

Hennel

Character Name

Barbarian (Armored Hulk) 11

CLASS

11 (10)

Character Level (CR)

155000 / 220000

EXP/NEXT LEVEL

STR

Strength

19

+4

19

+4

DEX

Dexterity

12

+1

12

+1

CON

Constitution

14

+2

14

+2

INT

Intelligence

11

+0

11

+0

WIS

Wisdom

12

+1

12

+1

CHA

Charisma

11

+0

11

+0

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

(constitution)

+10

=

+7

+

+2

+

+1

+

+0

+

+0

+

REFLEX

(dexterity)

+5

=

+3

+

+1

+

+1

+

+0

+

+0

+

WILL

(wisdom)

+5

=

+3

+

+1

+

+1

+

+0

+

+0

+

Conditional Save Modifiers:

+2 trait bonus to Fortitude saves vs. poison and drugs, +4 trait bonus to Fortitude saves to avoid the effects of alcohol

MELEE

attack bonus

TOTAL

+15/+10/+5

=

BASE ATTACK BONUS

+11/+6/+1

+

STAT

+4

+

SIZE

+0

+

MISC

+0

+

EPIC

0

+

TEMP

RANGED

attack bonus

TOTAL

+12/+7/+2

=

BASE ATTACK BONUS

+11/+6/+1

+

STAT

+1

+

SIZE

+0

+

MISC

+0

+

EPIC

0

+

TEMP

CMB

attack bonus

TOTAL

+15/+10/+5

=

BASE ATTACK BONUS

+11/+6/+1

+

STAT

+4

+

SIZE

+0

+

MISC

+

EPIC

+

TEMP

CMB

GRAPPLE

+16/+11/+6

TRIP

+16/+11/+6

DISARM

+16/+11/+6

SUNDER

+16/+11/+6

BULL RUSH

+16

OVERRRUN

+16

CMD

27

27

27

27

27

28

UNARMED

(lethal or nonlethal)

TOTAL ATTACK BONUS

+15/+10/+5

DAMAGE

1d3+4

CRITICAL

20/x2

REACH

5 ft.

Special Properties:

*Chainsaw +1

HAND

Both

TYPE

S

SIZE

M

CRITICAL

15-20/x2

REACH

5 ft.

TOTAL ATTACK BONUS

+16/+11/+6

DAMAGE

3d6+7

*Chainsaw +1 [Power Attack (Two-Handed)]

HAND

Both

TYPE

S

SIZE

M

CRITICAL

15-20/x2

REACH

5 ft.

TOTAL ATTACK BONUS

+13/+8/+3

DAMAGE

3d6+16

Ceres

Player Name

Half-Orc (Kellid) / Humanoid

RACE

25

AGE

Male

GENDER

None

Deity

Numeria

Region

Neutral Evil

Alignment

Darkvision (60 ft.)

VISION

6' 0" / 248 lbs.

HEIGHT / WEIGHT

Medium / 5 ft.

SIZE / FACE

Medium

Encumbrance

Medium

(rules applied)

HP

hit points

137

WOUNDS/CURRENT HP

AC

armor class

24

FLAT

23

TOUCH

12

BASE

10

ARMOR BONUS

10

SHIELD BONUS

0

STAT

1

SIZE

0

NATURAL ARMOR

2

DEFLECTION

1

DODGE

0

Morale

0

Insight

0

Sacred

0

Profane

0

MISC

0

INITIATIVE

modifier

+1

TOTAL

+1

DEX MODIFIER

+0

MISC MODIFIER

+0

MISS CHANCE

45

Arcane Spell Failure

-5

ARMOR CHECK PENALTY

0

SPELL RESIST

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

POINTS

2/-

DAMAGE REDUCTION

25 ft.

