

# Berserker

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**Table: Adept**

Lvl	BAB	Fort	Ref	Will	Special	0	1	2	3	4	5	6	7	8	9
1	+1	+2	+0	+0	Rage 1/day, Fast Movement	-	-	-	-	-	-	-	-	-	-
2	+2	+3	+0	+0	Defensive Awareness	-	-	-	-	-	-	-	-	-	-
3	+3	+3	+1	+1	Improved Defensive Awareness, Trap Sense +1	-	-	-	-	-	-	-	-	-	-
4	+4	+4	+1	+1	Rage 2/day	-	-	-	-	-	-	-	-	-	-
5	+5	+4	+1	+1	Defensive Footwork	-	-	-	-	-	-	-	-	-	-
6	+6	+5	+2	+2	Trap Sense +2	-	-	-	-	-	-	-	-	-	-
7	+7	+5	+2	+2	Damage Reduction 1/-	-	-	-	-	-	-	-	-	-	-
8	+8	+6	+2	+2	Rage 3/day	-	-	-	-	-	-	-	-	-	-
9	+9	+6	+3	+3	Trap Sense +3	-	-	-	-	-	-	-	-	-	-
10	+10	+7	+3	+3	Damage Reduction 2/-	-	-	-	-	-	-	-	-	-	-
11	+11	+7	+3	+3	Greater Rage	-	-	-	-	-	-	-	-	-	-
12	+12	+8	+4	+4	Rage 4/day, Trap Sense +4	-	-	-	-	-	-	-	-	-	-
13	+13	+8	+4	+4	Damage Reduction 3/-	-	-	-	-	-	-	-	-	-	-
14	+14	+9	+4	+4	Indomitable Will	-	-	-	-	-	-	-	-	-	-
15	+15	+9	+5	+5	Trap Sense +5	-	-	-	-	-	-	-	-	-	-
16	+16	+10	+5	+5	Rage 5/day, Damage Reduction 4/-	-	-	-	-	-	-	-	-	-	-
17	+17	+10	+5	+5	Tireless Rage	-	-	-	-	-	-	-	-	-	-
18	+18	+11	+6	+6	Trap Sense +6	-	-	-	-	-	-	-	-	-	-
19	+19	+11	+6	+6	Damage Reduction 5/-	-	-	-	-	-	-	-	-	-	-
20	+20	+12	+6	+6	Rage 6/day, Mighty Rage	-	-	-	-	-	-	-	-	-	-

## Description

The berserker is a mighty warrior who taps his bestial cunning and primal instincts, rather than refined training or mastery of specific weapons. Often brutish in nature, berserkers tap natural animal athleticism to become fierce opponents. Although they are most common among barbarians and uncivilized regions, they can also be found in the frenzied assault of a frightened soldier or the callous brutality of a nobleman's war axe.

The berserker fulfills much the same role as the warrior, although they tend to find leadership roles more difficult – in battle, their first action is rarely one of command or considered strategy, and this leaves them ill-suited to leadership. On the other hand, they often possess a solid instinct for choices, so long as the choices are for survival or "pack primacy". Berserkers can also be quite charismatic, and carry a presence of danger with them that can sometimes be tapped to make for fanatical followers.

Berserkers are reasonably rare, and even among the wild-eyed barbaric tribes to the north, the ones who can truly tap the deep recesses of their animal side are not common.

**Barbarian (flavor only):** Name changed to *berserker* to be more in tune with the revised flavor text and background. Some flavor restrictions (non-lawful alignment, illiteracy) have also been removed or altered. The berserker possesses the same ability suite as the barbarian, but is now a more generic class resource. In addition, barbarians have been split into variant terrains, with slightly different abilities for each.

## Class Features

**Hit Die:** d12.

**Skill Points:** 4 + INT bonus, x4 at 1st level.

**Class Skills:** The berserker's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

**Weapon and Armor Proficiency:** A berserker is proficient with three weapon groups, flexible armor, and shields.

### Rage (Ex)

A berserker can fly into a rage a certain number of times per day. In a rage, a berserker temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in Constitution increases the berserker's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.)

While raging, a berserker cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll)

to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A berserker may prematurely end his rage.

At the end of the rage, the berserker loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless he is a 17th-level berserker, at which point this limitation no longer applies; see below).

