Character Name	Player Name	Deity	Region	Alignment	
Parharian (Armarad Hulk) 9	Half Ora (Kallid) / Humanaid	Medium / 5 ft.	6' 0" / 248 lbs.	Darkvision (60	
Barbarian (Armored Hulk) 8 CLASS	 Half-Orc (Kellid) / Humanoid RACE 	SIZE / FACE	HEIGHT / WEIGHT	_ ft.) VISION	
8 (7) 51000 / 75000	25 Male	0.22717.02			
Character Level (CR) EXP/NEXT LEVEL	AGE GENDER	EYES	HAIR	Points	
ABILITY NAME BASE BASE ABILITY ABILITY TEMPORAL SCORE MOD SCORE MOD SCORE	RE MOD	S/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR 19 +4 19 +4	HP 103			1/-	Walk 30 ft.
DEX 12 +1 12 +1	AC 23 22 12	2 = 10 + 10 + 0 +	1 + 0 + 1 +	1 + 0 + 0 +	0 + 0 + 0 + 0
Dexterity	armor class TOTAL FLAT TOU	CH BASE ARMOR SHIELD BONUS BONUS	STAT SIZE NATURAL D	DEFLEC- TION DODGE Morale In	nsight Sacred Profane MISC
CON 14 +2 14 +2	INITIATIVE +1 = +1		5 -5 0		
INT 11 +0 11 +0	modifier TOTAL DE	MISC MISS Arcai	ine ARMOR SPELL ACID	COLD ELECT. FIRE	
WIS 12 +1 12 +1	MODIF	Failu			MAX RANKS: 8/8
Wisdom	Encumbrance Mec	lium TOTAL SKI		SKILLS KEY ABILITY S	SKILL ABILITY RANKS MISC
CHA 11 +0 11 +0	(rules a	ıpplied) ✓ Acrobati	SKILL NAME	МО	1 = 1 + 2 + -2
	BILITY MAGIC MISC EPIC TEMP	✓ Appraise			0 = 0
FORTITUDE +9 = +6 +	+2 + +1 + +0 + +0 +	✓ Artistry			0 = 0
REFLEX +4 = +2 +	+1+1++0++0+	•	(Choreography) (Criticism)		0 = 0
(dexterity)	+1 +1 +0 +0	,	(Citicism) (Literature, including F		0 = 0
WILL (wisdom) +4 = +2 +	+1 +1 + +0 + +0 +	•	(Musical composition)	• /	0 = 0
			(Philosophy)	INT	0 = 0
	nal Save Modifiers:		(Playwriting)		0 = 0
+2 trait bonus to Fortitude saves vs. saves to avoid the effects of alcohol	. poison and drugs, +4 trait bonus to F	Fortitude			3 = 0 + 3 5 = 4 + 3 + -2
		✓ Craft (U	Intrained)		0 = 0
TOTAL +12/+7 =	#8/+3 + +4 + +0 + +0 +	O + Diploma	•		0 = 0
attack bonus	19/10			-	0 = 0
RANGED +9/+4 =	+8/+3 + +1 + +0 + +0 +	0 + Scape / Fly	Artist		-4 = 1 + -5 -4 = 1 + -5
CMB +12/+7 =	+8/+3 + +4 + +0 + +	+ Handle	Animal		4 = 0 + 1 + 3
attack bonus		ULL ✓ Heal		WIS	2 = 1 + 1
GRAPPLE TRIP +13/+8 +13/+8	DISARM SUNDER R	USH OVERRUN / Intimida			7 = 0 + 2 + 5
CMD 24 24		Knowiec	dge (Dungeoneering) dge (Geography)		3 = 0 + 3
		Knowled	dge (Nature)		7 = 0 + 4 + 3
UNARMED TOTAL ATTACK (lethal or nonlethal) +12/+7		5 ff \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	coholic drinks)		3 = 0 + 3
(Contained in Contained)		Lore (18	averns in a region)	** * * *	4 = 0 + 4
*Chainsaw +1	HAND TYPE SIZE CRITICAL Both S M 18-20/x2		i (Oratory)		10 = 1 + 6 + 3
TOTAL ATTACK BONUS	DAMAGE		(Untrained)	-	0 = 0
+13/+8	3d6+7		(Wind Instruments)	O	1 = 0 + 1
Trident	HAND TYPE SIZE CRITICAL	. ITE/TOTT	ion (Wrestler)		4 = 1 + 3
To Hit Dar	Carried P M 20/x2 m To Hit	5 ft.	Motive		-4 = 1 + -5 2 = 1 + 1
1H-P +12/+7 1d8-	+4 2W-P-(OH) +6/+1	1d8+4 ✓ Stealth			-4 = 1 + -5
1H-0 +8/+3 1d8- 2H +12/+7 1d8-		1d8+4 / Survival	I	WIS	6 = 1 + 2 + 3
10 ft. 20 ft.	30 ft. 40 ft.	50 ft.		STR	3 = 4 + 1 + -2
TH +9/+4 +7/+2 Dam 1d8+4 1d8+4		1/-4 d8+4			= + +
Special Properties: Extra damage when set a		3074	√: can be used untraine	ed. X: exclusive skills. *: S	Skill Mastery.
Greatclub +1	HAND TYPE SIZE CRITICAL	REACH		Page	
	Carried B M 20/x2	5 ft. Rounds p	oor Doy	Rage	
TOTAL ATTACK BONUS +13/+8	DAMAGE 1d10+7	Rounds		 	
	1010+7	Rage (Ex):You	الحالحالحا Li can call upon inner reserves o		ng you additional combat
	in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, prima	prowess. You o	can rage for 26 rounds per day	. You can enter a rage as a fre	
	hand (off hand weapon is light). 2W-OH: 2 weapons, off han	nd. While in a rage	e, you gain a a +2 bonus on me	elee attack rolls, melee damag	je rolls, thrown weapon damage ass. You also gain 16 temporary
ARMOR		PELL FAILURE hit points. Thes		first when you take damage,	disappear when the rage ends,
*Full Plate +1	Heavy +10 +1 -5 n) Heavv +2 +0	35 you cannot use	e any Charisma-, Dexterity-, or ny ability that requires patience	Intelligence-based skill (except	pt Acrobatics, Fly, Intimidate,
*Hard Light Shield (Timework The shield bonus counts as a force effect	 n) Heavy +2 +0 and applies to the wielder's touch AC against bea 	rage as a free	action, and are fatigued for 1 m	ninute after a rage ends. You o	
ray attacks (but not other touch attacks). A	As a transparent force effect, a hard light shield prid can be used to deliver shield bash attacks like a	ovides rage immediate	ely ends. [Paizo Inc Pathfinde		., ,ou ian unoonsolous, your
shield. When turned off, a hard light shield p	provides no AC bonus and imposes no spell failure	chance. Accurate Stan	nce:You can focus your strikes.		oonus on melee attack rolls and
Activating or deactivating a hard light shield in *Amulet of Natural Armor +	s a move action. This item occupies the wea rer's 1 +1 +0	Wilst Slot.	acy:If you score a critical threa		
*Ring of Protection +1	+1 +0		e's bonus (+) when rolling to co		

