

PLAYER Paraphernalia



THE BERSERKER (CLASS ARCHETYPE)

#52



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PLAYER PARAPHERNALIA #52

By the Knotty-Works



Welcome to the fifty-second issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc©). This issue introduces the berserker archetype for both the barbarian and the fighter. Though similar in many ways to the core barbarian, the berserker's primal spirit allows him to carry on where others fail.

The Berserker (Barbarian Archetype)

Whether it is the spirits of their ancestors or the blood of the most feral of animals that flows through their veins, few can stand to the raw ferocity and tenacity of the berserker. Often adoring the skins of the most deadly of animals or monsters, berserkers look as wild as they foray into battle. Where most rely on training and luck in battle, the berserkers live and breathe the spirit of war, though their savagery belies an inner peace that provides a supernatural focus few can match in the mist of the carnage of the field of battle.

Class Abilities

Weapon and Armor Proficiency: The berserker is proficient with all simple and martial weapons and light armor and hide armor. The berserker is not proficient with any type of shield. These proficiencies replace the normal weapon and armor proficiencies granted to the Barbarian class.

Battle Trance (Ex): The berserker has the ability to focus solely on the field of battle, tuning out all other distractions. Starting at 1st level the berserker may enter a trance-like state for a number of rounds equal to 4 + his Wisdom modifier per day. For every level beyond 1st level, the berserker gains an additional 2 rounds to his battle trance. A berserker may enter and end the trance as a [move action](#),

requiring a little time to gain the focus or calm down.

The berserker's battle trance grants him a +2 bonus on all damage caused by light or one handed melee weapons, natural or unarmed attacks and +3 damage when wielding a two-handed melee weapon. He also gains a +2 [dodge bonus](#) to his [armor class](#) and a +2 [morale bonus](#) to all saving throws.

Once the trance ends, the berserker is [fatigued](#) for 1d4 rounds and cannot re-enter the trance until the fatigue wears off. The berserker may not enter a battle trance while [fatigued](#), [exhausted](#), [dazed](#), [frightened](#), or [panicked](#). The berserker automatically loses the battle trance if knocked [unconscious](#).

The berserker may continue a battle trance if he is fighting while suffering from negative hit points, but he may not initiate the battle trance a 0 or less hit points.

This ability replaces the barbarian's Rage class ability.

Endurance (Ex): The berserker gains [Endurance](#) as a bonus feat at 2nd level. If the berserker already has [Endurance](#), he may choose [Great Fortitude](#), [Improved Initiative](#), [Iron Will](#), or [Toughness](#).

This class ability replaces the rage power the barbarian gets at 2nd level.

Sixth Sense (Ex): At 3rd level the berserker gains a sense of impending attack. As a result he gains a +1 [dodge bonus](#) to his [Armor Class](#) against all [attacks of opportunity](#) or attacks from [flanking](#) opponents. This bonus increases by +1 for every three class levels beyond 3rd (6th, 9th, 12th, 15th, 18th) to a maximum of +6 at 18th level.

This class ability replaces the barbarian's trap sense class ability gained at 3rd level and every three levels thereafter.

Diehard (Ex): The berserker gains **Diehard** as a bonus feat at 4th level. If the berserker already has **Diehard**, he may choose **Great Fortitude**, **Improved Initiative**, **Iron Will** or **Toughness**.

This class ability replaces the rage power the barbarian gets at 4th level.

Bred for Battle (Ex): At 6th level, when the berserker drops below 0 hit points, he may continue to fight normally. He does not become **staggered** and he does not lose an additional hit point if he takes a standard or **full round action**. If reduced to a number of negative hit points equal to his Constitution score, the berserker immediately dies.

Once combat ends, if the berserker is reduced to negative hit points he is automatically **exhausted** for a number of hours equal to his negative hit points. A cure effect (spell, potion, or other effect) that raises his hit points above 0 hit points will immediately end the exhaustion. If the berserker still has negative hit points after the period of exhaustion has ended, he is **fatigued** until his hit points creeps above 0 hit points.