A berserker can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 20th level). Entering a rage takes no time itself, but a berserker can do it only during his action, not in response to someone else's action.

### **Greater Rage (Ex)**

At 11th level, a berserker's bonuses to Strength and Constitution during his rage each increase to +6, and his morale bonus on Will saves increases to +3. The penalty to AC remains at -2.

### **Tireless Rage (Ex)**

At 17th level and higher, a berserker no longer becomes fatigued at the end of his rage.

### **Mighty Rage (Ex)**

At 20th level, a berserker's bonuses to Strength and Constitution during his rage each increase to +8, and his morale bonus on Will saves increases to +4. The penalty to AC remains at -2.

### **Fast Movement (Ex)**

The berserker's base movement is 10 ft faster than normal for his race when wearing no armor, light armor or medium armor, and not carrying a heavy load. Apply this bonus before modifying the berserker's speed because of any load carried or armor worn.

### **Defensive Awareness (Ex)**

At 2<sup>nd</sup> level, a berserker gains the Defensive Awareness feat.

If a berserker already has Defensive Awareness from a different class he automatically gains Improved Defensive Awareness (see below) instead.

### **Improved Defensive Awareness (Ex)**

At 3<sup>rd</sup> level, a berserker gains the Improved Defensive Awareness feat.

### **Defensive Footwork (Ex)**

At 5<sup>th</sup> level, a berserker gains the Defensive Footwork feat.

### **Trap Sense (Ex)**

Starting at 3rd level, a berserker gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise by +1 every three berserker levels thereafter (6th, 9th, 12th, 15th, and 18th level). Trap sense bonuses gained from multiple classes stack.

### **Damage Reduction (Ex)**

At 7th level, a berserker gains Damage Reduction. Subtract 1 from the damage the berserker takes each time he is dealt damage from a weapon or a natural attack. At 10th level, and every three berserker levels thereafter (13th, 16th, and 19th level), this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.

### **Indomitable Will (Ex)**

While in a rage, a berserker of 14th level or higher gains a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves he also receives during his rage.

## **Berserker Variants**

The default berserker described above is the one most common to the tundra of Mornelith, which is the default setting. However, other versions exist...

### **Jungle Berserker**

The jungle berserker is native to wet tropics and rain-forested areas. He does not gain the usual fast movement, defensive awareness, improved defensive awareness, trap sense and defensive footwork. Instead:

1<sup>st</sup> Level: The berserker gains a climb speed equal to ½ his normal land movement. If he already has a climb speed, he gains the fast movement ability for the climb speed instead of land speed.

2<sup>nd</sup> Level: The berserker gains a +2 bonus to Intimidate checks.

3<sup>rd</sup> Level: The berserker gains the Power Attack feat, whether he qualifies for the prerequisites or not.

5<sup>th</sup> Level: The berserker's climb speed increases to his normal land movement. If he already had a climb speed, he gains an additional +10 ft of fast movement with the climb speed.

## Plains Berserker

The plains berserker is native to the grassy flatlands and gently rolling hills of the great empire to the west. He does not gain the usual defensive awareness, improved defensive awareness, trap sense and defensive footwork. Instead:

2<sup>nd</sup> Level: The berserker gains Run as a bonus feat.

3<sup>rd</sup> Level: The berserker gains Endurance as a bonus feat.

9<sup>th</sup> Level: The berserker's fast movement increases by 10 ft.

15<sup>th</sup> Level: The berserker's fast movement increases by another 10 ft.

## Island Berserker

The island berserker is native to the tropical islands and seas of the south. He does not gain the usual fast movement, trap sense and damage reduction. Instead:

1<sup>st</sup> Level: The berserker gains a swim speed equal to  $\frac{1}{2}$  his normal land movement. If he already has a swim speed, he gains the fast movement ability for the swim speed instead of land speed.

3<sup>rd</sup> Level: The berserker gains the Endurance feat.

7<sup>th</sup> Level: The berserker gains the ability to hold his breath for 1 minute per point of Constitution bonus before he must begin making Fortitude saves not to suffocate.

10<sup>th</sup> Level: The berserker gains a +1 dodge bonus to his AC, and this bonus increases by +1 every 3 levels thereafter (13<sup>th</sup>, 16<sup>th</sup>, 19<sup>th</sup>, etc.).