarls, spitting in their direction. The two elves remain silent, each other about the rarity 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.

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. 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, 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.

PERSONALITY

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