

## Raging Hulk

*These chemists have found a way to mutate their forms into a raging hulking beast, eschewing the knowledge of bombs and alchemical items for raw ferocity and anger.*

The raging hulk is an archetype of the chemist class.

**Weapon and Armor Proficiency:** A raging hulk is proficient with simple weapons, but he's not proficient with any type of armor or shield.

This replaces the chemist's weapon and armor proficiencies.

**Limit Breaks (Su):** At 1st level, the raging hulk receives the Limit Breaks (Hulk Smash and You Wouldn't Like Me When I'm Angry).

*Hulk Smash (Su):* This Limit Break allows the raging hulk to slam his fists into the ground, causing an earthquake. Enemies within 30 feet of the raging hulk take 2d6 points of earth damage + an additional 2d6 points of earth damage per four chemist levels after 1st and are knocked prone unless a Reflex save is made (DC 10 + half of the chemist's level + his Strength modifier) to reduce the damage by half and negate being knocked prone. In addition, the area around the raging hulk within 30 feet is considered difficult terrain.

*You Wouldn't Like Me When I'm Angry (Su):* This Limit Break allows the raging hulk to gain the temporary effects of an enhanced mutagen. For a duration of 1 round + 1 round per four chemist levels after 1st, the raging hulk gains the effects of a mutagen without any penalties. In addition, during this Limit Break, the raging hulk can frenzy without spending any rounds of frenzy. If a raging hulk is already under the effects of a mutagen, the penalties are negated for the duration of this Limit Break. This limit break requires only a swift action.

These abilities replace the chemist's standard Limit Breaks.

**Chemical Prowess:** A raging hulk's hit dice increases from d8 to d10. Additionally, while under the effects of a mutagen, a raging hulk's base attack bonus increases by one step (from 3/4 BAB to Full BAB).

This ability replaces alchemy.

**Mutagen (Su):** At 1st level, a raging hulk discovers how to create a mutagen that he can imbibe in order to heighten his physical prowess at the cost of his personality. It takes 1 hour to brew a dose of mutagen, and once brewed, it remains potent until used. A raging hulk can only maintain one dose of mutagen at a time—if he brews a second dose, any existing mutagen becomes inert. A mutagen that is not in a raging hulk's possession becomes inert until a raging hulk picks it up again.

When a raging hulk brews a mutagen, he selects one physical ability score—either Strength, Dexterity, or Constitution. It's a standard action to drink a mutagen. Upon being imbibed, the mutagen causes the raging hulk to grow bulkier and more bestial, granting him a +2 natural armor bonus and a +4 alchemical bonus to the selected ability score for 10 minutes per raging hulk level. In addition, while the mutagen is in effect, the raging hulk takes a –2 penalty to one of his mental ability scores. If the mutagen enhances his Strength, it applies a penalty to his Intelligence. If it enhances his Dexterity, it applies a penalty to his Wisdom. If it enhances his Constitution, it applies a penalty to his Charisma.

A non-raging hulk who drinks a mutagen must make a Fortitude save (DC 10 + half of the chemist's level + the raging hulk's Intelligence modifier) or become nauseated for 1 hour—a non-raging hulk can never gain the benefit of a mutagen, but a raging hulk can gain the effects of another raging hulk's mutagen if he drinks it. (Although if the other raging hulk creates a different mutagen, the effects of the “stolen” mutagen immediately

cease.) The effects of a mutagen do not stack. Whenever a raging hulk drinks a mutagen, the effects of any previous mutagen immediately end.

At 5th level, when the raging hulk creates a mutagen, he can infuse it with an extra bit of his own power. This inflicts 2 points of Intelligence damage to the raging hulk, but the mutagen created persists on its own and is not rendered inert if the raging hulk creates another mutagen. This allows a raging hulk to create different types of mutagens and keep them handy for emergencies. This does not allow a raging hulk to gain the effects of multiple mutagens—only the most recently imbibed mutagen has any effect.

This ability replaces throw anything.

**Frenzy (Ex):** A raging hulk can enter a frenzy during combat, while under the effects of a mutagen. While frenzied, he gains a +6 bonus to Strength and, if he makes a full attack action, gains a single extra attack each round at his highest bonus. (This latter effect is not cumulative with haste or other effects that grant additional attacks.) However, he also takes a –4 penalty to Armor Class, takes 2 points of nonlethal damage per round, and any weapons wielded suffer a –4 penalty to Attack rolls. Starting at 1st level, a raging hulk can frenzy for a number of rounds per day equal to 2 + his Constitution modifier. At each level after 1st, he can frenzy for 2 additional rounds. Temporary increases to Constitution, such as that gained from dwarf's endurance, do not increase the total number of rounds that a raging hulk can frenzy per day. The total number of rounds of frenzy per day is renewed after resting for 8 hours, although these hours need not be consecutive.

To end the frenzy, the character may attempt a Will save (DC 10 + half of the chemist's level) once per round as a free action. Success ends the frenzy immediately; failure means it continues. A raging hulk can enter a frenzy as a free action. Even though this takes no time, he can do it only during her turn, not in response to another's action. In addition, if he takes damage from an attack, spell, trap, or any other source, he automatically enters a frenzy at the start of his next action or his turn immediately if he took damage from a trap or attack of opportunity, as long as he still has at least one round of usage of the ability left. To avoid entering a frenzy in response to a provoking effect, the character must make a successful Will save (DC 10 + points of damage taken since his last action) at the start of his next turn or immediately if he took damage from a trap or attack of opportunity. While frenzied, the character cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. During a frenzy, the raging hulk must attack those he perceives as foes to the best of his ability. Should he run out of enemies before his frenzy expires, his rampage continues. He must then attack the nearest creature (determine randomly if several potential foes are equidistant) and fight that opponent without regard to friendship, innocence, or health (the target's or his own).

