

Berserker

For some, there is only rage. In the ways of their people, in the fury of their passion, in the howl of battle, conflict is all these brutal souls know. Savages, hired muscle, masters of vicious martial techniques, they are not soldiers or professional warriors—they are the battle possessed, creatures of slaughter and spirits of war. Known as berserkers, these warmongers know little of training, preparation, or the rules of warfare; for them, only the moment exists, with the foes that stand before them and the knowledge that the next moment might hold their death. They possess a sixth sense in regard to danger and the endurance to weather all that might entail. These brutal warriors might rise from all walks of life, both civilized and savage, though whole societies embracing such philosophies roam the wild places of the world. Within berserkers storms the primal spirit of battle, and woe to those who face their rage.

Role: Berserkers excel in combat, possessing the martial prowess and fortitude to take on foes seemingly far superior to themselves. With rage granting them boldness and daring beyond that of most other warriors, berserkers charge furiously into battle and ruin all who would stand in their way.

Alignment: Any non-lawful

Hit Die: d12

Starting Wealth: 3d6 × 10 gil (average 105 gil.) In addition, each character begins play with an outfit worth 10 gil or less.

Class Skills

The berserker's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Craft (Int), Intimidate (Cha), Knowledge (dungeoneering) (Int), Perception (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Points Per Level: 4 + Int modifier.

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1 st	+1	+2	+0	+0	Rage, Rage Forms, Fast Movement, Limit Breaks
2 nd	+2	+3	+0	+0	Uncanny Dodge, Rage power
3 rd	+3	+3	+1	+1	Danger Sense +1, Confuse Immunity
4 th	+4	+4	+1	+1	Rage power, Destructive
5 th	+5	+4	+1	+1	Improved Uncanny Dodge, Blood Rush
6 th	+6/+1	+5	+2	+2	Rage power, Danger Sense +2
7 th	+7/+2	+5	+2	+2	Damage Reduction 1/-
8 th	+8/+3	+6	+2	+2	Rage power, Bloodlust
9 th	+9/+4	+6	+3	+3	Danger Sense +3, Silent Threat
10 th	+10/+5	+7	+3	+3	Rage power, Damage Reduction 2/-
11 th	+11/+6/+1	+7	+3	+3	Greater Rage
12 th	+12/+7/+2	+8	+4	+4	Rage power, Danger Sense +4
13 th	+13/+8/+3	+8	+4	+4	Damage Reduction 3/-, Fearless Killer
14 th	+14/+9/+4	+9	+4	+4	Indomitable Will, Rage power
15 th	+15/+10/+5	+9	+5	+5	Rage Strike, Danger Sense +5
16 th	+16/+11/+6/+1	+10	+5	+5	Rage power, Damage Reduction 4/-
17 th	+17/+12/+7/+2	+10	+5	+5	No Escape, Tireless Rage
18 th	+18/+13/+8/+3	+11	+6	+6	Rage power, Danger Sense +6
19 th	+19/+14/+9/+4	+11	+6	+6	Unstoppable, Damage Reduction 5/-

20 th	+20/+15/+10/+5	+12	+6	+6	Mighty Rage, Rage power
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Class Features

All of the following are class features of the berserker.

Weapon and Armor Proficiency: A berserker is proficient with all simple weapons and all the weapons from the axes and hammers weapon group. A berserker is also proficient with light and medium armor but is prohibited from wearing metal armor; thus, he may wear only padded, leather, or hide armor and not with any shields.

Limit Breaks (Su): At 1st level, the berserker receives the Limit Breaks (The Unmovable Force and The Unstoppable Force).

The Unmovable Force (Su): This Limit Break allows the berserker to go on the defensive. For a duration of 1 round + 1 round per four berserker levels after 1st, the berserker gains a damage reduction of 2/- and an elemental resistance to all elements of 2. This bonus increases by 2 per four berserker levels after 1st. In addition, while under this limit break, the berserker gains a +2 morale bonus to his CMD versus trip, bull rush, and reposition combat maneuvers, with an additional +2 morale bonus per four berserker levels after 1st. This limit break requires only a swift action.

The Unstoppable Force (Su): This Limit Break imbues the berserker with phenomenal strength and destructive power. For the duration of 1 round + 1 round per four berserker levels after 1st, all bonuses from rage and from any rage abilities are doubled. This limit break requires only a swift action.

Fast Movement (Ex): A berserker's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the berserker's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the berserker's land speed.

Rage (Ex): A berserker can call upon inner reserves of strength and ferocity, granting him additional combat prowess. At 1st level, a berserker can rage for a number of rounds per day equal to 4 + his Constitution modifier. For each level after 1st he possesses, the berserker can rage for 2 additional rounds per day. Temporary increases to Constitution, such as that gained from *dwarf's endurance*, do not increase the total number of rounds that a berserker can rage per day. A berserker can enter a rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours need not be consecutive.

While in a rage, a berserker gains the benefits of his rage form, gains a +2 bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, and Will saving throws but takes a -2 penalty to her Armor Class. He also gains 2 temporary hit points per Hit Die. At 11th level this increases to 3 temporary hit points per level, and at 20th level this increases to 4 temporary hit points per level. These temporary hit points are lost first when a character takes damage, disappear when the rage ends, and are not replenished if the berserker enters a rage again within 1 minute of his previous rage. While in a rage, a berserker cannot use any Charisma-, Dexterity-, or Intelligence-based skill (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration (such as spellcasting). A berserker can end his rage as a free action and is fatigued for 1 minute after a rage ends. This fatigue cannot be reduced or mitigated in any way and applies even to normally fatigue-immune characters, but can be cured as normal. A berserker can't enter a new rage while fatigued or exhausted but can otherwise enter a rage multiple times per day. If a berserker falls unconscious, his rage immediately ends. Rage does not stack with defensive stance. A berserker who wears prohibited armor or uses a prohibited shield is unable to rage while doing so and for 24 hours thereafter.

Rage Forms (Ex): At 1st level, a berserker selects one of the following rage forms. He selects an additional rage form at 5th, 10th, 15th, and 20th levels. Whenever he rages, he enters into one of his selected rage forms. A berserker cannot change rage forms while in a rage.

Animal Rage (Ex): While raging, the berserker gains two claw attacks and a bite attack. These attacks are considered primary attacks and are made at the berserker's full base attack bonus. The claws deal 1d6 points of slashing damage (1d4 if Small) plus the berserker's Strength modifier. The bite deals 1d4 points of damage (1d3 if Small) plus the berserker's Strength modifier. If he already has claw and bite attacks, he deals damage as if the berserker were one size larger (this does not stack with other effects which increase the effective size of natural attacks).