SPEED

SKILLS

MAX RANKS: 11/11

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

✓ Acrobatics

DEX

1

=

1

+

2

+

-2

✓ Acrobatics (Jump)

DEX

-3

=

1

+

2

+

-6

✓ Appraise

INT

0

=

0

✓ Artistry (Choreography)

INT

0

=

0

✓ Artistry (Criticism)

INT

0

=

0

✓ Artistry (Literature, including Poetry)

INT

0

=

0

✓ Artistry (Musical composition)

INT

0

=

0

✓ Artistry (Philosophy)

INT

0

=

0

✓ Artistry (Playwriting)

INT

0

=

0

✓ Bluff

CHA

10

=

0

+

10

✓ Climb

STR

5

=

4

+

3

+

-2

✓ Craft (Untrained)

INT

0

=

0

✓ Diplomacy

CHA

0

=

0

✓ Disguise

CHA

0

=

0

✓ Escape Artist

DEX

-4

=

1

+

-5

✓ Fly

DEX

-4

=

1

+

-5

✓ Handle Animal

CHA

4

=

0

+

1

+

3

✓ Heal

WIS

3

=

1

+

2

✓ Intimidate

CHA

10

=

0

+

5

+

5

Knowledge (Dungeoneering)

INT

3

=

0

+

3

Knowledge (Geography)

INT

1

=

0

+

1

Knowledge (Nature)

INT

10

=

0

+

7

+

3

Lore (Alcoholic drinks)

INT

5

=

0

+

5

Lore (Orc History)

INT

2

=

0

+

2

✓ Perception

WIS

12

=

1

+

8

+

3

Perform (Oratory)

CHA

1

=

0

+

1

✓ Perform (Untrained)

CHA

0

=

0

Perform (Wind Instruments)

CHA

1

=

0

+

1

Profession (Wrestler)

WIS

8

=

1

+

7

✓ Ride

DEX

-4

=

1

+

-5

✓ Sense Motive

WIS

2

=

1

+

1

✓ Stealth

DEX

-4

=

1

+

-5

✓ Survival

WIS

6

=

1

+

2

+

3

✓ Swim

STR

3

=

4

+

1

+

-2

=

+

+

=

+

+

*: weapon is equipped
1H-P: One handed, in primary hand. **1H-O**: One handed, in off hand. **2H**: Two handed. **2W-P-(OH)**: 2 weapons, primary hand (off hand weapon is heavy). **2W-P-(OL)**: 2 weapons, primary hand (off hand weapon is light). **2W-OH**: 2 weapons, off hand.

[illegible]

Rage	
Rounds per Day	<div> <div></div><div></div><div></div><div></div><div></div> <div></div><div></div><div></div><div></div><div></div> <div></div><div></div><div></div><div></div><div></div> <div></div><div></div><div></div><div></div><div></div> <div></div><div></div><div></div><div></div><div></div> </div>

Accurate Stance: You can focus your strikes. You gain a +3 competence bonus on melee attack rolls and thrown weapon attack rolls. This is a stance rage power. [Paizo Inc. - Pathfinder Unchained, p.9]

Auspicious Mark: The barbarian has been marked by the spirits, as indicated by an impressive tattoo, scar, or birthmark she possesses. Once per rage, as a swift action that costs 2 rounds of rage, the barbarian can call upon the spirits' favor. Using auspicious mark grants her a +1d6 bonus on one d20 roll she has just made. She can call on the auspicious mark after seeing the result of the d20 roll. [Paizo Inc. - Ultimate Combat, p.26]

Deadly Accuracy: If you score a critical threat while in the accurate stance, you applies double the accurate stance's bonus (+) when rolling to confirm the critical. [Paizo Inc. - Pathfinder Unchained, p.10]

Increased Damage Reduction:Your damage reduction increases by 2/-- whenever you are raging. You can select this rage power up to three times. Its effects stack. [Paizo Inc. - Pathfinder Unchained, p.11]

Sharpened Accuracy: While in the accurate stance, you ignore the miss chance for concealment and treat total concealment as concealment. You also ignore cover penalties except those from total cover. [Paizo Inc. - Pathfinder Unchained, p.12]

Unexpected Strike: You can make an attack of opportunity against a foe that moves into any square threatened by you, regardless of whether that movement would normally provoke an attack of opportunity. You can use this ability only when there are no other foes in a square threatened by you. [Paizo Inc. - Pathfinder Unchained, p.13]

Greatclub +1	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	B	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+16/+11/+6	1d10+7				

Warhammer (Mithral)	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	B	M	20/x3	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+16/+11/+6	1d8+4				

