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albrecht mukht

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Image Dummy

Albrecht Mukht

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middle aged adult Half-Orc/Half-Dwarf

Neutral Evil

Level 5 Barbarian Path of the Berserk

Pronouns -

he/him

Occupations -

General Contractor

Armor Class -

13

Hit Points -

48 (TODO Hitdice)

Speed -

35.

STR

18 (+4)

DEX

12 (+1)

CON

16 (+3)

INT

9 (0)

WIS

10 (+0)

CHA

8 (-1)

Saving Throws -

Constitution

Strength

Skills -

Masonry

Proficiencies -

Intimidation, Persuasion, Mason's Tools, Woodcrafter's Tools,

Proficiency Mod -

+3

Damage Immunities -

N/A

Condition Immunities -

N/A

Resistances -

N/A

Languages -

Common Orcish Dwarvish

Adjectives -

Angry, Skilled, Racist,

Special Abilities

- {"Half-Orc Abilities"=>[{"Darkvision"=>"Can see in dim light within 60 feet as if it were bright light, and in Darkness as if it were dim light. Can't discern color in Darkness, only Shades of Gray.."}, {"Menacing"=>"gain proficiency in the Intimidation skill"}, {"Relentless Endurance"=>"When reduced to 0 Hit Points but not killed outright, can drop to 1 hit point instead. Can't use this feature again until you finish a Long Rest."}, {"Savage Attack"=>"When he 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."}]}}
- {"Half-Dwarf Abilities"=>[{"Dwarven Resistance"=>"Has advantage on Saving Throws against poison, and has Resistance against poison damage"}, {"Dwarven Combat Training"=>"Has proficiency with the Battleaxe, Handaxe, Light Hammer, and Warhammer."}, {"Stonecunning"=>"Whenever making an Intelligence (History) check related to the Origin of stonework, he is considered proficient in the History skill and adds double his Proficiency Bonus to the check, instead of his normal Proficiency Bonus"}]}
- {"Barbarian Abilities"=>[{"Rage"=>[{"Description"=>"Can enter a rage as a Bonus Action."}, {"Additional Information"=>["have advantage on Strength Checks and Strength Saving Throws.", "make a melee weapon Attack using Strength, you gain a +2 bonus to the damage roll", "Resistance to bludgeoning, piercing, and slashing damage"]}]}, {"Danger Sense"=>"has advantage on Dexterity Saving Throws against Effects that he can see, such as traps and Spells"}, {"Reckless Attack"=>"When making his first Attack on his Turn, he can decide to Attack recklessly. Doing so gives him advantage on melee weapon Attack Rolls using Strength during this turn, but Attack Rolls against him have advantage until his next turn"}, {"Extra Attack"=>"Can attack twice each turn"}]}
- {"Path of the Berserk Abilities"=>[{"Frenzy"=>"can go into a Frenzy when he rages. If he does so, for the Duration of his rage he can make a single melee weapon Attack as a Bonus Action on each of his turns after this one. When his rage ends, he suffer one level of Exhaustion"}]}

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

-

Factions

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Roleplaying

Introduction

Often encountered while working a contracting job on a home or business, such as a tavern or inn.

Appearance

Stout and muscular - barrel shaped; 5'5"; Tanned reddish brown skin; Deep brown dreadlocks with blonde highlights

Expressions

If you gots a need, I do the deed

Poor craftsmanship. Damned elves/humans couldn't build quality if they tried

Mannerisms

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

He's pretty upfront about everything

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Special Equipment

Combat Tactics

Actions

Factions

Mason's Guild

Role: *General Contractor*

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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 feet off this site! Yer gonna taint the beauty of my work!" He snarls, spitting in their direction. The two elves remark to each other about the rarity they see nailing shingles to the roof of the new tavern. A half-orc? A feral dwarf? They cannot be certain. His muscular body and scars tell a 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 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 'hired-hand' type business upon arriving in the town of Meership Downs, a small sailing port and bustling sea-side community. Here he grew his talents, 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 into his work knowing that unleashing his rage would not only be dangerous for others, but most certainly for himself.