Greater Animal Rage (Ex): At 11th level, while raging, the berserker also gains a gore attack. This attack is considered a primary attack and is made at the berserker's full base attack bonus. The gore attack deal 1d8 points of damage (1d6 if Small) plus the berserker's Strength modifier. If he already a gore attack, he deals damage as if the berserker were one size larger (this does not stack with other effects which increase the effective size of natural attacks).

Mighty Animal Rage (Ex): At 20th level, while raging, the berserker increases by one size larger, gaining all the benefits and penalties of being a larger size. In addition, all natural attacks deal damage as if they were one size larger (larger than the current size when raging).

Battle Meditation (Ex): While in a rage, a berserker gains a +2 bonus on attack rolls and a +2 dodge bonus to AC. This AC bonus does not negate the AC penalty from raging.

Greater Battle Meditation (Ex): At 11th level, a berserker's bonus on attack rolls and AC while raging increases to +3.

Mighty Battle Meditation (Ex): At 20th level, a berserker's bonus on attack rolls and AC while raging increases to +4.

Close Quarters Rage (Ex): While in a rage, a berserker gains a +2 bonus on ranged attack and damage rolls, but only against targets within the first range increment of his attack. Against a target within 10 feet, the berserker's critical multiplier for damage increases by 1 (a $\times 2$ multiplier becomes $\times 3$, a $\times 3$ multiplier becomes $\times 4$, and a $\times 4$ multiplier becomes $\times 5$). This critical multiplier increase does not stack with other effects which increase critical multipliers. While raging, the berserker doubles his attack penalty due to range increments.

Greater Close Quarters Rage (Ex): At 11th level, a berserker's bonus on ranged attack and damage rolls while raging increases to +3.

Mighty Close Quarters Rage (Ex): At 20th level, a berserker's bonus on ranged attack and damage rolls, and Will saves while raging increases to +4.

Closing Wounds Rage (Su): While in a rage, a berserker gains fast healing 5. When he scores a critical hit, he gains 10 temporary hit points that lasts until the end of the encounter.

Greater Closing Wounds Rage (Su): At 11th level, a berserker gains fast healing 10. When he scores a critical hit, he gains 20 temporary hit points that lasts until the end of the encounter.

Mighty Closing Wounds Rage (Su): At 20th level, a berserker gains fast healing 15. When he scores a critical hit, he gains 40 temporary hit points that lasts until the end of the encounter.

Destructive Rage (Ex): While in a rage, a berserker gains a +2 bonus on melee damage rolls, thrown weapon damage rolls, and sunder combat maneuvers. He ignores 5 points of a target's damage resistance and object hardness.

Greater Destructive Rage (Ex): At 11th level, a berserker's bonus on melee damage rolls, thrown weapon damage rolls, and sunder combat maneuvers while raging increases to +3. He ignores 10 points of a target's damage resistance and object hardness.

Mighty Destructive Rage (Ex): At 20th level, a berserker's bonus on melee damage rolls, thrown weapon damage rolls, and sunder combat maneuvers while raging increases to +4. He ignores 20 points of a target's damage resistance and object hardness.

Dueling Rage (Ex): When a berserker enters a rage, he chooses one target within sight to challenge. While in a rage, he gains a +3 bonus on attack rolls and damage rolls against the target of his challenge. The berserker does not take the -2 penalty to his Armor Class for being in rage against attacks made by the target of his challenge. If the target of the challenge is killed, the berserker exits his rage. The challenge ends when the berserker exits the rage.

Greater Dueling Rage (Ex): At 11th level, a berserker's bonus on attack rolls and damage rolls against the target of his challenge increases to +4.

Mighty Dueling Rage (Ex): At 20th level, a berserker's bonus on attack rolls and damage rolls against the target of his challenge increases to +5.

Elemental Rage (Su): When a berserker enters a rage, he chooses an element type (earth, fire, ice, lightning, water, or wind). While in a rage, he gains an elemental aura of the chosen element type. Creatures within five feet of the berserker at start of his turn take 1d6 points of element damage of the selected type. The berserker's attacks deal an additional 1d6 points of element damage of the selected type.

Greater Elemental Rage (Su): At 11th level, a berserker's elemental aura deals 2d6 points of element damage.

Mighty Elemental Rage (Su): At 20th level, a berserker's elemental aura deals 4d6 points of element damage.

Invincible Rage (Ex): While in a rage, a berserker gains damage reduction (2/-) and resistance against all elemental attacks equal to 2. This damage reduction and elemental resistance stack with other damage reduction or elemental resistance gained from class abilities or rage powers. He also gains a +2 bonus on all Fortitude and Reflex Saves.

Greater Invincible Rage (Ex): At 11th level, a berserker's damage reduction and elemental resistance increases to 5 and his bonus to Fortitude and Reflex Saves increases to +3.

Mighty Invincible Rage (Ex): At 20th level, a berserker's damage reduction and elemental resistance increases to 10 and his bonus to Fortitude and Reflex Saves increases to +4.

Terrifying Rage (Ex): While in a rage, a berserker gains a +2 bonus on melee damage rolls. He also gains a bonus on Intimidate checks equal to his berserker level.

Greater Terrifying Rage (Ex): At 11th level, a berserker gains a +3 bonus on melee damage rolls. He also gains a bonus on Intimidate checks equal to his berserker level. In addition, he can use the Intimidate skill as a move action.

Mighty Terrifying Rage (Ex): At 20th level, a berserker gains a +4 bonus on melee damage rolls. He also gains a +20 bonus on Intimidate checks. In addition, he can use the Intimidate skill as a swift action.

Rage Powers (Ex): As a berserker gains levels, he learns to use his rage in new ways. Starting at 2nd level, a berserker gains a rage power. He gains another rage power for every two levels of berserker attained after 2nd level. A berserker gains the benefits of rage powers only while raging, and some of these powers require the berserker to take an action first. Unless otherwise noted, a berserker cannot select an individual power more than once.

Some of the following rage powers are stances. Activating a stance rage power is a move action. A berserker can't have more than one stance rage power active at a time. If he activates a stance rage power while another one is active, the current stance immediately ends. The stance can be intentionally ended at the beginning of the berserker's turn as a free action; otherwise, it lasts until the rage ends.

Accurate Stance (Ex): The berserker can focus his strikes. He gains a +1 competence bonus on melee attack rolls and thrown weapon attack rolls. This bonus increases by 1 for every 4 levels the berserker has. This is a stance rage power.