Special Properties: 30 hp/inch, hardness 15

Shield, Light Wooden +1 (Animated)	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried		M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+15/+10/+5	1d3+4				

Longsword (Adamantine)	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	S	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+16/+11/+6	1d8+4				

Special Properties: ignore hardness less than 20

Gauntlet	HAND	TYPE	SIZE	CRITICAL	REACH
	Equipped	B	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+15/+10/+5	1d3+4				

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Amulet of 2 broken laser rifles	Equipped	1	0 / 8,000	
(Amulet of Natural Armor +2)				
Ring of Protection +1	Equipped	1	0 / 2,000	
Hard Light Shield (Timeworn)	Equipped	1	1 / 3,200	
11 The shield bonus counts as a force effect and applies to the wielder's touch AC against beam and ray attacks (but not other touch attacks). As a transparent force effect, a hard light shield provides no bonus against lasers. A hard light shield can be used to deliver shield bash attacks like a heavy shield. When turned off, a hard light shield provides no AC bonus and imposes no spell failure chance. Activating or deactivating a hard light shield is a move action. This item occupies the wearer's wrist slot.Capacity: 20, Usage: 1 charge/minute				
Chainsaw +1	Equipped	1	10 / 5,000	
Capacity: 10, Special: deadly, distracting, Usage: 1 charge/hour				
Ring of Sustenance	Equipped	1	0 / 2,500	
This ring continually provides its wearer with life-sustaining nourishment.				
Outfit (Explorer's)	Equipped	1	8 / 0	
Full Plate +1	Equipped	1	50 / 2,650	
Cloak of Resistance +1	Equipped	1	1 / 1,000	
Bag of Holding (Type I)	Equipped	1	15 / 2,500	
15,03 lbs., 13 Battery, 3 Scroll (Gaseous Form), 2 Gauntlet				
Battery	Bag of Holding	13	1 (13) /	
████████████████████	(Type I)		100 (1,300)	
Battery	Carried	12	1 (12) /	
████████████████████			100 (1,200)	
Battery	Equipped	5	1 (5) /	
████████████████████			100 (500)	
Scroll (Gaseous Form)	Bag of Holding	3	NaN (NaN) /	
████	(Type I)		375 (1,125)	
Rope (Silk/50 ft.)	Equipped	1	5 / 10	
4 hp, DC 24 Strength check to burst				
Gas Grenade	Equipped	4	1 (4) / 0 (0)	
Before being thrown by hand, the grenade must be primed with a quick twist of a dial at one end and then armed with a click of a button at the center of that dial. The grenade detonates at the beginning of the wielder's next turn, hopefully in the area targeted. When a gas grenade detonates, it creates a 20-foot spread of foul-smelling toxic gas. All creatures in this area of effect must succeed at a DC 14 Fortitude save or become nauseated. This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves. The gas created lingers in the area for 5 rounds, and any creature that succeeds at its initial save but remains in the cloud must continue to save each round on its turn. The gas is not thick enough to obscure vision, and is a poison effect. The vapors can be dispersed in 1 round by moderate or stronger wind.Capacity: 1, Usage: disposable				
Bag of Tricks (Rust)	Equipped	1	1 / 8,500	
Animals produced are always random, and only one may exist at a time. Up to ten animals can be drawn from the bag each week, but no more than two per day.				
Commset (Timeworn)	Equipped	1	2 / 3,000	
Capacity: 10, Usage: 1 charge/hour				
Concussion grenade	Equipped	13	1 (13) /	
Usage: 1 charge/minute				
Zipstick	Equipped	1	1 / 20	
Capacity: 10, Usage: 1 charge				
Flash grenade	Equipped	1	1 / 750	
Usage: 1 charge/minute				
Soft grenade	Equipped	1	1 / 750	
Usage: 1 charge/minute				
Goo Tube	Equipped	40	NaN (NaN) /	
Capacity: 0, Usage: disposable				
Inferno grenade	Equipped	1	1 / 750	
Usage: 1 charge/minute				
Plasma grenade	Equipped	1	1 / 1,600	
Usage: 1 charge/minute				
Trident	Carried	1	4 / 15	
TOTAL WEIGHT CARRIED/VALUE		176,5 lbs.	96,805.4gp	

