



EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Amulet of Natural Armor +1	Equipped	1	0 / 2,000	
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 wea rer'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	
Potion of Cure Light Wounds	Equipped	4	0 (0) / 50 (200)	
□□□□				
Cures 1d8+1 points of damage				
Bag of Holding (Type I)	Equipped	1	15 / 2,500	
4 lbs., 1 Medlance (Timeworn), 3 Battery, 1 To sell				
Medlance (Timeworn)	Bag of Holding (Type I)	1	0 / 250	
Capacity: 10 uses, Usage: disposable				
Battery	Bag of Holding (Type I)	3	1 (3) / 100 (300)	
□□□				
Battery	Carried	12	1 (12) / 100 (1,200)	
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To sell	Bag of Holding (Type I)	1	0 / 0	
(Backpack)1 lbs., 1 Flash grenade				
To sell	Carried	1	0 / 0	
(Backpack)1 lbs., 1 Soft grenade				
Flash grenade	To sell	1	1 / 750	
Usage: 1 charge/minute				
Rope (Silk/50 ft.)	Equipped	1	5 / 10	
4 hp, DC 24 Strength check to burst				
Gas Grenade	Equipped	3	1 (3) / 0 (0)	
A gas grenade is a small, cylindrical device that is designed to be thrown as a splash weapon or fired from a grenade launcher. 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.Usage: disposable				
Trident	Carried	1	4 / 15	
Extra damage when set against a charging character (pg. 144)				
Universal Serum	Carried	1	0 / 400	
A viscous, blue serum fills the receptacle attached behind the nozzle of this metallic injector. 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	
The glass receptacle of this injector contains 1 dose of a bright-yellow serum. 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	
Emergency Shelter (Timeworn)	Carried	1	15 / 9,000	
Capacity: 60, Usage: 1 charge				
Emergency Raft (Timeworn)	Carried	1	10 / 1,800	
3 lad Capacity: 10, Usage: 1 charge				
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))				
Black Smear	Carried	9	0 (0) / 0 (0)	
□□□□□ □□□□□				
Injury: save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save				
Pazur orczycy	Carried	1	0 / 0	
(Snail Kite)				
Soft grenade	To sell	1	1 / 750	
Usage: 1 charge/minute				
Grippers	Carried	1	5 / 100	
Capacity: 0, Usage: 0				
Plotka II		1	1,000 / 200	
(Horse (Heavy))				
TOTAL WEIGHT CARRIED/VALUE		148 lbs.	38,790.4gp	

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.	
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.	
Spirit Totem, Lesser (Su)	[Paizo Inc. - Advanced Player's Guide, p.77]
While raging, the barbarian is surrounded by spirit wisps that harass her foes. These spirits make one slam attack each round against a living foe that is adjacent to the barbarian. This slam attack is made using the barbarian's full base attack bonus, plus the barbarian's Charisma modifier. The slam deals 1d4 points of negative energy damage, plus the barbarian's Charisma modifier.	

Special Qualities	
Armored Swiftness (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 1 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=10).	
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.	
<b>Orc Blood (Ex)</b>	<b>[Paizo Inc. - Core Rulebook, p.25]</b>
Half-orc count as both humans and orcs for any effect related to race.	
<b>Orc Ferocity (Ex)</b>	<b>[Paizo Inc. - Core Rulebook, p.25]</b>
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.	
<b>Rage (Ex)</b>	<b>[Paizo Inc. - Pathfinder Unchained, p.8]</b>
You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 26 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 +2 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 16 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.	
<b>Rage Powers</b>	<b>[Paizo Inc. - Ultimate Combat, p.29]</b>
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.	
<b>Resilience of Steel (Ex)</b>	<b>[Paizo Inc. - Ultimate Combat, p.28]</b>
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 +2)	
<b>Unexpected Strike (Ex)</b>	<b>[Paizo Inc. - Pathfinder Unchained, p.13]</b>
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.	
<b>Weapon and Armor Proficiency</b>	<b>[Paizo Inc. - Ultimate Combat, p.28]</b>
An armored hulk gains proficiency in heavy armor.	
<b>Weapon Familiarity (Ex)</b>	<b>[Paizo Inc. - Core Rulebook, p.25]</b>
Half-orcs are proficient with greataxes and falchions, and treat any weapon with the word "orc" in its name as a martial weapon.	

<b>Feats</b>	
<b>Exotic Weapon Proficiency (Chainsaw)</b>	<b>[Paizo Inc. - Core Rulebook, p.123]</b>
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.	
<b>Extra Rage</b>	<b>[Paizo Inc. - Core Rulebook, p.124]</b>
You can use your rage ability more than normal.	
You can rage for 6 additional rounds per day.	
<b>Power Attack</b>	<b>[Paizo Inc. - Core Rulebook, p.131]</b>
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.	
<b>Toughness</b>	<b>[Paizo Inc. - Core Rulebook, p.135]</b>
You have enhanced physical stamina.	
You gain +8 hit points.	

<b>Proficiencies</b>
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# 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", Hennels 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.

