

Hennel

Character Name

Barbarian (Armored Hulk) 7

CLASS

7 (6)

Character Level (CR)

35000 / 51000

EXP/NEXT LEVEL

Ceres

Player Name

Half-Orc (Kellid) / Humanoid

RACE

25

AGE

Male

GENDER

None

Deity

Numeria

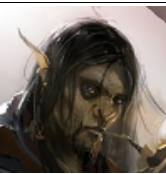
Region

Neutral Evil

Alignment

Darkvision (60 ft.)

VISION



STR

Strength

18

+4

18

+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)

+8

=

+5

+

+2

+

+1

+

+0

+

+0

+

REFLEX

(dexterity)

+4

=

+2

+

+1

+

+1

+

+0

+

+0

+

WILL

(wisdom)

+4

=

+2

+

+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

+11/+6

=

+7/+2

+

+4

+

+0

+

+0

+

0

+

RANGED

attack bonus

+8/+3

=

+7/+2

+

+1

+

+0

+

+0

+

0

+

CMB

attack bonus

+11/+6

=

+7/+2

+

+4

+

+0

+

+

+

GRAPPLE

TRIP

DISARM

SUNDER

BULL RUSH

OVERRUN

CMB

+12/+7

+12/+7

+12/+7

+12/+7

+12

+12

CMD

23

23

23

23

23

24

UNARMED

(lethal or nonlethal)

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+11/+6

1d3+4

20/x2

5 ft.

*Chainsaw +1

HAND

TYPE

SIZE

CRITICAL

REACH

Both

S

M

18-20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+12/+7

3d6+7

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

HP

hit points

89

1/-

Walk 30 ft.

AC

armor class

23

:

22

:

12

=

10

+

10

+

0

+

1

+

0

+

1

+

1

+

0

+

0

+

0

+

0

+

0

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLEC-TION

DODGE

Morale

Insight

Sacred

Prolane

MISC

INITIATIVE

modifier

+1

=

+1

+

+0

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

Encumbrance

Medium

(rules applied)

TOTAL SKILLPOINTS: 28

SKILLS

MAX RANKS: 7/7

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	1	=	1 + 2 +	-2
✓ Appraise	INT	0	=	0	
✓ Artistry	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	3	=	0 + 3	
✓ 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	2	=	1 + 1	
✓ Intimidate	CHA	7	=	0 + 2 +	5
✓ Knowledge (Dungeoneering)	INT	3	=	0 + 3	
✓ Knowledge (Geography)	INT	1	=	0 + 1	
✓ Knowledge (Nature)	INT	7	=	0 + 4 +	3
✓ Lore (Alcoholic drinks)	INT	3	=	0 + 3	
✓ Lore (Taverns in a region)	INT	4	=	0 + 4	
✓ Perception	WIS	10	=	1 + 6 +	3
✓ Perform (Oratory)	CHA	1	=	0 + 1	
✓ Perform (Untrained)	CHA	0	=	0	
✓ Perform (Wind Instruments)	CHA	1	=	0 + 1	
✓ Profession (Wrestler)	WIS	4	=	1 + 3	

Character: Hennel
Player: Ceres

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill, Dekker & Andrew Maitland (LegacyKing).
Created using PCGen v6.06.01 on 2017-07-15 at 00:12:59

Level: 7 (CR: 6)
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Trident				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	P	M	20/x2	5 ft.
	To Hit	Dam		To Hit		Dam		
1H-P	+11/+6	1d8+4	2W-P-(OH)	+5/+0		1d8+4		
1H-O	+7/+2	1d8+2	2W-P-(OL)	+7/+2		1d8+4		
2H	+11/+6	1d8+6	2W-OH	+1		1d8+2		
10 ft.		20 ft.	30 ft.	40 ft.		50 ft.		
TH	+8/+3	+6/+1	+4/-1	+2/-3		+0/-5		
Dam	1d8+4	1d8+4	1d8+4	1d8+4		1d8+4		
Special Properties: Extra damage when set against a charging character (pg. 144)								

Greatclub +1				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	B	M	20/x2	5 ft.
TOTAL ATTACK BONUS				DAMAGE				
+12/+7				1d10+7				

*: 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.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Full Plate +1	Heavy	+10	+1	-5	35
*Hard Light Shield (Timeworn)	Heavy	+2		+0	10
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.					
*Amulet of Natural Armor +1		+1		+0	0
*Ring of Protection +1		+1		+0	0
Panic Suit (Timeworn)	Medium	+2	+2	-4	50
When activated, it envelops the creature holding it in a full-body protective suit. While activated, it provides immunity to low radiation and resistance 5 against all forms of energy except sonic damage. Its air filters grant a +4 bonus on saving throws against inhaled poisons and diseases. A panic suit is a single-use item. When its charges run out or its wearer deactivates it, it falls apart into useless fragments.					

BARBARIAN RAGE	
Rounds/day	□□□□□ □□□□□ □□□□□ □□□□□ □□□□

✓ Ride	DEX	-4	=	1	+	-5
✓ Sense Motive	WIS	2	=	1	+	1
✓ Stealth	DEX	-4	=	1		-5
✓ Survival	WIS	6	=	1	+	2
✓ Swim	STR	3	=	4	+	1
					+	-2
					=	+
					=	+
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.						

