

# BATTLERAGER

The Battlerager fills a particular niche in dwarf society and culture. He is a fearless warrior, able to create an insane rage within himself which increases his fighting ability and distorts his physical features. While enraged, a Battlerager's face becomes twisted and his teeth grind together. Spittle flies from his mouth and dribbles down his beard. His eyes enlarge, bulge, and become bloodshot. Size increases (by an inch or so) as his muscles swell and his body expands.

His fighting ability becomes awesome, allowing him to fight longer and harder than any other dwarf. While in his rage, he is almost unstoppable. A dangerous enemy, he is a menace to friend and foe alike.

**Hit Dice:** d12

## Requirements

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

**Race:** Dwarf

**Base Attack Bonus:** +6

**Feats:** Cleave, Great Cleave, Sunder

## Class Skills

The battlerager's class skills (and key ability for each) are Climb (Str), Intimidate (Cha), and Jump (Str) See Chapter 4: Skills in the Player's Handbook for descriptions.

Skill Points at Each Level: 2 + Int modifier

## Class Features

All of the following are class features of the battlerager prestige class.

**Weapon and Armor Proficiency:** A battlerager is proficient with all simple and martial weapons, light armor, medium armor, heavy armor, and shields.

**Furious Rage:** Battleragers are able to enter a furious killing rage which endangers friend and foe alike. They have no control over it. Anytime one feels insulted, threatened, or when in combat, he will bellow a battle song at the top of his lung. After 1d4 rounds during which he can fight or perform other activities, he enters rage. A battlerager can attempt to prevent a Rage by making a Willpower Save (DC20). If he fails the check he enters the rage. In a rage, a battlerager gains phenomenal strength and durability but becomes reckless and less able to defend himself. He temporarily gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves, but suffers a -2 penalty to AC.

The increase in Constitution increases the battlerager's hit points by 2 points per level, but these hit points go away at the end of the rage when the Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are; see Temporary Hit Points,

page 129. of the Player's Handbook) While raging, a battlerager cannot use skills or abilities that require patience and concentration, such as moving silently or casting spells. (The only class skills he can't use while raging are Craft, Handle Animal, and Intuit Direction.) He can use any feat he might have except for Expertise, item creation feats, metamagic feats, and Skill Focus (if it's tied to a skill that requires patience or concentration). A fit of rage lasts until all his foes lay dead. At the end of the rage, the battlerager is fatigued (-2 to Strength, -2 to Dexterity, can't charge or run) The battlerager can only fly into a rage once per encounter, and only a certain number of times per day (determined by level). Entering a rage takes no time itself, but the battlerager can only do it during his action (see Initiative, page 120), not in response to somebody else's action. A battlerager can't, for example, fly into a rage when struck down by an arrow in order to get the extra hit points from the increased Constitution, although the extra hit points would be of benefit if he had gone into a rage earlier in the round, before the arrow struck.

During a rage the Battlerager is oblivious to pain. The Dungeon Master should not reveal the amount of damage the Battlerager takes while in Rage.

The Battlerager can attempt to end his rage by making a Will Save (DC 20).

Starting at 5th level, the battlerager's rage bonuses become +6 to Strength, +6 to Constitution, and a +3 morale bonus to Will saves. (The AC penalty remains at -2.)

**Stubborn Will:** Add this resistance bonus to the battlerager's Will saves.

**Toughness:** The Battlerager gains the Toughness feat .

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Furious Rage 1/day, Toughness Feat
2nd	+2	+3	+0	+3	Furious Rage 2/day, Stubborn Will 1
3rd	+3	+3	+1	+3	Furious Rage 3/day, Toughness Feat
4th	+4	+4	+1	+4	Furious Rage 4/day, Stubborn Will 2
5th	+5	+4	+1	+4	Furious Rage 5/day; no longer winded after rage; Toughness Feat