

## Berserker (Constitution)

Berserkers practice a form of combat where they enter a terrible rage, throwing themselves upon their enemies, unconcerned with their own survival.

### Abilities:

**Berserker Rage:** At 1<sup>st</sup> level, the berserker can enter a powerful rage. Once per day, after 1 round of preparation, the berserker can enter a berserker rage. When in a rage, the berserker gains a +2 bonus to hit, +2 to damage, +2 hit points/level, and a +2 bonus to Wisdom saves. However, the berserker suffers a -2 penalty to Armor Class and -2 penalty to Intelligence-related checks. A rage lasts until the end of the current combat.

**Increased Rage:** At 4<sup>th</sup> level, the berserker can enter berserker rage twice per day.

**Powerful Rage:** At 7<sup>th</sup> level, the to hit, damage, hit point, and Wisdom save bonuses increase to +3 while in berserker rage.

**Increased Rage:** At 10<sup>th</sup> level, the berserker can enter berserker rage three times per day.

**Toughened Warrior:** At 10<sup>th</sup> level, berserkers gain the ability to shrug off damage from physical attacks. Each time a berserker is struck by a weapon or other physical blow, the damage from that attack is reduced by 1 hit point. Damage can be reduced to 1 hit point, but never below 1. This ability does not reduce damage taken from spells, spell-like abilities, illusions, magic items, magically enhanced weapons, poisons, or other non-physical attacks.

**Prime Attribute:** Constitution

**Alignment:** Any

**Hit Dice:** d12

**Weapons:** Any

**Armor:** Chain shirt, cuir bouille, hide, laminar leather, leather, leather coat, padded, ring mail, studded leather

**Abilities:** Berserker Rage, Increased Rage, Powerful Rage, Toughened Warrior

Level	HD	BtH	EPP
1	d12	+0	0
2	d12	+1	2,101
3	d12	+2	4,701
4	d12	+3	9,401
5	d12	+4	20,001
6	d12	+5	40,001
7	d12	+6	80,001
8	d12	+7	170,001
9	d12	+8	340,001
10	d12	+9	600,001
11	+5 HP	+10	800,001
12	+5 HP	+11	1,000,001
13+	200,000 EP	per level	