

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) | 9 (0) | (+0) |

CHA
8
(-1)

Saving Throws
TODO Saving Throws
Skills Roofing; Woodworking;
Masonry; Intimidation
Proficiencies
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Common, Orcish,
Dwarvish,
Adjectives Racist,

Special Abilities

-

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



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 shout out to ask a party to pitch-in 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; Tanned reddish brown skin; Deep brown dreadlocks with blonde highlights; various scars on his body and one on 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 a 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 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

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Saving Throws
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Skills **Skills** Roofing;
Woodworking; Masonry;
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

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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";

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BACKGROUND STORY

Cell3