

## Gunzerker

*In the midst of battle, the raging howl of the gunzerker pierces through the air, joining the sound of his bloodied gun arm cutting and blasting through his foes. These mad dogs often turn to piracy and other criminal ventures, so as to find opportunities to freely let loose and go wild on their foes.*

The gunzerker is an archetype of the gunbreaker class.

**Gun Rage (Ex):** A gunzerker can call upon inner reserves of strength and ferocity, granting him additional combat prowess. At 1st level, a gunzerker can rage for a number of rounds per day equal to 4 + his Constitution modifier. For each level after 1st he possesses, the gunzerker 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 gunzerker can rage per day. A gunzerker 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 gunzerker gains a +2 bonus on attack rolls, damage rolls, and Will saving throws. While in an enemy's threatened square, he doesn't provoke attacks of opportunity when firing his gun arm. In addition, he takes a -2 penalty to Armor Class. He also gains 2 temporary hit points per Hit Die. These temporary hit points are lost first when a character takes damage, disappear when the rage ends, and are not replenished if the gunzerker enters a rage again within 1 minute of his previous rage. While in a rage, a gunzerker 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 gunzerker 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 gunzerker can't enter a new rage while fatigued or exhausted, but can otherwise enter a rage multiple times per day. If a gunzerker falls unconscious, his rage immediately ends.

This ability replaces aurora.

**Rage Powers:** The gunzerker can choose rage powers from the berserker's rage powers list in place of gunbreaker talents.

This ability modifies gunbreaker talents.

**Ferocity (Ex):** At 7th level and above, a gunzerker is such a tenacious combatant that he continues to fight without penalty even while disabled or dying, ignoring the staggered condition and the effects of nonlethal damage.

This ability replaces improved aurora.

**Greater Rage (Ex):** At 13th level, a gunzerker's bonus on attack rolls, damage rolls, and Will saves while raging increases to +3. In addition, the amount of temporary hit points gained when entering a rage increases to 3 per Hit Die.

This ability replaces greater aurora.

**Tireless Rage (Ex):** At 17th level and higher, a gunzerker 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.

This ability replaces perfect aurora.

**Raging Heart (Ex):** At 20th level, the gunzerker's rage turns him into an unstoppable beast. A gunzerker's bonus on attack rolls, damage rolls, 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.

This ability replaces lion heart.