EQUIPMENT					
ITEM		LOCATION	QTY	WT / COST	
brace					
Universal Serum		Carried	1	0 / 400	
Three small panels on the side of the injector light up one at a time when touched— selecting a color (red, blue, or green) is a swift action. The injector contains only 1 dose of universal serum. Injecting the serum is a standard action that heals the recipient of 1d8 points of damage and has an additional effect depending upon the current color selection. Red grants the recipient a +4 enhancement bonus to Constitution. Blue grants the recipient a +4 enhancement bonus to Strength. Green grants the recipient a +4 enhancement bonus to Dexterity. The enhancement bonus lasts for 3 minutes, after which the recipient of the serum becomes fatigued for 1 hour. If the recipient receives more than 1 dose of universal serum in a 24-hour period, the healing effect still occurs but no enhancement bonus is granted; instead, the recipient immediately becomes fatigued for 1 hour.					
Vitality Serum		Carried	1	0 / 500	
When injected into a creature (this is a standard action), the substance grants immunity to low radiation for 1 hour, and a +5 alchemical bonus on all saving throws against other radiation effects for that duration. In addition, it heals 1d4 points of Strength damage caused by radiation poisoning. Vitality serum cannot cure Constitution drain caused by radiation poisoning.					
Greatclub +1		Carried	1	8 / 2,305	
Access Card (Green)		Carried	1	0 / 160	
Plakat orczycy		Carried	1	0 / 0.4	
hardness 0, 1 hit point, and break DC 5, (Paper (Sheet))					
Warhammer (Mithral)		Carried	1	NaN / 2,512	
30 hp/inch, hardness 15					
Shield, Light Wooden +1 (Animated)		Carried	1	5 / 9,153	
floats within 2 feet of the wielder, but still take normal penalties					
Cardioamp		Carried	1	0 / 4,550	
Cureall		Carried	1	0 / 1,400	
Hemochem (Grade III)		Carried	3	0 (0) / 750 (2,250)	
Potion of Gaseous Form		Carried	1	0 / 750	
☐ Become insubstantial for 10 minutes					
Torpinal		Carried	4	0 (0) / 300 (1,200)	
Chain Shirt +1		Carried	1	25 / 1,250	
Longsword (Adamantine)		Carried	1	4 / 3,015	
ignore hardness less than 20					
Plotka II			1	1,000 / 200	
(Horse (Heavy))25 lbs., 1 Emergency Raft (Timeworn), 1 Emergency Shelter (Timeworn), 1 Pazur orczycy					
Emergency Raft (Timeworn)		Plotka II	1	10 / 1,800	
3 lad Capacity: 10, Usage: 1 charge					
Emergency Shelter (Timeworn)		Plotka II	1	15 / 9,000	
Capacity: 60, Usage: 1 charge					
Pazur orczycy		Plotka II	1	0 / 0	
☐ (Spell Component)					
Gauntlet		Bag of Holding (Type I)	2	0 (0) / 0 (0)	
TOTAL WEIGHT CARRIED/VALUE			176,5 lbs.	96,805.4gp	
WEIGHT ALLOWANCE					
Light	116	Medium	233	Heavy	350
Lift over head	350	Lift off ground	700	Push / Drag	1750
MONEY					
Total= 0 gp					
MAGIC					
Languages					
Common, Hallit, Orc					
Other Companions					

Archetypes	
Armored Hulk	[Paizo Inc. - Ultimate Combat, p.28]
Some barbarians disdain the hides and leather used as armor by most of their kin. Instead they master the heaviest of armors, even those created by more civilized people, to gain greater protection and stability in battle.	

Traits	
Finish the Fight	[Paizo Inc. - Bastards of Golarion, p.11]
You gain a +1 trait bonus on attack rolls against opponents you already injured in the past 24 hours.	
Iron Liver	[Paizo Inc. - Adventurer's Armory, p.30]
You gain a +2 trait bonus on Fortitude saves against poison and drugs, and a +4 trait bonus on Fortitude saves to avoid the effects of alcohol.	