Animal Fury (Ex): The berserker gains a bite attack. This is a primary natural attack that deals 1d4 points of damage (if the berserker is Medium; 1d3 if the berserker is Small) plus the berserker's Strength modifier. If made as part of a full-attack action with manufactured weapons, the bite attack is made at the berserker's full base attack bonus – 5, and he adds only 1/2 his Strength modifier to the damage roll. The berserker can make a bite attack as part of the action to maintain or break free from a grapple. If the bite attack hits, grapple checks attempted by the berserker against the target until the end of the round gain a +2 bonus.

Armor Ripper (Ex): While raging, the berserker gains a +2 bonus on combat maneuver checks made to sunder with any of his natural attacks. **Prerequisite:** A berserker must have a natural attack before selecting this rage power.

Auspicious Mark (Su): The berserker has been marked by the spirits, as indicated by an impressive tattoo, scar, or birthmark he possesses. By spending two rounds of rage as a swift action, he can call upon the spirits' favor to increase any d20 roll he just made by rolling 1d6 and adding it to the result. This bonus increases by 1 for every four levels he has. He can call on the auspicious mark after seeing the result of the d20 roll.

Battlecry (Ex): By spending one round of rage, the berserker can unleash an inspiring battlecry as a swift action. Allies within 60 feet of the berserker gain a +1 morale bonus on melee damage rolls for a number of rounds equal to the berserker's Constitution modifier. This bonus increases by +1 for every six levels the berserker has attained.

Battle Roar (Su): When the berserker successfully demoralizes an opponent using intimidating glare, he also deals 1d6 points of non-elemental damage to that opponent. **Prerequisites:** A berserker must be at least 6th level and have the *Intimidating Glare* rage power before selecting this rage power.

Beast Totem (Su): While raging, the berserker gains a +1 natural armor bonus. This bonus increases by +1 for every four levels the berserker has attained. **Prerequisites:** A berserker must be at least 6th level and have the *Lesser Beast Totem* rage power before selecting this rage power.

Beast Totem, Greater (Su): While raging, the berserker gains the pounce special ability, allowing him to make a full attack at the end of a charge. In addition, the damage from his claws increases to 1d8 (1d6 if Small) and the claws deal x 3 damage on a critical hit. **Prerequisites:** A berserker must be at least 12th level and have the *Beast Totem* rage power before selecting this rage power.

Beast Totem, Lesser (Su): While raging, the berserker gains two claw attacks. These attacks are considered primary attacks and are made at the berserker's full base attack bonus. The claws deal 1d6 points of slashing damage (1d4 if Small) plus the berserker's Strength modifier.

Bleeding Blow (Ex): While in the powerful stance, the berserker can make an attack that causes his enemies to bleed profusely. Once per round, he can have one of his attacks deal an amount of bleed damage equal to half his bonus damage from powerful stance. This bleed damage bypasses damage reduction. This bleed damage doesn't stack with itself. **Prerequisites:** A berserker must have the *powerful stance* rage power and be at least 8th level to select this rage power.

Blood Sense (Ex): The berserker's bloodlust allows him to perceive some enemies with perfect accuracy. The berserker ignores the concealment, total concealment, and invisibility of enemies below full health who have blood (typically all creatures besides constructs, oozes, plants, and incorporeal creatures). **Prerequisite:** A berserker must be at least 6th level to select this rage power.

Blood Sense, Greater (Ex): The berserker's bloodlust allows him to find any injured enemies with perfect accuracy. The berserker ignores the concealment, total concealment, and invisibility of any enemies below full health. **Prerequisites:** A berserker must be at least 12th level and have the blood sense rage power to select this rage power.

Bloody Bite (Ex): The berserker's bite attack deals 1d6 points of bleed damage in addition to its other effects. **Prerequisite:** A berserker must have the animal fury rage power or a natural bite attack to select this rage power.

Bloody Fist (Ex): While raging, the berserker may attempt to punch through an opponent's flesh and rip out one of its vital organs. In order to do so, the berserker must confirm a critical hit against an opponent with a natural attack or unarmed strike. The berserker deals damage as normal for a critical hit and the opponent must succeed at a Fortitude save (DC 10 + half of the berserker's level + his Strength modifier) or take 1d4 points of Constitution damage as one of its vital organs is ripped free from its body. This power can only be used once per rage. **Prerequisite:** A berserker must be at least 12th level before selecting this rage power.

Body Bludgeon (Ex): While raging, if the berserker pins an opponent that is smaller than him, he can then use that opponent as a two-handed improvised weapon that deals 1d8 points of bludgeoning damage, assuming the opponent is sized Small. Larger or smaller creatures used as a bludgeon deal damage based on their size using this base damage. A Tiny-sized creature deals 1d6 points of damage, a Medium-sized creature deals 1d10 points of damage, and so on. The berserker can make a single attack using the pinned opponent as part of the action he uses to maintain the grapple, using his highest attack bonus. Whenever the berserker hits using the pinned opponent as a weapon, he deals damage to his target normally, and the grappled opponent used as a bludgeon also takes the same damage he dealt to the target. If the pinned opponent is unable to resist being pinned for any reason, the berserker can use that opponent as an improvised weapon without grappling or pinning the opponent, until the creature is reduced to 0 or fewer hit points, at which point the creature becomes useless as an improvised weapon. **Prerequisite:** A berserker must be at least 10th level before selecting this rage power.

Calm Stance (Ex): The berserker can enter a state of calm. While in this stance, the berserker doesn't gain any benefits from rage other than the temporary hit points, but he doesn't take any of the penalties from rage (including the penalty to AC and the restriction on actions he can take). Rounds spent in a calm stance still count against his total number of rounds of rage per day. This is a stance rage power.

Crippling Blow (Ex): When the berserker hits with an attack, he can spend two rounds of rage to deal 1 point of ability damage to the target's Strength or Dexterity score. This damage increases by 1 point for every four levels the berserker has. **Prerequisite**: A berserker must be at least 8th level to select this rage power.

Cry Havoc (Ex): When the berserker uses his battlecry rage power, affected creatures using the charge action gain a +10-foot enhancement bonus to their speed by 10 feet and deal double the normal battlecry damage bonus if they hit with an attack at the end of a charge. **Prerequisites**: A berserker must have the battlecry rage power and be at least 6th level to select this rage power.

Deadly Accuracy (Ex): If the berserker scores a critical threat while in the accurate stance, he applies double the accurate stance's bonus when rolling to confirm the critical. **Prerequisites**: A berserker must have the *accurate stance* rage power and be at least 4th level to select this rage power.

Deathless Rage (Ex): While raging, the berserker ignores the effects of being at 0 or fewer hit points until he has been at 0 or fewer hit points for 1 round, at which point the appropriate consequences for his current hit point total takes effect. Even death can be postponed this way, potentially allowing the berserker to survive if he receives sufficient healing before the round is up. **Prerequisite**: A berserker must be at least 12th level to select this rage power.

