



EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Belt of Giant Strength +4	Equipped	1	1 / 16,000
Breastplate (Mithral)	Equipped	1	15 / 4,200
<small>30 hp/inch, hardness 15</small>			
TOTAL WEIGHT CARRIED/VALUE		16 lbs.	20,200gp

WEIGHT ALLOWANCE			
Light	233	Medium	466
Heavy	700	Push / Drag	3500
Lift over head	700	Lift off ground	1400

MONEY	
Total=	0 gp

MAGIC	
Languages	
Common	

Other Companions	

Archetypes	
<b>Invulnerable Rager</b>	[Paizo Inc. - Advanced Player's Guide, p.79]
Some barbarians learn to take whatever comes their way, shrugging off mortal wounds with ease. These barbarians invite their enemies to attack them, and use pain to fuel their rage.	

Special Attacks	
<b>Auspicious Mark (Su)</b>	[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.	

Special Qualities	
<b>Bonus Feat</b>	[Paizo Inc. - Core Rulebook, p.27]
Humans select one extra feat at 1st level.	
<b>Extreme Endurance (Ex)</b>	[Paizo Inc. - Advanced Player's Guide]
At 3rd level, the invulnerable rager is inured to cold climate effects as if using endure elements. [Benefit 0]	
<b>Fast Movement (Ex)</b>	[Paizo Inc. - Core Rulebook, p.31]
Your land speed is faster than the norm for your race by +10 feet. This benefit applies only when you are wearing no armor, light armor, or medium armor, and not carrying a heavy load.	
<b>Invulnerability (Ex)</b>	[Paizo Inc. - Advanced Player's Guide, p.79]
At 2nd level, the invulnerable rager gains DR/- equal to half her barbarian level. This damage reduction is doubled against nonlethal damage. This ability replaces uncanny dodge, improved uncanny dodge, and damage reduction.	
<b>Rage (Ex)</b>	[Paizo Inc. - Core Rulebook, p.32]
You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 15 rounds per day. You can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, you gain a +4 morale bonus to your Strength and a +4 morale bonus to Constitution, as well as a +2 morale bonus on Will saves. In addition, you take a -2 penalty to Armor Class. The increase to Constitution grants you 10 hit points, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can end your rage as a free action and are fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.	
<b>Rage (Ex)</b>	[Paizo Inc. - Core Rulebook, p.32]
You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 15 rounds per day. You can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, you gain a +4 morale bonus to your Strength and a +4 morale bonus to Constitution, as well as a +2 morale bonus on Will saves. In addition, you take a -2 penalty to Armor Class. The increase to Constitution grants you 10 hit points, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can end your rage as a free action and are fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued	

or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.

<b>Resistance to Cold (Ex)</b>	[Paizo Inc. - Bestiary, p.303]
You may ignore 0 points of Cold damage each time you take cold damage.	
<b>Skilled</b>	[Paizo Inc. - Core Rulebook, p.27]
Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.	
<b>Strength Surge (Ex)</b>	[Paizo Inc. - Core Rulebook, p.33]
You add +5 on one Strength check or combat maneuver check, or to your Combat Maneuver Defense when an opponent attempts a maneuver against you. This power is used as an immediate action. This power can only be used once per rage.	

Feats	
<b>Cleave</b>	[Paizo Inc. - Core Rulebook, p.119]
You can strike two adjacent foes with a single swing.	
As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.	
<b>Great Cleave</b>	[Paizo Inc. - Core Rulebook, p.124]
You can strike many adjacent foes with a single blow.	
As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.	
<b>Power Attack</b>	[Paizo Inc. - Core Rulebook, p.131]
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.	
<b>Throw Anything</b>	[Paizo Inc. - Core Rulebook, p.135]
You are used to throwing things you have on hand.	
You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.	

Proficiencies	
Amentum, Amentum (Javelin), Atlati, Axe (Throwing), Bardiche, Battle Aspergillum, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Boar Spear, Brass Knuckles, Broadsword (Nine Ring), Butterfly Sword, Cestus, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger (Punching), Dart, Dagslicer, Double Chicken Saber, Earth Breaker, Falchion, Flail, Flail (Heavy), Gaff, Gauntlet, Gauntlet (Spiked), Gladius, Glaive, Glaive-Guisarme, Grapple, Great Terbutje, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Hooked Lance, Horsechopper, Hunga Munga, Iron Brush, Javelin, Jutte, Katana, Kerambit, Klar, Kukri, Lance, Longbow, Longspear, Longsword, Lucerne Hammer, Lungchuan Tamo, Mace (Heavy), Mace (Light), Mattock, Mere Club, Monk's Spade, Morningstar, Naginata, Nodachi, Ogre Hook, Pick (Heavy), Pick (Light), Pilum, Poisoned Sand Tube, Quarterstaff, Ranseur, Rapier, Rhomphaia, Rock, Sansetsukon, Sap, Scimitar, Scizore, Scythe, Sea-Knife, Shang Gou, Shieldbash, Shortbow, Shortspear, Sibat, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Spiked Armor, Splash Weapon, Stake, Starknife, Sword (Bastard), Sword (Short), Sword (Tri-Point Double-Edged), Sword Cane, Tepoztopilli, Terbutje, Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light), Waraxe (Dwarven), Warhammer, Wushu Dart	

# Grog

Human

RACE

26

AGE

Male

GENDER

VISION

Neutral

ALIGNMENT

Right

DOMINANT HAND

5' 11"

HEIGHT

185 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

**Description:**

**Biography:**