Special Attacks	
Accurate Stance (Ex)	[Paizo Inc. - Pathfinder Unchained, p.9]
You can focus your strikes. You gain a +3 competence bonus on melee attack rolls and thrown weapon attack rolls. This is a stance rage power.	
Auspicious Mark (Su)	[Paizo Inc. - Ultimate Combat, p.26]
The barbarian has been marked by the spirits, as indicated by an impressive tattoo, scar, or birthmark she possesses. Once per rage, as a swift action that costs 2 rounds of rage, the barbarian can call upon the spirits' favor. Using auspicious	

mark grants her a +1d6 bonus on one d20 roll she has just made. She can call on the auspicious mark after seeing the result of the d20 roll.

Deadly Accuracy (Ex)	[Paizo Inc. - Pathfinder Unchained, p.10]
If you score a critical threat while in the accurate stance, you applies double the accurate stance's bonus (+) when rolling to confirm the critical.	
Sharpened Accuracy (Ex)	[Paizo Inc. - Pathfinder Unchained, p.12]
While in the accurate stance, you ignore the miss chance for concealment and treat total concealment as concealment. You also ignore cover penalties except those from total cover.	

Special Qualities	
Armored Swiftess (Ex)	[Paizo Inc. - Ultimate Combat, p.28]
At 2nd level, an armored hulk moves faster in medium and heavy armor. When wearing medium or heavy armor, an armored hulk can move 5 feet faster than normal, to a maximum of her speed. This ability replaces uncanny dodge.	
Bonus Trap Sense (2x)	[Paizo Inc. - Advanced Race Guide, p.73]
Add a +1/2 bonus to trap sense.	
Damage Reduction (Ex)	[Paizo Inc. - Pathfinder Unchained, p.13]
You gain damage reduction. Subtract 2 from the damage you take each time you are dealt damage from a weapon or natural attack. Damage reduction can reduce damage to 0 but not below 0.	
Darkvision (Ex)	[Paizo Inc. - Bestiary]
Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.	
Improved Armored Swiftness (Ex)	[Paizo Inc. - Ultimate Combat, p.29]
At 5th level, an armored hulk's land speed is faster than the norm for her race by +10 feet. This benefit applies when she is wearing any armor, including heavy armor, but not while carrying a heavy load. Apply this bonus before modifying the armored hulk's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the barbarian's land speed. This ability replaces improved uncanny dodge(Encumbered=0)(WearingArmor=1)(MoveBonus=0).	
Increased Damage Reduction (Ex)	[Paizo Inc. - Pathfinder Unchained, p.11]
Your damage reduction increases by 2/-- whenever you are raging. You can select this rage power up to three times. Its effects stack.	
Indomitable Stance (Ex)	[Paizo Inc. - Ultimate Combat, p.28]
An armored hulk gains a +1 bonus on combat maneuver checks and to CMD for overrun combat maneuvers, and on Reflex saves against trample attacks. She also gains a +1 bonus to her AC against charge attacks and on attack and damage rolls against charging creatures. This ability replaces fast movement.	
Intimidating (Ex)	[Paizo Inc. - Core Rulebook, p.25]
Half-orc receive a +2 racial bonus on Intimidate skill checks due to their fearsome nature.	
Orc Blood (Ex)	[Paizo Inc. - Core Rulebook, p.25]
Half-orc count as both humans and orcs for any effect related to race.	
Orc Ferocity (Ex)	[Paizo Inc. - Core Rulebook, p.25]
1/day, when a half-orc is brought below 0 hit points, but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.	
Rage (Ex)	[Paizo Inc. - Pathfinder Unchained, p.8]
You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 32 rounds per day. You can enter a rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours need not be consecutive. While in a rage, you gain a +3 bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, and Will saving throws. In addition, you take a -2 penalty to Armor Class. You also gain 33 temporary hit points. These temporary hit points are lost first when you take damage, disappear when the rage ends, and are not replenished if you enter a rage again within 1 minute of your previous rage. While in a rage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skill (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration (such as spellcasting). You can end your rage as a free action, and are fatigued for 1 minute after a rage ends. You can't enter a new rage while fatigued or exhausted, but can otherwise enter a rage multiple times per day. If you fall unconscious, your rage immediately ends.	
Rage Powers	[Paizo Inc. - Ultimate Combat, p.29]
The following rage powers complement the armored hulk archetype - boasting taunt**, greater guarded life*, guarded life**, guarded stance, increased	

damage reduction, no escape, overbearing advance**, overbearing onslaught**, reflexive dodge*, rolling dodge, and unexpected strike.