Eater of Magic (Su): When the berserker succeeds at a saving throw to resist a spell, supernatural ability, or spell-like ability, he gains temporary hit points equal to the spell's level (in the case of spells or spell-like abilities) or 1/2 the CR of the effect's creator (in the case of supernatural abilities). These temporary hit points disappear when the berserker's rage ends, and they stack with his temporary hit points from rage but not with other temporary hit points gained from this rage power. **Prerequisites**: A berserker must have the *superstition rage* power and be at least 10th level to select this rage power.

Elemental Absorption (Su): By spending two rounds of rage, the berserker can absorb the element from a single attack that deals damage of the element type he resists with the elemental resistance rage power. He takes no damage from the attack and doesn't attempt a saving throw. Instead, he increases the temporary hit points from his rage by an amount equal to half the damage he would have taken (ignoring his elemental resistance). If the berserker is at least 16th level, once before his rage ends, he can unleash the stored energy as a breath weapon in either a 60-foot line or a 30-foot cone. The breath weapon deals an amount of damage equal to the full amount the berserker would have taken from the absorbed effect. Creatures affected by the breath weapon can attempt a Reflex save for half damage (DC = 10 + half of the berserker's level + his Constitution modifier). He retains the temporary hit points from this ability even if he unleashes this breath weapon. **Prerequisites**: A berserker must have the *elemental resistance* rage power and be at least 12th level to select this rage power.

Elemental Eruption (Su): While raging, the berserker can absorb the energy from a single attack and unleash it upon his enemies once per rage. He does not make a saving throw against the effect but takes no damage from it. At any point during the remainder of his rage he can unleash the stored energy as a breath weapon in either a 60-foot line or 30-foot cone. The breath weapon inflicts damage equal to the damage from the attack absorbed by the berserker, but creatures within the area may make a Reflex save (DC 10 + half of the berserker's level + his Constitution modifier) for half damage even if the original effect did not allow a save. **Prerequisites**: A berserker must have the *elemental absorption* rage power and be at least 16th level to select this rage power.

Elemental Resistance (Ex): The berserker gains resistance to one element type (earth, fire, ice, lightning, water, or wind) equal to 1/2 his berserker level (minimum 1). At 8th level, he gains limited immunity to the same type of element, as *protection from elements*. He can absorb 2 points of damage per level, and he applies his elemental resistance first. The element type is chosen when this rage power is selected, and it can't be changed. This rage power can be selected more than once; each time, it applies to a different element type.

Elemental Stance (Su): When the berserker adopts this stance, he chooses an element type (earth, fire, ice, lightning, water, or wind). His melee attacks deal 1 additional point of damage of the chosen type. This damage increases to 1d6 points at 8th level. At 12th level, the berserker's critical hits deal an additional 1d10 points of elemental damage of the same type (2d10 if the weapon deals ×3 damage on a critical hit, 3d10 if the weapon deals ×4 damage on a critical hit). This is a stance rage power. **Prerequisites**: A berserker must be at least 4th level to select this rage power.

Fearless Rage (Ex): The berserker is immune to the shaken and frightened conditions (but not the panicked condition). **Prerequisites**: A berserker must be at least 12th level to select this rage power.

Feast of Blood (Su): After successfully ripping out a creature's vital organ, the berserker may eat the organ within 1 minute of extracting it as a full-round action that provokes attacks of opportunity. Once the organ is consumed, the berserker recovers a number of hit points equal to the Hit Dice of the organ's owner. In addition, the berserker gains any elemental immunities or resistances the victim had, though the effectiveness of these resistances is halved. This elemental resistance lasts for a number of rounds equal to half the Hit Dice of the creature whose organ was consumed. **Prerequisites**: A berserker must be at least 14th level and have the *Bloody Fist* rage power before selecting this power.

Feasting Bite (Ex): When the berserker confirms a critical hit with his bite attack, he regains a number of hit points equal to half the damage dealt. Activating this ability consumes 1 round of rage. **Prerequisites**: A berserker must have the *bloody bite* rage power and either the *animal fury* rage power or a natural bite attack before selecting this power.

Ferocious Hunting Pack (Ex): The berserker may spend 2 rounds of rage per round. If he does so, all members of the pack gain the benefits of his rage. Pack members also share the benefits of rage powers that are constant in effect, but gain no benefit from rage powers that require actions to activate, even if they are free actions. **Prerequisites**: A berserker must be at least 12th level and have the *Hunting Pack* and *Improved Hunting Pack* rage powers before selecting this power.

Ferocious Hunting Pack, Greater (Ex): The berserker may spend 3 rounds of rage per round. If he does so, all members of the pack gain the benefits of his rage forms as well as his rage. **Prerequisites**: A berserker must be at least 16th level and have the *Hunting Pack*, *Improved Hunting Pack*, and *Ferocious Hunting Pack* rage powers before selecting this power.

Ferocious Mount (Ex): While raging and mounted, the berserker's mount also gains the benefits of rage (including greater rage and mighty rage). While his mount is raging in this way, he must spend one additional round of rage per round. He can elect not to pay this cost, in which case his mount does not rage.

Ferocious Mount, Greater (Ex): While raging and mounted, the berserker's mount gains the benefits of any rage powers that are constant in effect when the berserker is raging. It does not gain the benefit of any rage powers that require actions to activate, even if they are free actions. **Prerequisites**: A berserker must be at least 8th level and have the *Ferocious Mount* rage power before selecting this power.

Ferocious Trample (Ex): While raging and mounted, the berserker's mount gains the trample special attack. This attack inflicts 1d8 points of damage for a Medium mount, 2d6 for a Large mount, or 2d8 for a Huge mount, plus 1–1/2 times the mount's Strength modifier. A successful Reflex save (DC 10 + half of the berserker's level + the mount's Strength modifier) halves this damage. Creatures in the mount's path or that threaten squares it passes through may make attacks of opportunity against either the berserker or the mount, but not both. **Prerequisites**: A berserker must be at least 8th level and have the *Ferocious Mount* rage power before selecting this power.

Ferocious Trample, Greater (Ex): A berserker's mount can affect creatures up to its own size with its ferocious trample. In addition, it can make an overrun attempt as a free action against a creature that fails its Reflex save (or chooses not to save in order to take an attack of opportunity) against its trample. **Prerequisites**: A berserker must be at least 12th level and have the *Ferocious Trample* rage power before selecting this power.

Fierce Fortitude (Ex): The berserker gains a +4 bonus on saving throws against diseases and poison. **Prerequisite**: A berserker must be at least 8th level before selecting this power.

