

BERSERKER BROTHER

Many have heard of the feared Berserker Brothers, small brotherhoods of elite warriors. They are famed for their martial prowess, their iron will and their ability for extreme physical exertions over long periods of time. In the barbarian tribes few are counted worthy of becoming a Berserker Brother. But those few who are seen fit turn out to be great warriors indeed. They undergo rigorous physical training from an early age and turn into great, strong men. Their weapons training are also superb and counted among the finest there is. It takes about fifteen to twenty years to become a Berserker Brother. Other barbarians that have the proper physical requirements have been known to get the training, but these count few.



Hit Die: d12

REQUIREMENTS

To qualify to become a Berserker Brother, a character must fulfill all the following criteria.

Alignment: Any chaotic

Skills: Intimidate 8, Concentration 4 ranks, Knowledge Warfare and Tactics 4 ranks

Feats: Extended Rage, Iron Will, Power Attack, Improved Critical (any melee weapon)

Special: Ability to Rage

CLASS SKILLS

The Berserker Brother's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Int), Jump (Str), Knowledge Warfare and Tactics (Int), Listen (Wis), Profession (Wis), Ride (Dex), Swim (Str) and Survival (Wis).

Skill Points at Each Level: 4 + Int modifier

CLASS FEATURES

All of the following are class features of the Berserker Brother prestige class.

Weapon and Armor proficiency: A Berserker Brother is proficient with all simple and martial weapons, light armor, medium armor and shields.

Rage Progression: The Berserker Brother continues to gain rages as he advances in this prestige class, just as if he had taken more Barbarian levels. He does, however not, gain the Greater Rage ability, the Mighty Rage ability or the no longer winded after rage ability.

Giving up rages (explanation): Most of the Berserker Brother's class abilities requires your character to give up a certain number of rages. This is most easily explained by an example. If your character has 7 rages each day and gives up 2 of them to invoke an ability, he now only has 5 left to use that day. He gets all 7 rages back the next day, however. When you give up a rage to invoke an ability it doesn't mean that you start a rage (unless so stated). You don't get

the ability increases and you are not fatigued after you have used the ability. The cost only drains your uses in the same way as the cleric can pay for special abilities with his turn attempts. It is just a cost, nothing more.

Extended Rage: The Berserker Brother gains the Extended Rage feat as a bonus feat. He also gains this feat at 4th and 7th level.

Focused Rage (Ex): The Berserker Brother can concentrate and use feats like Expertise even while raging. He can even cast spells if he has the ability to do so. In addition, he doesn't suffer the -2 penalty to AC while raging anymore.

Way of the Berserker (Ex): When you get this ability add your class level and Wisdom modifier, then consult the table below to find out which abilities you qualify for. You also gain this ability at 3rd, 5th, 6th, 8th and 9th level.

WAY OF THE BERSERKER

Class Level +

Wis modifier Ability

3 or lower	Berserker Battle Training; You gain a bonus feat*.
4	Steady as the Mountain; You gain a +4 competence bonus to resist being tripped, grappled or bull rushed.
5	Strong as Oak (Ex); You gain a +1/- bonus to your damage reduction.
6	Fearless as the Wolverine (Ex); You are immune to fear and fearlike effects.
7	Tough as Bark (Ex); If you give up two of your rages for the day you get a natural armor bonus to your armor class equal to your Con modifier. This ability can only be used while raging, and the effect ends when the rage ends.
8	Cold as the Snow (Ex); You

gain cold resistance 10.

9 **Furious Charge (Ex);** If you charge into battle against one opponent, roaring at him, you may give up one of your rages for the day to scare the opponent to a near paralyzed state of terror. The opponent must succeed at a Fortitude save DC 10 + half your character level + your strength modifier or lose his Dex to AC for one round.

10 **Rigorous Training;** character gain a +1 inherent bonus to Str, Dex or Con.

11 or higher **Furious as the Northern Storms (Ex);** If you give up two of your rages for the day you may cause a critical threat against an enemy of your choice, that is in melee with you. You must still roll to confirm the critical. This ability may only be used while raging, and only once per round.

*You gain a bonus feat. Choose one feat from the following list: Destructive Rage, Extended Rage, Extra Rage, Instantaneous Rage, Intimidating Rage, Power Critical, Ambidexterity, Blind-Fight, Combat Reflexes, Dodge (Mobility, Spring Attack), Exotic Weapon Proficiency, Expertise (Improved Disarm, Improved Trip), Improved Critical, Improved Initiative, Power Attack (Cleave, Improved Bull Rush, Sunder, Great Cleave), Quick Draw, Weapon Focus. Note that you must meet all the prerequisites of a feat, in order to choose it.

Undying Rage (Ex); When raging you don't go unconscious even at negative hit points. You can still act as normal. You die when reaching -10 hp however.

Everlasting Rage (Ex); If you give up one of your rages for the day you may double the duration of one rage (this ability doubles everything even the Extended Rage bonus). This ability can only be used while raging. If

you activate this ability several times normal rules for doubling apply. E.g. if you spend two rages, then triple the length of the rage, etc. You don't have to spend all the rages at once.

Class Level	Base Attack bonus	Fort Save	Ref Save	Will Save	Special	Rage Progression
1st	+1	+2	+0	+0	Extended Rage	+1 level of existing class
2nd	+2	+3	+0	+0	Focused Rage, Way of the Berserker	+1 level of existing class
3rd	+3	+3	+1	+1	Way of the Berserker	+1 level of existing class
4th	+4	+4	+1	+1	Extended Rage, Undying Rage	+1 level of existing class
5th	+5	+4	+1	+1	Way of the Berserker	+1 level of existing class
6th	+6	+5	+2	+2	Way of the Berserker	+1 level of existing class
7th	+7	+5	+2	+2	Extended Rage	+1 level of existing class
8th	+8	+6	+2	+2	Way of the Berserker	+1 level of existing class
9th	+9	+6	+3	+3	Way of the Berserker	+1 level of existing class
10th	+10	+7	+3	+3	Everlasting Rage	+1 level of existing class