

Fury

The fury relishes in the glory of combat. Her hedonistic pleasure from battle wounds is borderline masochistic. While under furious assault, she enters a sort of high where pain is just another form of indulgence.

The fury is an archetype of the berserker class.

Furious Assault (Ex): The fury can enter a state of unbridled furiousness. At 1st level, she can furious assault for a number of rounds per day equal to 4 + her Constitution modifier. For each level after 1st she possesses, the fury can furious assault 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 fury can furious assault per day. A fury can enter a furious assault as a free action. The total number of rounds of furious assault per day is renewed after resting for 8 hours, although these hours need not be consecutive.

While in a furious assault, a fury gains 1 rage point for any attack (specifically, any attack rolls) against her, whether it hits or not. For each rage point she has, she gains a +1 competence bonus to Attack and Damage rolls (to a maximum of 5). For each rage point beyond 6, the fury gains Damage Reduction 1/- (to a maximum of 5 that stacks with other forms of damage reduction). For rage points past 11, the fury gains an additional attack when making a full-attack. Each round, at the start of her turn while in furious assault, the fury loses 1 rage point and loses all rage points when a combat encounter ends, when she ends her furious assault, or when she falls unconscious. While in a furious assault, a fury 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 fury can end her furious assault as a free action and is fatigued for 1 minute after a furious assault 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 fury can't enter a new furious assault while fatigued or exhausted but can otherwise enter a furious assault multiple times per day. If a fury falls unconscious, her furious assault immediately ends. Furious assault does not stack with other types of rage-types (such as defensive stance, rage, etc.). Any rage power or class feature that functions of rage works with furious assault.

At 11th level, the maximum of the bonus for Attack and Damage rolls increases by 5. At 20th level, the maximum of the bonus for Attack and Damage rolls increases by another 10.

This ability replaces rage, rage forms, greater rage, and mighty rage.

Primal Defense (Ex): Also, at 1st level, while under furious assault and wearing no armor, the fury gains an armor bonus equal to her Constitution modifier (minimum 0).

This ability replaces fast movement.

Regenerate (Su): At 2nd level, a fury gains fast healing 1 while in furious assault and conscious. This increases to fast healing 2 at 6th level, fast healing 3 at 10th level, fast healing 4 at 14th level, and fast healing 5 at 18th level. This healing may only occur if the fury has taken at least a total amount of damage equal to twice her berserker level in the last 10 rounds.

This ability replaces uncanny dodge.

Fearless (Ex): At 3rd level, a fury gains a +1 bonus on Will saves against fear. This bonus increases by +1 for every four berserker levels beyond 3rd.

This ability replaces danger sense.

Scarred Flesh (Ex): At 5th level, whenever a critical hit or sneak attack is scored on the fury, there is a 15% chance that the damage is negated and damage is instead rolled normally.

This ability replaces improved uncanny dodge.

Tiring Assault (Ex): A fury remains fatigued twice as long as other berserkers. At 17th level, a fury can furious assault even while fatigued or exhausted.

The ability replaces tireless rage.