Fight Response (Ex): When a berserker with this rage power attempts a saving throw against a fear effect, he can enter a rage as an immediate action (as long as he would normally be able to enter rage). This consumes 3 rounds of the berserker's daily allotment of rage rounds, but the berserker can maintain the rage each round on his turn normally. Any benefits from the berserker's rage apply immediately, so he gains his bonus on Will saves against the effect that required the initial saving throw. Unlike most rage powers, this rage power's effects are useful only when the berserker is not raging.

Flesh Wound (Ex): By spending three rounds of rage, the berserker can avoid serious harm from an attack. He attempts a Fortitude save with a DC equal to the damage that would be dealt by the attack. If he succeeds, he takes no damage from the attack. If he fails, he takes half damage from the attack and the damage is nonlethal. The berserker must elect to use this ability after the attack roll is made, but before the damage is rolled. **Prerequisite**: A berserker must be at least 10th level to select this rage power.

Fortified Mind (Ex): When the berserker fails a Will saving throw, he can attempt another Will saving throw at the end of his next turn (using the original DC). If the second saving throw is successful, the berserker is treated as if he succeeded at the first saving throw, negating or reducing the effect as determined by the spell or effect. If this second saving throw fails, the berserker suffers the full effects of the spell or effect as normal. **Prerequisite**: A berserker must be at least 8th level to select this rage power.

Fueled by Vengeance (Ex): While raging, whenever the berserker deals melee damage to a creature that dealt damage to him since the end of his last turn, he adds 1 round to his remaining number of rounds of rage for the current day. The berserker can gain no more than 1 extra round of rage each round. **Prerequisite**: A berserker must be at least 6th level to select this rage power.

Gearbreaker (Ex): Once per round while raging, whenever the berserker makes an attack against a construct, he can ignore an amount of that construct's hardness equal to his berserker level. This ability must be used before the attack roll is made. **Prerequisites**: A berserker must have the *smasher* rage power to select this rage power.

Ghost Hunter (Su): The berserker can sense the presence of incorporeal undead as though he had the scent ability—even if the undead is within a solid object or behind a solid barrier—and can track incorporeal undead by scent using the Survival skill, with a bonus on such checks equal to his berserker level. He adds half his berserker level on Perception checks made against incorporeal undead creatures, and when he readies an action to attack an incorporeal creature, he can move up to one-half his speed as part of that readied action. This movement does not provoke attacks of opportunity from incorporeal undead creatures, though it does from other creatures. If he does not move as part of the readied action, he instead can make his readied attack with a +1 competence bonus on attack and damage rolls for every four berserker levels. **Prerequisite**: A berserker must be at least 8th level to select this rage power.

Great Leadership (Ex): The berserker can inspire one or more allies to greater prowess in combat. This functions like the inspire greatness bardic performance, using his berserker level in place of his bard level, and requires the berserker to spend one round of rage each round to maintain the effect, in addition to maintaining the berserker's own rage. **Prerequisites**: A berserker must have the *battlecry* rage power and be at least 10th level to select this rage power.

Ground Breaker (Ex): The berserker can attack the floor around him as a full-round action. This attack automatically hits and deals damage normally. If the berserker deals more damage than the floor's hardness, the space he occupies and all of the squares adjacent to him become difficult terrain. Creatures in those squares, except the berserker, must succeed at DC 15 Reflex saves or be knocked prone. **Prerequisite**: A berserker must be at least 6th level to select this rage power.

Ground Breaker, Greater (Ex): When using the ground breaker rage power, the berserker can extend the radius of the effect by 5 feet. This rage power can be selected up to three times, and its effects stack. **Prerequisites**: A berserker must be at least 8th level and have the *ground breaker* rage power to select this rage power.

Guarded Life (Ex): While raging, if the berserker is reduced below 0 hit points, 1 hit point of lethal damage per berserker level is converted to nonlethal damage. If the berserker is at negative hit points due to lethal damage, he immediately stabilizes.

Guarded Life, Greater (Ex): When using the guarded life rage power, 1 additional hit point of lethal damage per berserker level is converted to nonlethal damage. **Prerequisites**: A berserker must be at least 6th level and have the *Guarded Life* rage power before selecting this power.

Guarded Stance (Ex): The berserker can take on a more defensive posture. This grants him a +1 dodge bonus to his Armor Class for the duration of his current rage. This bonus increases by 1 for every four levels the berserker has. This is a stance rage power.

Hack Loose (Ex): When the berserker strikes a creature in melee that is grappling another creature (including a creature that has swallowed a target whole), the grappled or swallowed creature can attempt a grapple combat maneuver check as an immediate action to break free. The berserker's attack must deal at least 5 points of damage from a single attack to a Medium or smaller creature, plus an additional 5 points for every size larger than Medium, in order to allow a grappled creature to break free. The trapped creature gains a +1 bonus on this check for every 5 additional points of damage beyond this threshold. The berserker can use this rage power to grant himself the opportunity to break free from a creature grappling him.

Head Ripper (Ex): When using his limb ripper rage power, the berserker can attempt to tear off the head of the target instead of one of its limbs. If the sunder combat maneuver succeeds, any bite or gore attack made by the target is considered broken, suffering a –2 penalty to attack and damage rolls. If the sunder combat maneuver check exceeds the DC by 10 or more and the target fails its Fortitude save, its head is severed from its body. Most creatures are killed instantly. Creatures with multiple heads lose the use of the severed head and suffer bleed damage as normal for the limb ripper rage power. **Prerequisites**: A berserker must be at least 16th level and have the limb ripper rage power to select this rage power

Heroic Leadership (Ex): This rage power functions as the great leadership rage power but duplicates the effects of the inspire heroics bardic performance. **Prerequisites**: A berserker must have the great leadership rage power and be at least 16th level to select this rage power.

Hunting Pack (Ex): When the berserker enters a rage, he may select one willing creature to form a hunting pack with. Whenever at least two members of the same pack threaten the same target, that target is considered flanked by all members of the pack. This rage power may be taken more than once; each time, the berserker may select another willing creature to join the pack.

Impelling Disarm (Ex): By spending one round of rage, the berserker can make a disarm attempt against a target in place of a melee attack. This attempt does not provoke attacks of opportunity. If successful, the berserker sends the target's weapon flying—either straight at the target, or spinning away to strike another foe

up to 20 feet away. This ranged attack counts as throwing a weapon that isn't designed to be thrown, even if the weapon disarmed is a thrown weapon. The berserker makes a ranged attack, which doesn't provoke attacks of opportunity, at either the target of his disarm maneuver or another creature within 20 feet. If the berserker is aiming for the disarmed creature, the foe doesn't count as being in melee for determining any penalty on the ranged attack from throwing a ranged weapon into melee. If the ranged attack hits, the disarmed weapon deals damage as if the berserker had thrown it. The berserker can choose to aim the disarmed weapon at a square rather than at a foe. **Prerequisite:** A berserker must be at least 4th level to select this rage power.

