

Orc Fury

Orc furies combine a druid's love of natural balance with a single-minded devotion to the welfare of the orc tribe.

The orc fury is an archetype of the druid class, available only to orc druids.

Inspire Fervor (Ex): At 1st level, once per day as a standard action, an orc fury can chant over another orc within 30 feet, bolstering it against fear and improving its combat abilities. This works like the inspire courage bard ability, but affects only one orc and lasts 1 minute. The orc fury uses her druid level as her bard level to determine the effects of this ability.

This ability replaces wild empathy.

Chosen Prey (Ex): At 4th level, an orc fury can select one creature type from the favored enemy list (see below) and gains a favored enemy bonus against that creature type. This ability never grants the orc fury favored enemy bonuses against a second favored enemy creature type. An orc fury can change her favored enemy type once per week by performing a ritual that takes 1 hour to perform. If an orc fury already has a favored enemy from another class, the levels from the classes that grant favored enemies stack with this one to determine the favored enemy bonuses, and in this case, she can gain other favored enemy creature types.

Table: Favored Enemies
Type (Subtype)
Aberration
Animal
Construct
Dragon
Fey
Humanoid (subtype)
Magical beast
Monstrous humanoid
Ooze
Outsider (subtype)
Plant
Undead
Vermin

This ability replaces resist nature's lure.

Orc Fury's Mark (Su): At 9th level, each time an orc fury or her animal companion damages a creature with a natural attack, the orc fury gains a +10 insight bonus on Survival checks to track that creature for 24 hours. The duration of this ability does not stack with itself. Each time the orc fury or her animal companion hits the target, this ability lasts for the next 24 hours.

This ability replaces venom immunity.