This class ability replaces the rage power the barbarian gains at 6th level.

Thick Skinned (Ex): At 8th level the berserker gains a +1 **natural armor bonus** to his **AC** for every 2 hit points below 0.

This class ability replaces the barbarian's rage power gained at 8th level.

Furious Focus (Ex): At 10th level the berserker may choose **Great Fortitude**, **Iron Will**, or **Lightning Reflexes** as a bonus feat. If he already possesses all of those feats, he may choose the Improved version of one of the feats listed above, **Improved Great Fortitude**, **Improved Iron Will**, or **Improved Lightning Reflexes**.

This class ability replaces the barbarian's rage power gained at 10th level.

Improved Battle Trance (Ex): At 11th level the berserker's damage while in a battle trance increases to +3 while wielding light or one-handed weapons, natural attacks, or unarmed attacks or +4 while wielding a two-handed weapon. This **morale bonus** also increases to +3 **dodge bonus** to his Armor Class and a +3 **morale bonus** for all saving throws.

This class ability replaces the barbarian's **Greater Rage** class ability.

Blood for Blood (Ex): At 12th level the berserker causes an additional point of damage from melee, natural, or unarmed attacks for every 3 hit points below zero. This damage does stack with the damage gained by the berserker's battle trance if active. This damage is not multiplied for confirmed critical hits, but added after the critical damage is determined.

This class ability replaces the barbarian's rage power gained at 12th level.

Clarity of Death (Ex): At 14th level the berserker gains a +1 **circumstance bonus** to hit bonus while wielding a melee weapon, natural attack, or unarmed attack for every 4 points below 0 hit points (maximum of +5). This bonus is included when rolling to confirm any critical hits.

This class ability replaces the barbarian's rage power gained at 14th level.

Indomitable Will (Ex): At 14th level the berserker's **morale bonus** to any **Will** based saving throw increases to +5 while he is in a battle trance.

This ability modifies the **Indomitable Will** class ability the barbarian gains at 14th level.

Boiling Blood (Ex): At 16th level the berserker's **morale bonus** to any **Fortitude** base saving throw increases to +5 while in a battle trance. In addition, the berserker ignores the effects of any poison while he is in a battle trance. Once the battle trance ends, the poison effects are applied as applicable.

This class ability replaces the barbarian's rage power gained at 16th level.

Tireless Trance (Ex): At 17th level the berserker no longer becomes **fatigued** when ending his battle trance. In addition, he may end the trance as a **free action**.

This class ability replaces the barbarian's **Tireless Rage** class ability gained at 17th level.

Last Breath (Ex): At 18th level the berserker gains a free melee attack at his highest base attack against the foe that reduces his hit points that would cause immediate death if the opponent is within the berserker's threat range. This attack takes place after the

attack that would cause the berserker's death, after which point the berserker expires.

This class ability replaces the barbarian's Rage Power gained at 18th level.

Battle Master (Ex): At 20th level the berserker is immune to any fear based attacks while he is in a battle trance. In addition, the damage bonus granted by the trance increases to +5 with light and one handed melee weapons, natural attacks, and unarmed attacks. The damage bonus increases to +6 when wielding a two-handed weapon. In addition, the **dodge bonus** to the berserker's Armor Class increases to +5.

This class ability replaces the barbarian's Might Rage class ability gained at 20th level.

The Berserker (Fighter Archetype)

While most spend long hours training methodically with weapons and armor, there are a few that have the spark of war within them. The berserker understands the necessity of protection during battle, prefers to focus on the ability to withstand any damage the enemy may inflict over relying on avoiding the damage. Spending as much time building his fortitude and endurance and honing his mind to the sole focus of combat and tuning out any and all distractions, the berserker is well known for his ability to survive in the most overwhelming odds, thriving in situations where most warriors would be cut to shreds.

Class Abilities

Weapon and Armor Proficiency: The berserker is proficient with all simple and martial weapons and light armor and hide armor. The berserker is not proficient with any type of shield. These proficiencies replace the normal weapon and armor proficiencies granted to the Fighter class.