Improved Hunting Pack (Ex): When a creature flanked by at least two members of the pack makes an attack against a member of the pack, it provokes an attack of opportunity from all other members of the pack. **Prerequisites:** A berserker must be at least 8th level and have the *Hunting Pack* rage power before selecting this power.

Increased Damage Reduction (Ex): The berserker's damage reduction increases by 1/—. This increase is always active while the berserker is raging and stacks with other damage reduction the berserker may have. A berserker can select this rage power up to three times. Its effects stack. **Prerequisite:** A berserker must be at least 8th level to select this rage power.

Inspire Ferocity (Ex): While in the reckless stance, the berserker imparts the stance's bonus and penalty to all willing allies within 30 feet of him. **Prerequisite:** A berserker must have the *reckless stance* rage power to select this rage power.

Internal Fortitude (Ex): The berserker is immune to the sickened and nauseated conditions. **Prerequisite:** A berserker must be at least 8th level to select this rage power.

Intimidating Glare (Ex): The berserker adds his Strength modifier in place of his Charisma modifier on all Intimidate checks to demoralize a foe. He can attempt an Intimidate check to demoralize an adjacent foe as a move action instead of a standard action. If the berserker successfully demoralizes an adjacent foe, that foe is shaken for the remainder of the berserker's current rage.

Intimidating Transformation (Ex): When entering into a rage, a berserker may roar or brandish his weapons. As a free action as part of entering the rage, he may make an Intimidate check to demoralize all foes within 30 feet who can see or hear his display.

Knockback (Ex): Once per round, the berserker can attempt a bull rush against one target in place of a melee attack, using his full CMB regardless of the attack it replaces. If the bull rush is successful, the target takes an amount of damage equal to the berserker's Strength modifier and is knocked back as normal. The berserker doesn't move with the target. This bull rush doesn't provoke an attack of opportunity.

Knockdown Stance (Ex): The berserker can focus on toppling his foes. Once per round, he can make a trip attack against one target in place of a melee attack. If he succeeds, the target is knocked prone. This trip attempt doesn't provoke an attack of opportunity. This is a stance rage power.

Last Stand (Ex): By spending one round of rage, a berserker can use a move action to grant all allies within 10 feet the Diehard feat and immunity to fear for a number of rounds equal to the berserker's Charisma modifier (minimum 1). In addition, any ally affected by this ability reduced to 0 or fewer hit points automatically stabilizes and also gains temporary hit points equal to the berserker's class level. These temporary hit points dissipate after 1 minute if not expended. **Prerequisites:** A berserker must have the *battlecry* rage power and be at least 12th level to select this rage power.

Lethal Accuracy (Ex): While in the accurate stance, the berserker's critical multiplier for damage increases by 1 (a $\times 2$ multiplier becomes $\times 3$, a $\times 3$ multiplier becomes $\times 4$, and a $\times 4$ multiplier becomes $\times 5$).

Prerequisites: A berserker must have the *accurate stance* and *deadly accuracy* rage powers and be at least 16th level to select this rage power.

Limb Ripper (Ex): When a target is struck by the berserker's crippling blow rage power, the berserker can attempt to tear off one of the target's limbs (including arms, legs, wings, tail, or tentacles) with a sunder combat maneuver against the target's CMD. If the sunder combat maneuver succeeds, one of the target's limbs chosen by the berserker is broken. Any attacks made using that limb take a –2 penalty on attack and damage rolls. A broken limb used for locomotion decreases the target's speed by half and the creature cannot run or charge. Only legs or tail can be targeted with this rage power if the target is more than one size category larger than the berserker; however, arms or wings can be targeted if the berserker readies an action to use this ability when attacked by such appendages. A broken limb regenerate, heal, or succeeding on Heal checks to provide long-term care on at least three consecutive days. In addition, if the berserker exceeds the target DC by 10 or more, the target must make a Fortitude save (DC 10 + half of the berserker's level + his Strength modifier). If this save fails, the limb is not merely broken but severed entirely. The target can no longer use the limb and takes 1d6 bleed damage per round. A severed limb can be restored with regenerate. **Prerequisites:** A berserker must have the crippling blow rage power and be at least 12th level to select this rage power.

Low-Light Vision (Ex): The berserker's senses sharpen, and he gains low-light vision.

Mighty Swing (Ex): By spending three rounds of rage, the berserker automatically confirms a critical hit. This power is used as an immediate action once a critical threat has been determined. **Prerequisite:** A berserker must be at least 12th level to select this rage power.

Night Vision (Ex): The berserker's senses grow incredibly sharp, and he gains darkvision out to a range of 60 feet. If he already has darkvision, the range of that darkvision increases by 60 feet. **Prerequisites:** A berserker must have a darkvision racial trait, low-light vision racial trait, or the *low-light vision* rage power to select this rage power.

Overbearing Advance (Ex): While raging, the berserker inflicts damage equal to his Strength bonus whenever he succeeds at an overrun combat maneuver.

Penetrating Bite (Ex): When using the animal fury rage power while raging, the berserker's bite is able to pierce most resistances. At 4th level, his bite is treated as a magic weapon for the purpose of overcoming damage reduction. At 7th level, his bite is also treated as cold iron and silver for the purpose of overcoming damage reduction. At 10th level, his bite is also treated as a chaotic weapon for the purpose of overcoming damage reduction. At 16th level, his bite is treated as an adamantite weapon for the purpose of overcoming damage reduction and bypassing hardness. **Prerequisites:** A berserker must be at least 4th level and have the *animal fury* rage power to select this rage power.

Perceptive Accuracy (Ex): While in the accurate stance, the berserker ignores miss chance due to concealment or total concealment, and any AC bonus due to cover that is less than total cover. **Prerequisites:** A berserker must have the accurate stance rage power and be at least 10th level to select this rage power.

Perfect Clarity (Ex): While in the calm stance, the berserker can roll twice for any miss chances or Will saving throws to disbelieve illusions, taking the better result. **Prerequisite:** A berserker must have the *calm stance* rage power to select this rage power.

Powerful Stance (Ex): The berserker can focus his ferocity. He gains a +1 bonus on melee damage rolls and thrown weapon damage rolls. This bonus increases by 1 for every four levels the berserker has. This is a stance rage power.

