

BESTIAL BERSERKER

The Bestial Berserkers lurk deep in the dark forests which they call home. Woe upon the unfortunate creature who disturbs them. The Bestial Berserkers are truly savage and fearsome. They invoke bestial powers that enhances them. When confronting a hostile creature, now doomed, they unleash the beast upon it.



Hit Die: d12

REQUIREMENTS

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

Alignment: Any chaotic

Abilities: Con 15, Wis 15, Dex 15

Skills: Survival 10 ranks, Listen 10 ranks, Climb 10 ranks, Jump 10 ranks, Swim 10 ranks

Feats: Extended Rage, Extra Rage, Instantaneous Rage

Special: Ability to Rage

Special: Must be or have been a lycanthrope

CLASS SKILLS

The Bestial 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), 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 Bestial Berserker prestige class.

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

Lycanthropes: If you are a lycanthrope, you gain a +2 bonus on your class level + Con modifier value towards qualifying for Animal Auras and abilities from *The Beast Within*.

Giving up rages (explanation): Most of the Bestial Berserker's class abilities require 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.

Animal Aura (Ex): At 1st level you gain your first Animal Aura, then at 2nd, 4th, 5th, 7th and 8th you get another one. Add your class level and your Con modifier, then choose an aura from the table below.

Each day you must choose one Animal Aura from amongst those you have previously picked from the table. Make the choice when

dawn breaks. You may choose the same aura over and over again if you want to. The choice of animal aura limits your choice when it comes to special abilities. Each animal aura has a different set of special abilities attuned with it. You can only choose abilities from the animal aura you have chosen for the day. A section further down describes all the special abilities that comes with a particular animal aura.

ANIMAL AURAS

Class Level + Con Modifier	Animal Aura
2 or lower	Wolf
3-4	Snake
5-6	Stag
7	Ape
8	Tiger
9	Shark
10	Bear
11 or higher	Lion

The Beast Within (Ex): Whenever you get the class ability the Beast Within choose an ability from the table below. To determine which abilities you are eligible for add your class level and your Con modifier. If this sum beats or equals the sum in the first column, you may choose the ability. You also get this ability at 6th and 9th level.

THE BEAST WITHIN

Class Level + Con Modifier	Ability/Effect
3 or lower	Enhance Rage; character gains a Bonus Feat*
4-5	Animal Sense; character gains the Alertness Feat
6-7	Night Stalker; character gains darkvision 60 feet
8	Bestial Prowess; character gains a +1 inherent bonus to Str, Dex or Con
9	Bestial Speech; character may cast <i>Speak with Animals</i> at will

10 or higher Bestial Speed; character gains a +10 inherent bonus to speed

*You gain a bonus feat. Choose one feat from the following list: Destructive Rage, Extended Rage, Extra Rage and Intimidating Rage. Note that you must meet all the prerequisites of a feat, in order to choose it.

Awaken the Beast (Su): If you give up three rages, you may invoke a bestial rage and assume the hybrid form of the Animal Aura you have chosen for the day. The hybrid forms are as given in the table below. Using this ability is equivalent with starting a rage, the ability lasts as long as a rage and counts as a rage in every way. Therefore you cannot start a normal rage or use any ability that starts a rage when in the hybrid form. You can end this special rage just as a normal rage however. The ability adjustments for the hybrid form replaces the normal rage ability bonuses. You still get a +2 morale bonus to your Will saves however. There is also a feat column in the table below. While in a hybrid form you count as having those feats.

HYBRID FORMS

Name	Ability Score Adjustments	Feats
Wolf	Str +2, Dex +2, Con +4	Blind Fight, Improved Initiative, Weapon Finesse
Snake	Str +2, Dex +6, Con +2	Blind Fight, Weapon Finesse, Lightning Reflexes, Combat Reflexes
Stag	Str +2, Dex +4, Con +4	Lightning Reflexes, Combat Reflexes
Ape	Str +4, Dex +4, Con +4	Blind Fight, Power Attack
Tiger	Str +6, Dex +2, Con +2	Blind Fight, Multiattack, Power Attack
Shark*	Str +6, Dex +4, Con +4	Improved Initiative, Weapon Finesse,

Improved Swim

Bear	Str +10, Dex -4, Con +4	Blind Fight, Multiattack, Power Attack, Improved Grab
Lion	Str +8, Dex +2, Con +4	Blind Fight, Multiattack, Power Attack

*This form is useless on dry land. You become as helpless as a fish.

The hybrid form is a combination of your original form and the animal form. You become a humanoid resembling the animal. Your facial features, skin and body form changes.

THE ANIMAL AURAS

All the abilities are activated using a free action, unless otherwise stated. None of the granted ability bonuses stack. If it is stated that duration is one rage, then the ability can only be invoked while raging, and the benefit is lost when the rage ends.