Enduring Might (Ex): The berserker gains **Endurance** and **Diehard** as a bonus feat at 1st level.

This class ability replaces the bonus feat the fighter gets at 1st level.

Battle Trance (Ex): The berserker has the ability to focus solely on the field of battle, tuning out all other distractions. Starting at 3rd level the berserker may enter a trance-

like state for a number of rounds equal to 6 + his Wisdom modifier per day. For every level beyond 3rd level, the berserker gains an additional 2 rounds to his battle trance. A berserker may enter and end the trance as a **move action**, requiring a little time to gain the focus or calm down.

The berserker's battle trance grants him a +1 bonus on all damage caused by light or one handed melee weapons, natural attacks, and unarmed attacks and +2 damage when wielding a two-handed melee weapon. He also gains a +1 **dodge bonus** to his armor class and a +1 **morale bonus** to all saving throws.

These bonuses increase by +1 at 7th level and every four levels with a maximum of +5 for his **dodge bonus** and **morale bonus** to all saving throws, +5 to damage from light and one-handed melee weapons, natural attacks and unarmed attacks, and +6 damage from two-handed weapons at 19th level.

Once the trance ends, the berserker is **fatigued** for 1d4 rounds and cannot re-enter the trance until the fatigue wears off. The berserker may not enter a battle trance while **fatigued**, **exhausted**, **dazed**, **frightened**, or **panicked**. The berserker automatically loses the battle trance if knocked **unconscious**.

The berserker may continue a battle trance if he is fighting while suffering from negative hit points, but he may not initiate the battle trance a 0 or less hit points.

This ability replaces the fighter's Armor Training class ability gained at 3rd, 7th, 11th, and 15th level and the Armor Mastery class ability gained at 19th level.

Bred for Battle (Ex): At 6th level, when the berserker drops below 0 hit points, he may continue to fight normally. He does not become **staggered** and he does not lose an additional hit point if he takes a standard or **full round action**. If reduced to a number of negative hit points equal to his Constitution score, the berserker immediately dies.

Once combat ends, if the berserker is reduced to negative hit points he is automatically **exhausted** for a number of hours equal to his negative hit points. A cure effect (spell, potion, or other effect) that raises his hit points above 0 hit points will immediately

end the exhaustion. If the berserker still has negative hit points after the period of exhaustion has ended, he is **fatigued** until his hit points creeps above 0 hit points.

This class ability replaces the bonus feat the fighter gains at 6th level.

Thick Skinned (Ex): At 8th level the berserker gains a +1 **natural armor bonus** to his AC for every 2 hit points below 0.

This class ability replaces the fighter's bonus feat gained at 8th level.

Blood for Blood (Ex): At 12th level the berserker causes an additional point of damage from melee, natural, or unarmed attacks for every 3 hit points below zero. This damage does stack with the damage gained by the berserker's battle trance if active. This damage is not multiplied for confirmed critical hits, but added after the critical damage is determined.

This class ability replaces the fighter's bonus feat gained at 12th level.

Clarity of Death (Ex): At 16th level the berserker gains a +1 **circumstance bonus** to hit bonus while wielding a melee weapon, natural attack, or unarmed attack for every 4 points below 0 hit points (maximum of +5). This bonus is included when rolling to confirm any critical hits.

This class ability replaces the bonus feat the fighter gains at 16th level.

Last Breath (Ex): At 18th level the berserker gains a free melee attack at his highest base attack against the foe that reduces his hit points that would cause immediate death if the opponent is within the berserker's threat range. This attack takes place after the attack that would cause the berserker's death, after which point the berserker expires.

This class ability replaces the bonus feat the fighter gains at 18th level.

New Feats

Extra Battle Trance

You can use your battle trance more often or for longer periods.

Prerequisite: Battle Trance class feature.

Benefit: You gain an additional 6 rounds to use your battle trance per day.

Special: You may choose Extra Battle Trance multiple times, its effects stack.

Fast Battle Trance

You have learned to find your focus in the blink of an eye.

Prerequisite: Battle Trance class feature.