Primal Scent (Ex): When using scent, the berserker adds half his berserker level on Survival checks made to track by scent and on Perception checks to pinpoint the location of creatures he cannot see. If he pinpoints the location of a creature that has total concealment, he treats it as having concealment.

Prerequisites: A berserker must be at least 8th level and have the *Scent* ability before selecting this power.

Protect Vitals (Ex): While in the guarded stance, the berserker gains an additional +4 dodge bonus to AC against attack rolls made to confirm critical hits. **Prerequisites:** A berserker must have the *guarded stance* rage power and be at least 8th level to select this rage power.

Pushback (Ex): When a creature attempts a bull rush, drag, grapple, overrun, reposition, or trip combat maneuver against the berserker and fails the check, he can attempt a bull rush combat maneuver against that creature as an immediate action or by spending an attack of opportunity. **Prerequisite:** A berserker must have the knockback rage power to select this rage power.

Quick Reflexes (Ex): The berserker can make one additional attack of opportunity per round.

Raging Climber (Ex): While raging, the berserker gains a natural climb speed equal to his land speed.

Raging Grappler (Ex): As long as the berserker is raging, whenever he succeeds at a check to start a grapple, he can choose to deal damage as if he had also succeeded at a check to maintain the grapple. In addition, while raging, whenever the berserker succeeds at a combat maneuver check to maintain a grapple, he can choose to give himself, the target of his grapple, or both the prone condition as a free action while continuing to maintain the grapple.

Raging Leaper (Ex): While raging, the berserker can take a move action to move and can take his normal standard action at any point during the move.

Raging Swimmer (Ex): While raging, the berserker gains a natural swim speed equal to his normal land speed.

Reckless Stance (Ex): The berserker can attack with abandon at the expense of his defense. He gains a +1 bonus on attack rolls, but takes a –1 penalty to AC. This bonus and penalty increase by 1 at 4th level and every four levels thereafter. This is a stance rage power.

Reflexive Dodge (Ex): While in the guarded stance, the berserker can apply his dodge bonus to AC as a bonus on Reflex saving throws. **Prerequisites:** A berserker must have the *guarded stance* rage power and be at least 6th level to select this rage power.

Regenerative Stance (Ex): The berserker can continually replenish his health. At the start of his turn, he regains 1 temporary hit point for every four levels he has (up to 5 hit points per round), but this cannot give him more than his maximum temporary hit points from rage. This is a stance rage power. These temporary hit points stack with themselves. **Prerequisite:** A berserker must be at least 4th level to select this rage power.

Renewed Vigor (Ex): By spending two rounds of rage as a standard action, the berserker heals 1d8 points of damage + his Constitution modifier. For every four levels the berserker has beyond 4th, the amount healed increases by 1d8 (to a maximum of 5d8 at 20th level). **Prerequisite:** The berserker must be at least 4th level to select this rage power.

Renewed Vitality (Ex): The berserker ignores the effect of 1 point of ability penalty or ability damage per 2 levels he has (maximum 10). At 6th level, the berserker can also ignore 1 negative level per four levels he has. He takes the full effects of the ability penalties, ability damage, or negative levels once his rage ends.

Ringing Blow (Ex): When the berserker hits with an attack, he can spend two rounds of rage to deal 1 point of ability damage to the target's Charisma, Intelligence, or Wisdom score. This damage increases by 1 point for every four levels the berserker has. **Prerequisite**: A berserker must be at least 8th level to select this rage power.

Rolling Dodge (Ex): The berserker gains a +1 dodge bonus to his Armor Class against ranged attacks for a number of rounds equal to the berserker's current Constitution modifier (minimum 1). This bonus increases by +1 for every 6 levels the berserker has attained. Activating this ability is a move action that does not provoke an attack of opportunity.

Roused Anger (Ex): The berserker can enter a rage even when fatigued. If the berserker enters a rage while fatigued, he loses the fatigued condition and he does not gain temporary hit points from rage. Once this rage ends, the berserker is exhausted for 10 minutes.

Savage Intuition (Ex): The berserker's senses allow him to sense danger and become enraged before he even has time to consciously react to danger. When combat begins, if the berserker has rounds of rage remaining, he may automatically enter a rage without using an action at the start of the first round of combat (or at the start of the surprise round, if there is one), even if he is not otherwise aware that combat has begun.

Savage Jaw (Ex): By spending one round of rage, the berserker can gain the grab ability with his bite attack until the start of his next turn. **Prerequisite**: A berserker must have a bite attack while raging to select this rage power.

Savagery (Ex): When the berserker confirms a critical hit, the duration of his current rage is increased by 1 round after he stops spending rounds of rage to continue it. This is increased by 1 additional round when wielding a weapon with a x3 critical multiplier, or by 2 rounds if using a weapon with a x4 critical multiplier. These extra rounds of rage stack with each other. The berserker may choose to end his rage before these additional rounds of rage are expended, but any extra rounds unused when he ends his rage are wasted. He does not gain additional rounds of rage for critical hits against creatures whose Hit Dice are less than half his own. **Prerequisite**: A berserker must be at least 4th level to select this rage power.

Sharpened Accuracy (Ex): While in the accurate stance, the berserker ignores the miss chance for concealment and treats total concealment as concealment. He also ignores cover penalties except those from total cover. **Prerequisites**: A berserker must have the *accurate stance* rage power and be at least 8th level to select this rage power.

Shove Aside (Ex): Whenever the berserker charges, he may push past one of his allies. That ally does not block the path of the charge as long as the ally is not adjacent to the target of the charge. This does not move the ally's position; it simply allows the berserker to move past.

Shove Aside, Greater (Ex): This functions as *shove aside*, but it applies to any number of allies, so long as they are not adjacent to the target of the charge. **Prerequisites**: A berserker must have the *shove aside* rage power and be at least 8th level to select this rage power.

Smasher (Ex): Whenever the berserker attempts a sunder combat maneuver or makes an attack against an unattended object, he ignores 1 point of the object's hardness per berserker level he has.

Spell Sunder (Ex): By spending one round of rage, the berserker can attempt to sunder an ongoing spell effect by succeeding at a combat maneuver check. For any effect other than one on a creature, the berserker must make his combat maneuver check against a CMD of 15 plus the effect's caster level. To sunder an effect on a creature, the berserker must succeed at a normal sunder combat maneuver against the creature's CMD +

10. If successful, the effect is dispelled. **Prerequisite:** The berserker must be at least 10th level to select this rage power.

Sprint (Ex): The berserker adds 1/2 his speed to the distance he can move when he runs or charges. **Prerequisites:** A berserker must have the *swift foot* rage power and be at least 4th level to select this rage power.