AURA OF THE WOLF

Wolf's Endurance; give up one rage to travel at your triple speed for one hour.

Wolf's Snout; give up one rage to get the Scent ability for one hour.

Wolf's Bite; give up one rage to turn your teeth into viscous fangs. You can make armed bite attacks dealing 1d6 points of damage modified by your full strength. Duration is one rage.

AURA OF THE SNAKE

Snakebite; give up one rage to turn your teeth into viscous fangs. You can make armed bite attacks dealing 1d6 points of damage modified by half your full strength. Duration is one rage.

Cobra Strike; give up one rage to get a +8 rage bonus to one initiative check.

Snake's Perception; give up one rage to get the Tremor Sense ability with a 30 feet radius for one hour.

Snake veins; give up one rage to get a +4 rage bonus to your saving throws against poison for one hour.

AURA OF THE STAG

Antelope's Speed; give up one rage to get a +10 rage bonus to your speed for one hour.

Deer's Reflexes; give up one rage to get a +4 rage bonus to your Reflex saves for one hour.

Deer's Awareness; give up one rage to get a +8 rage bonus to your Listen checks for one hour.

Stag's Blending; give up one rage to get a +8 rage bonus to your Hide checks for one hour.

AURA OF THE APE

Ape's Fingers; give up one rage to get a +12 rage bonus to your Climb checks for one hour.

Ape's Reflexes; give up one rage to retain Dex to AC even when climbing, for one hour.

Ape's Climbing Grace; give up one rage to climb (even sheer surfaces) at your full base speed for one hour. In addition you count as having the Brachiaton feat.

AURA OF THE TIGER

Tiger's Leap; give up one rage to get a +12 rage bonus to all Jump checks for one hour.

Tiger's Charge; while raging give up two rages to take a full action in conjunction with a move or move equivalent action. Duration is one round.

Tiger's Bite; give up one rage to turn your teeth into viscous fangs. You can make armed bite attacks dealing 1d6 points of damage modified by your full strength.

Duration is one rage.

AURA OF THE SHARK

Shark's Gliding Grace; give up one rage to move at twice your base speed under water for one hour.

Shark's Lunges; give up one rage to be able to be under water for one hour without having to take a breath.

Shark's Bite; give up one rage to turn your teeth into viscous fangs. You can make armed bite attacks dealing 1d6 points of damage modified by your full strength. Duration is one rage.

Swim-By Attack; give up one rage to act as though you are under an effect similar to the fly-by attack under water. Duration is one rage.

Shark's Perception; give up one rage to get an ability that functions just like the Scent ability, but only under water, for one hour.

AURA OF THE BEAR

Heart of the Bear; give up one rage to get a +2 rage bonus to your natural armor and a +2 rage bonus to Fortitude saves. Duration is one rage.

Red Bear's Fury; give up two rages to invoke a *Greater rage*. This ability is equal to the Barbarian ability with the same name.

Black Bear's Toughness; give up one rage to get a +2/- rage bonus to your damage reduction. Duration is one rage.

Bear's Roar; give up one rage to use a standard action to roar at your enemy. The action does not provoke an attack of opportunity. Make an Intimidate check

with a +5 rage bonus. If the check beats the HD of the creature you are directing it at, it gets shaken for a number of rounds equal to your Charisma modifier, but no less than one round.

Claw's of the Bear; give up one rage to turn your hands into powerful claws. You can make armed claw attacks dealing 1d6 points of damage, modified by your full strength. Duration is one rage.

AURA OF THE LION

Lion's Charge; while raging give up two rages to take a full action in conjunction with a move or move equivalent action. Duration is one round.

Lion's Ferocity; while raging give up two rages to get an extra attack during each full attack. Duration is one rage. This extra attack does not stack with the haste spell or similar effects.

Lion's Bite; give up one rage to turn your teeth into viscous fangs. You can make armed bite attacks dealing 1d6 points of damage modified by your full strength. Duration is one rage.

Lion's Claw; give up one rage to turn your hands into powerful claws. You can make armed claw attacks dealing 1d6 points of damage, modified by your full strength. Duration is one rage.

Class Level	Base Attack bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Animal Aura
2nd	+2	+3	+0	+0	Animal Aura
3rd	+3	+3	+1	+1	The Beast Within
4th	+4	+4	+1	+1	Animal Aura
5th	+5	+4	+1	+1	Animal Aura
6th	+6	+5	+2	+2	The Beast Within
7th	+7	+5	+2	+2	Animal Aura
8th	+8	+6	+2	+2	Animal Aura
9th	+9	+6	+3	+3	The Beast Within
10th	+10	+7	+3	+3	Awaken the Beast