None

Numeria

Neutral Evil

*Ring of Protection +1

BARBARIAN RAGE

Hennel

Ceres

+0

Spirit Totem, Lesser: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. [Paizo Inc. - Advanced Player's Guide, p.77]

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]

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

AC bonus and imposes no spell failure chance. Activating occupies the wea rer's wrist slot. Capacity: 20, Usage: 1 of the control of the cont		d is a	move action. This item
Chainsaw +1	Equipped	1	10 / 5,000
Capacity: 10, Special: deadly, distracting, Usage: 1 charg	ge/hour		
Ring of Sustenance	Equipped	1	0 / 2,500
This ring continually provides its wearer with life-sustaining			
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	Familian and		45 / 0 500
Bag of Holding (Type I)	Equipped	1	15 / 2,500
4 lbs., 1 Medlance (Timeworn), 3 Battery, 1 To sell	Dog of Holding	1	0 / 250
Medlance (Timeworn)	Bag of Holding (Type I)	1	0 / 250
Capacity: 10 uses, Usage: disposable	5 (11.1%	•	1 (0) / 100 (000)
Battery	Bag of Holding (Type I)	3	1 (3) / 100 (300)
Battery	Carried	12	1 (12) / 100
00000 00000 00			(1,200)
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	Fautan ad		F / 40
Rope (Silk/50 ft.)	Equipped	1	5 / 10
4 hp, DC 24 Strength check to burst	Equipped	3	1 (3) / 0 (0)
Gas Grenade	Equipped		(, (,
A gas grenade is a small, cylindrical device that is design	ned to be thrown as a splash wear	oon or	tired from a grenade

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 roun 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 he 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 de 4-d enhancement bonus to Strength. Green grants the recipient a +4 enhancement bonus to Strength. Green grants 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) Capacity: 60, Usage: 1 charge	Carried	1	15 / 9,000
Emergency Raft (Timeworn) 3 lad Capacity: 10, Usage: 1 charge	Carried	1	10 / 1,800
Access Card (Green)	Carried	1	0 / 160
Plakat orczycy hardness 0, 1 hit point, and break DC 5, (Paper (Sheet))	Carried	1	0 / 0.4
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 (Snail Kite)	Carried	1	0/0
Soft grenade Usage: 1 charge/minute	To sell	1	1 / 750
Grippers	Carried	1	5 / 100
Capacity: 0, Usage: 0			
Plotka II		1	1,000 / 200
(Horse (Heavy)) TOTAL WEIGHT CARRIED/VALUE	148 lbs.	38 70	90.4gp
TOTAL WEIGHT GARRIED/ VALUE	170 103.	50,73	ло. т ур

	V	VEIGHT ALLO	WANCE	Ē	
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.281

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 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 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.

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 +2)

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.

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 +8 hit points

Proficiencies

11----1

nennei
Half-Orc (Kellid)
RACE
25
AGE
Male
GENDER
Darkvision (60 ft.)
VISION
Neutral Evil
ALIGNMENT
Right
DOMINANT HAND
6' 0"
HEIGHT
248 lbs.
WEIGHT
EVE OOL OUR
EYE COLOUR
SKIN COLOUR
,
HAIR / HAIR STYLE
PHOBIAS
1
PERSONALITY TRAITS
INTERESTS
INTERESTS
SPOKEN STYLE / CATCH PHRASE
SPOREN STILE / GATOTIFIINAGE
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 them 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.