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 | Sava Attacks | Reckless Attack | Rage

Special Equipment

Combat Tactics

Albrecht has worked to control hi 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 home or business, such as tavern or inn. Performing s roofing or general repairs may shout out to ask a par pitch-in for some gold in return. May also approach sinister looking adventure with an offer to 'free the lafrom the vile clutches of humans or some other race and ask him/her to 'off' a formembers of said race



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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 answe 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 diminishe 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

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Secrets

BACKGROUND STORY

Brushing his dreadlocks from his eyes, Albrecht stares down his eyes, Albrecht start start



Secrets

A man who would unleash rage upon them. The elves depart.</ The progeny of a Dwarven ! woman who answered to Orcish slavers in a barbaric tribe, Albre had no true connection to famil one might know it, except to ha others and unleash rage upon t who challenge him. Tir of the poor and sloppy indulger of his tribe, Albrecht sought gre wealth and power. He followed trading caravan he saw passing the distance of the plains, offer to help them with any repairs o services they might need. He continued on with this 'hired-ha type business upon arriving in t town of Meership Downs, a sma sailing port and bustling sea-sic community. Here he grew his talents, but also his hatred for other races as the village was frequented by many types of pe carousing, drinking, fighting, ar all-around ne'er-do-wells. Now, Albrecht focuses on having his 'stamp' on as many buildings, s wagons, and so forth, as he pos can. He puts his anger and hatr into his work knowing that unleashing his rage would not c be dangerous for others, but me certainly for himself.

PERSONALITY

Brushing his dreadlocks from his eyes, Albrecht stares down elves approaching his work site <i>"Oy, git yer dirty fe off this site! Yer gonna taint the beauty of my work!" </i>He sna spitting in their direction. The two elves remark to each o about the rarity they see nailing shingles to the roof of the new tavern. A half-orc? A feral dwar They cannot be certain. His muscular body and scars tell a ! of a man who is not civilized, pe A man who would unleash rage upon them. The elves depart.</ The progeny of a Dwarven ! woman who answered to Orcish slavers in a barbaric tribe, Albre had no true connection to famil one might know it, except to ha others and unleash rage upon t who challenge him. Tir of the poor and sloppy indulger of his tribe, Albrecht sought gre wealth and power. He followed trading caravan he saw passing the distance of the plains, offer to help them with any repairs o services they might need. He continued on with this 'hired-ha type business upon arriving in t town of Meership Downs, a sma sailing port and bustling sea-sic community. Here he grew his talents, but also his hatred for other races as the village was frequented by many types of pe carousing, drinking, fighting, ar all-around ne'er-do-wells. Now, Albrecht focuses on having his 'stamp' on as many buildings. s

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