Strength Stance (Ex): The berserker can summon mighty strength. He gains a +1 competence bonus on combat maneuvers and to his CMD. These bonuses increase by 1 for every 4 levels the berserker has. In addition, he gains a +8 competence bonus on Strength checks to lift, push, bend, or break objects (this does not apply to combat maneuvers). This is a stance rage power.

Superstition (Ex): The berserker gains a +2 competence bonus on saving throws made to resist spells and spell-like abilities. This bonus increases by 1 for every four levels the berserker has. The berserker cannot be the willing target of any spell and must attempt saving throws to resist all spells, even those cast by allies.

Swift Foot (Ex): The berserker gains a 10-foot enhancement bonus to his base speed. A berserker can select this rage power up to three times; its effects stack.

Taunting Stance (Ex): The berserker can leave himself open to attacks while preparing devastating counterattacks. Enemies gain a +4 bonus on attack and damage rolls against the berserker while he's in this stance, but every attack against the berserker provokes an attack of opportunity from him, which is resolved prior to each provoking attack. This is a stance rage power. **Prerequisite:** A berserker must be at least 12th level to select this rage power.

Terrifying Howl (Ex): The berserker unleashes a terrifying howl as a standard action. All enemies that have been shaken by the berserker (usually through the Intimidate skill) within 30 feet must succeed at a Will save (DC 10 + half of the berserker's level + his Strength modifier) or be panicked for 1d4+1 rounds. Once an enemy has attempted a save versus this ability (whether successful or not), it's immune to this power for 24 hours. **Prerequisites:** A berserker must be at least 8th level and have the *intimidating glare* rage power to select this rage power.

Unexpected Strike (Ex): The berserker can make an attack of opportunity against a foe that moves into any square threatened by the berserker, regardless of whether that movement would normally provoke an attack of opportunity. The berserker can use this ability only when there are no other foes in a square threatened by the berserker. **Prerequisite:** A berserker must be at least 8th level to select this rage power.

Wavestepper (Su): The berserker can move across the surface of water or other liquid surfaces as if using *water walk*. However, he must reach a solid surface by the end of his turn or he begins sinking normally. **Prerequisite:** The berserker must be at least 6th level to select this rage power.

Uncanny Dodge (Ex): At 2nd level, a berserker gains the ability to react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, nor does he lose his Dex bonus to AC if the attacker is invisible. He still loses his Dexterity bonus to armor class if immobilized. A berserker with this ability can still lose his Dexterity bonus to armor class if an opponent successfully uses the feint action against him.

If a berserker already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Danger Sense (Ex): At 3rd level, a berserker gains a +1 bonus on Reflex saves to avoid traps and a +1 dodge bonus to AC against attacks by traps. In addition, he gains a +1 bonus on Perception checks to avoid being

surprised by a foe. These bonuses increase by 1 every three berserker levels thereafter (to a maximum of +6 at 18th level). The bonuses gained from this ability stack with those gained from other danger senses (if the berserker has danger sense from another class).

Confuse Immunity (Ex): Also, at 3rd level, a berserker is immune to the Confuse status effect while in a rage. While not in a rage, he gains a +2 bonus on saving throws against spells and effects that inflict the Confuse status. This bonus improves by 2 per four berserker levels after 3rd.

Destructive (Ex): At 4th level, whenever the berserker makes a melee attack that targets an unattended object or makes a sunder combat maneuver, he adds half his berserker level (minimum +1) on the damage roll.

Improved Uncanny Dodge (Ex): At 5th level and higher, a berserker can no longer be flanked. This defense denies a thief the ability to sneak attack the berserker by flanking him, unless the attacker has at least four more thief levels than the target has berserker levels.

If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum thief level required to flank the character.

Blood Rush (Ex): At 5th level, the thrill of felling an enemy in the heat of battle emboldens the berserker's resolve. After incapacitating or killing an enemy creature while raging, the berserker gains a +1 bonus to all damage rolls, stacking up to the berserker's level, for the duration of that rage cycle. This bonus increases by 1 for every five berserker levels thereafter.

Damage Reduction (Ex): At 7th level, a berserker gains damage reduction 1/-. At 10th level and every three berserker levels thereafter, this damage reduction increases by 1. This damage reduction is doubled against nonlethal damage.

Bloodlust (Ex): At 8th level, a berserker's eagerness for bloodshed makes him quicker to act in a fight. He adds his Charisma modifier to initiative checks and always acts during the surprise round. If the berserker is surprised during the surprise round, he acts last in that round and then determines initiative order normally for the remainder of combat.

Silent Threat (Ex): At 9th level, a berserker exudes hostility, creating a threatening atmosphere in his presence. The berserker gains a +1 bonus on Intimidate checks, and the DCs of Intimidate checks to demoralize or antagonize his enemies within 30 feet increase by 1. Both the bonus and the increase to DCs increase by 1 at 12th level and every three berserker levels thereafter.

Greater Rage (Ex): At 11th level, a berserker in a rage gains the benefit of his greater rage form. While raging, a berserker's bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, and Will saves while raging increases to +3. While raging, he is immune to fear effects. In addition, the amount of temporary hit points gained when entering a rage increases to 3 per Hit Die.

Fearless Killer (Su): Starting at 13th level, a berserker becomes implacable in his pursuit of slaughter. While in rage, he is immune to mind-affecting spells and effects.

Indomitable Will (Ex): While in rage, a berserker of 14th level or higher gains a +4 bonus on Will saves to resist enfeebling spells. This bonus stacks with all other modifiers, including the bonus on Will saves he also receives during his rage.

Rage Strike (Ex): At 15th level, whenever the berserker scores a natural 20 critical hit on a target, the berserker may spend 1 round of rage to rend his target's flesh apart in a rage strike. The target must make a Fortitude save or die. The DC of this save is equal to 10 + 1/2 the berserker's level + the berserker's Strength modifier.

Tireless Rage (Ex): At 17th level and higher, a berserker no longer becomes fatigued at the end of his rage. If he enters a rage again within 1 minute of ending a rage, he doesn't gain any temporary hit points from his rage.

No Escape (Ex): At 17th level, moving out of the area of the berserker with a withdraw action provokes an attack of opportunity from the berserker.

Unstoppable (Ex): At 19th level, nothing can kill the berserker, though not for lack of trying. The berserker gains DR 3/— or increases the value of any existing damage reduction by 3. In addition, he gains elemental resistance to earth, fire, ice, lightning, water, and wind equal to his DR/— value.

Mighty Rage (Ex): At 20th level, a berserker in a rage gains the benefit of his mighty rage form. While raging, a berserker's bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, and Will saves while raging increases to +4. In addition, the amount of temporary hit points gained when entering a rage increases to 4 per Hit Die.