Rage

Rounds per Day □□□□□ □□□□□ □□□□□ □□□□□
□□□□

Rage (Ex):You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 24 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 14 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. [Paizo Inc. - Pathfinder Unchained, p.8]

Accurate Stance:You can focus your strikes. You gain a +2 competence bonus on melee attack rolls and thrown weapon attack rolls. This is a stance rage power. [Paizo Inc. - Pathfinder Unchained, p.9]

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]

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]

Grenade Launcher (Timeworn)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried		M	none/x0	5 ft.
Range: 30 ft.		To Hit: +4/-1		Damage:		
100 ft.		200 ft.	300 ft.	400 ft.	500 ft.	
TH	+4/-1	+2/-3	+0/-5	-2/-7	-4/-9	
Dam						
600 ft.		700 ft.	800 ft.	900 ft.	1000 ft.	
TH	-6/-11	-8/-13	-10/-15	-12/-17	-14/-19	
Dam						

Masterwork Falchion		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	S	M	18-20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+12/+7		2d4+6				

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Amulet of Natural Armor +1	Equipped	1	0 / 2,000	
Hard Light Shield (Timeworn)	Equipped	1	1 / 3,200	
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 Protection +1	Equipped	1	0 / 2,000	
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	
20 lbs., 2 Ion Tape, 1 Emergency Beacon (Timeworn), 1 Medlance (Timeworn), 1 Panic Suit (Timeworn), 1 Proximity Helmet (Timeworn), 1 Zipstick, 3 Battery				
Ion Tape	Bag of Holding (Type I)	2	1 (2) / 100 (200)	
Capacity: 0, Usage: disposable				
Emergency Beacon (Timeworn)	Bag of Holding (Type I)	1	10 / 450	
Capacity: 30, Usage: 1 charge				
Emergency Beacon (Timeworn)	Carried	1	10 / 450	
Capacity: 30, Usage: 1 charge				
Medlance (Timeworn)	Bag of Holding (Type I)	1	0 / 250	
Capacity: 10 uses, Usage: disposable				
Panic Suit (Timeworn)	Bag of Holding (Type I)	1	2 / 1,000	
When activated, it envelops the creature holding it in a full-body protective suit. While activated, it provides immunity to low radiation and resistance 5 against all forms of energy except sonic damage. Its air filters grant a +4 bonus on saving throws against inhaled poisons and diseases. A panic suit is a single-use item. When its charges run out or its wearer deactivates it, it falls apart into useless fragments.Capacity: 10, Usage: 1 charge/hour (disposable)				
Proximity Helmet (Timeworn)	Bag of Holding (Type I)	1	2 / 2,000	
This open-faced, blue polymer helmet includes a nylon strap and adjustable tinted visor capable of hiding all but the wearer's mouth and chin. The interior of the tinted faceplate provides a heads-up display when activated, with each charge providing enough power to function for 1 hour of continuous use. During this time, the helmet's external motion sensors pick up on sudden movements and subtle visual cues, granting the wearer a +5 competence bonus on Perception checks to notice moving targets within 60 feet. A secondary setting on the helmet adds an audible alarm that creates a loud chirping sound near the wearer's ear whenever a Small or larger corporeal creature approaches within 60 feet. Reduce this distance by 20 feet for each interposing closed door and by 20 feet for each substantial interposing wall. This noise is loud enough to awaken the wearer from sleep, but not loud enough to awaken nearby sleepers.Capacity: 10, Usage: 1 charge/hour				
Zipstick	Bag of Holding (Type I)	1	1 / 20	
Capacity: 10, Usage: 1 charge				
Battery	Bag of Holding (Type I)	3	1 (3) / 100 (300)	
Battery	Carried	2	1 (2) / 100 (200)	
Flash grenade	Equipped	1	1 / 750	
Usage: 1 charge/minute				
Soft grenade	Equipped	1	1 / 750	
Usage: 1 charge/minute				
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				
TOTAL WEIGHT CARRIED/VALUE		153 lbs.	46,845.4gp	

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Emergency Raft (Timeworn)	Carried	1	10 / 1,800
3 lad Capacity: 10, Usage: 1 charge			
Grenade Launcher (Timeworn)	Carried	1	8 / 4,000
14 ladunkow Capacity: 20 (5 grenades), Special: slow-firing, Usage: see text			
Ring, Poison Pill	Carried	1	0 / 20
Access Card (Green)	Carried	1	0 / 160
Zero grenade	Carried	1	1 / 750
Usage: 1 charge/minute			
Veemod Goggles	Carried	2	0 (0) / 1,000 (2,000)
Capacity: 10, Usage: varies			
Veemod (Brown)	Carried	2	0 (0) / 200 (400)
Flash protectionUsage: 1 charge/day			
Plakat orczyzy	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 orczyzy	Carried	1	0 / 0
(Snail Kite)			
Masterwork Falchion	Carried	1	8 / 375
Plotka II		1	1,000 / 200
(Horse (Heavy))			
TOTAL WEIGHT CARRIED/VALUE		153 lbs.	46,845.4gp

WEIGHT ALLOWANCE			
Light	100	Medium	200
Lift over head	300	Lift off ground	600
		Heavy	300
		Push / Drag	1500

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 +2 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 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 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 Swiftess (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.

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 24 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 14 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)

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.

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

You can choose to take a -2 penalty on all melee attack rolls and combat maneuver checks to gain a +4 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 +7 hit points.

Proficiencies

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 normal.
You can rage for 6 additional rounds per day.
Power Attack [Paizo Inc. - Core Rulebook, p.131]

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.