Benefit: You may enter or end the battle trance as a **swift action**.

Normal: Entering or ending a battle trance is a **move action**.

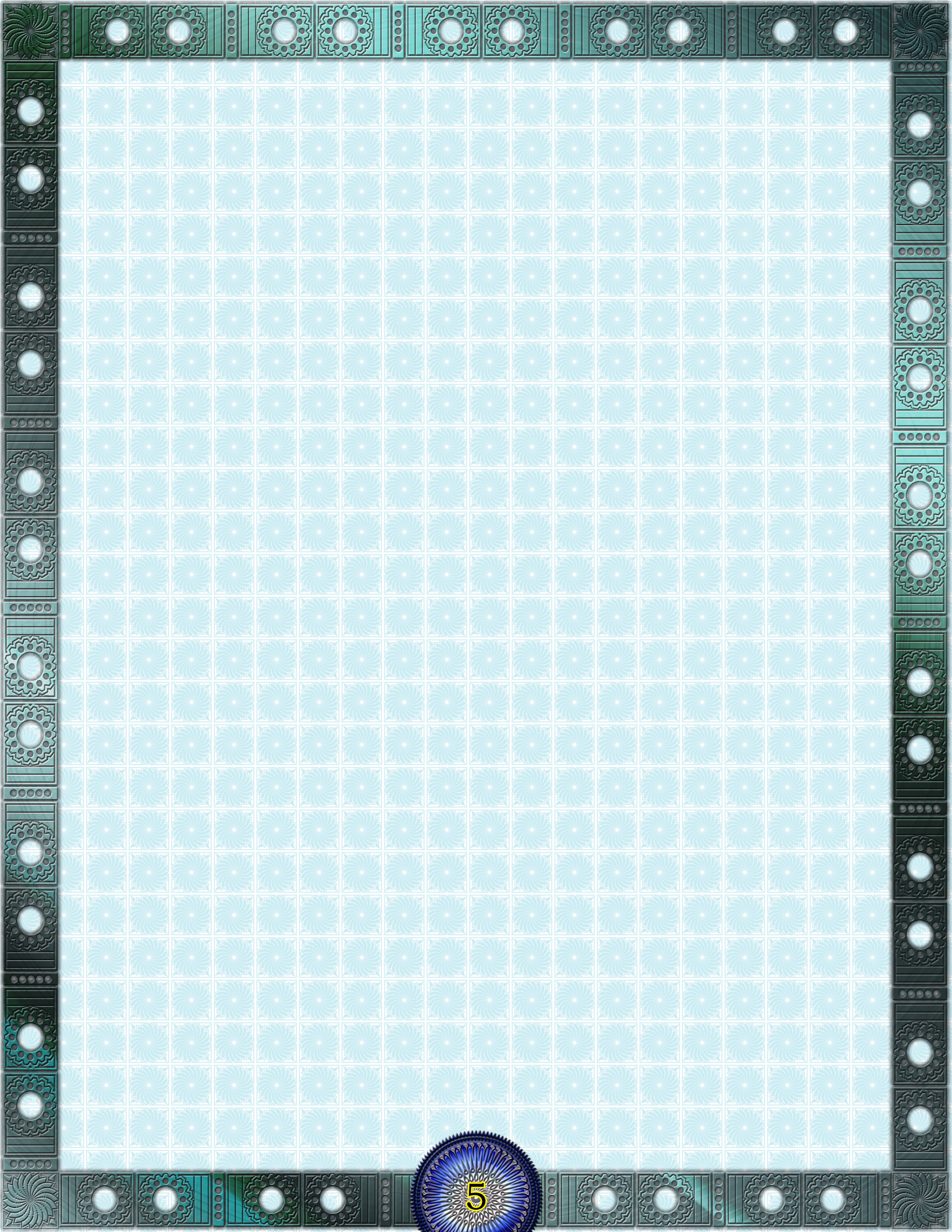
Laugh at Death

You are harder to kill than most.

Prerequisites: **Endurance**, **Diehard**

Benefit: Your negative hit point threshold to death is equal to your Constitution + 3.





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