Resilience of Steel (Ex)	[Paizo Inc. - Ultimate Combat, p.28]
At 3rd level, an armored hulk is able to use her armor to help avoid deadly hits. While wearing heavy armor, she gains a +1 bonus to AC that applies only on critical hit confirmation rolls. This bonus increases by +1 every 3 levels beyond 3rd (maximum +6 at 18th level). This ability replaces trap sense. (currently at +3)	
Unexpected Strike (Ex)	[Paizo Inc. - Pathfinder Unchained, p.13]
You can make an attack of opportunity against a foe that moves into any square threatened by you, regardless of whether that movement would normally provoke an attack of opportunity. You can use this ability only when there are no other foes in a square threatened by you.	
Weapon and Armor Proficiency	[Paizo Inc. - Ultimate Combat, p.28]
An armored hulk gains proficiency in heavy armor.	
Weapon Familiarity (Ex)	[Paizo Inc. - Core Rulebook, p.25]
Half-orcs are proficient with greataxes and falchions, and treat any weapon with the word "orc" in its name as a martial weapon.	

Feats	
Exotic Weapon Proficiency (Chainsaw)	[Paizo Inc. - Core Rulebook, p.123]
You understand how to use your chosen exotic weapon in combat, and can utilize any special tricks or qualities that exotic weapon might allow.	
You make attack rolls with the weapon normally.	
Extra Rage	[Paizo Inc. - Core Rulebook, p.124]
You can use your rage ability more than narmal.	
You can rage for 6 additional rounds per day.	
Extra Rage Power	[Paizo Inc. - Advanced Player's Guide, p.160]
You have unlocked a new ability to use while raging.	
You gain one additional rage power. You must meet all of the prerequisites for this rage power. Special - You can gain Extra Rage Power multiple times.	
Improved Critical (Chainsaw)	[Paizo Inc. - Core Rulebook, p.127]
Attacks made with your chosen weapon are quite deadly.	
When using the weapon you selected, your threat range is doubled.	
Power Attack	[Paizo Inc. - Core Rulebook, p.131]
You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.	
You can choose to take a -3 penalty on all melee attack rolls and combat maneuver checks to gain a +6 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.	
Toughness	[Paizo Inc. - Core Rulebook, p.135]
You have enhanced physical stamina.	
You gain +11 hit points.	

Proficiencies

Hennel

Half-Orc (Kellid)

RACE

25

AGE

Male

GENDER

Darkvision (60 ft.)

VISION

Neutral Evil

ALIGNMENT

Right

DOMINANT HAND

6' 0"

HEIGHT

248 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

Numeria

REGION

None

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography:

Born in Noordshaven, to Elisife and an unknown traveler orc who was just passing by on his journey. The population of Noordshaven was mostly human, so in his early years, others often found him disgusting, feared and mocked him.

As a teen, he embraced his race and took it to his advantage. He used his strength to earn at local taverns wrestling. After several months locals didn't want to challenge him anymore, intimidated and afraid to lose their bets. He was limited to people visiting Noordshaven, and then he found very annoying. He got pissed off very easily by these bragging drunks. Were any to make fun of Hennel, they'd "depart very early in the morning, unseen by anyone", Hennel's anger and urge for vengeance made sure of that.

Angry with the world, feeling there's nothing is left for him to do there, he finally left Noordshaven and his mother behind seeking for other wrestling opportunities. He'd hang around taverns wrestling and doing side contracts, most of which involved helping others depart from this world. He enjoyed these, especially if humans were the targets. Such lifestyle had more pros to it as travelling women, be it married or not, were very attracted to his beastly masculinity especially after seeing him in action.

Had he have enough of people, he'd often go and choose to live in wilderness, what brought his mind to rest and made him even tougher. After all, that's what he needed in his profession.