When a frenzy ends, the raging hulk is fatigued (–2 penalty to Strength and Dexterity, unable to charge or run) for 1 minute. A raging hulk can't enter a new frenzy while fatigued or exhausted, but can otherwise enter a frenzy multiple times per day. If a raging hulk falls unconscious, his frenzy immediately ends. Rage powers can be used with frenzy. This ability does not stack with other forms of frenzy (such as Frenzy from Frenzied Warrior).

This ability replaces bombs.

**Unbridled Rage (Ex):** At 1st level, while under the effects of a mutagen, a raging hulk can use the Improved Unarmed Strike feat. A raging hulk fights unarmed ferociously, crushing those who stand in his way. A raging hulk's attacks are wild, often using fists and kicks interchangeably. This means that a raging hulk may even make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a raging hulk striking unarmed. A raging hulk may thus apply his full Strength bonus on damage rolls for all his unarmed strikes. A raging hulk's unarmed strikes always deal lethal bludgeoning damage. A raging hulk's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or

improve either manufactured weapons or natural weapons. A raging hulk also deals more damage with his unarmed strikes than a normal person would, as shown on the table below.

**Table: Small, Medium, or Large Raging Hulk Unarmed Damage**

Level	Damage (Small)	Damage (Medium)	Damage (Large)
1st – 3rd	1d4	1d6	1d8
4th – 7th	1d6	1d8	2d6
8th – 11th	1d8	1d10	2d8
12th – 15th	1d10	2d6	3d6
16th – 19th	2d6	2d8	3d8
20th	2d8	2d10	4d8

This ability replaces craft alchemical item, swift alchemy, alchemical manipulation, anesthetic, improved quaff potion, quaff potion mastery, and instant alchemy.

**Brutality (Ex):** At 2nd level, a raging hulk's taste for violence leads him to strike more powerful blows with his fists easily mastered by his bestial mind. A raging hulk in his mutagenic form deals +2 damage when attacking with unarmed strikes and natural attacks. This bonus increases by +2 for every four chemist levels after 2nd.

This ability replaces alchemical touch.

**Raging Discovery (Ex or Su):** Starting at 2nd level and every two levels thereafter, a raging hulk may select a rage power from the berserker's rage powers list using his chemist level as his berserker level to satisfy prerequisites or a discovery listed below.

*Burly (Ex):* In his mutagenic form, the raging hulk's heavy physical frame gives him an alchemical bonus on Strength checks, Constitution checks, and Strength-based skill checks as well as a bonus to CMB and CMD. The bonus is equal to half the raging hulk's chemist level.

*Burst of Speed (Ex):* When charging, the raging hulk can move an additional +5 feet (1 square) per chemist level. As long as he moves a distance greater than his base move speed, he gains half his chemist level as a bonus to damage on the first attack made at the end of the charge. This bonus damage is not multiplied upon a critical hit or through the use of lances. Each time a raging hulk uses burst of speed, he suffers 1d4 points of Dexterity damage. The damage only takes effect once frenzy has ended.

*Elemental Mutagen (Su):* The raging hulk chooses an element (earth, fire, ice, lightning, water, or wind). Whenever the raging hulk imbibes a mutagen, he gains resistance 5 to the associated elemental type and a +2 competence bonus on an associated skill check. This resistance increases by 5 and the competence bonus by 2 for each of the following discoveries the raging hulk possesses: grand mutagen and greater mutagen. The elements and their associated skills are earth (Climb), fire (Acrobatics), ice (Stealth), lightning (Escape Artist), water (Swim), and wind (Fly). A raging hulk can select this discovery up to four times, but must choose a different element each time. A raging hulk can gain the benefits of only one elemental mutagen at a time, selected when he imbibes the mutagen.

*Extended Mutagen (Ex):* The duration of the raging hulk's mutation is doubled.

*Feral Mutagen (Su):* Whenever the raging hulk imbibes a mutagen, he gains a bite attack. This is a primary attack and is made using the raging hulk's full base attack bonus. The bite attack deals 1d8 points of damage (2d6 if the raging hulk is large or 1d6 if the raging hulk is Small). While the mutagen is in effect, the raging hulk gains a +2 competence bonus on Intimidate skill checks.

*Furious Mutagen (Ex):* The damage dice for the feral mutagen's bite attack increases by one die step.

**Prerequisites:** Chemist 8, feral mutagen discovery

*Fury (Ex):* Now the embodiment of unfettered frenzy, the raging hulk can lay to waste anything around. While frenzied, the raging hulk can attack everything close to him. This ability functions the same as the Whirlwind Attack feat, but with the following exception. Each time a raging hulk uses fury, he suffers 1d4 points of Constitution damage. This damage only takes effect once the frenzy has ended.

*Grand Mutagen (Su):* The raging hulk's mutagen now grants a +6 natural armor bonus, a +8 alchemical bonus to one ability score (Strength, Dexterity, or Constitution), a +6 alchemical bonus to a second physical ability score, and a +4 alchemical bonus to a third physical ability score. The raging hulk takes a -2 penalty to his Intelligence, Wisdom, and Charisma as long as the mutagen persists. **Prerequisites:** Chemist 16, greater mutagen discovery

*Greater Mutagen (Su):* The raging hulk's mutagen now grants a +4 natural armor bonus, a +6 alchemical bonus to one physical ability score (Strength, Dexterity, or Constitution), and a +4 alchemical bonus to a second physical ability score. The raging hulk takes a -2 penalty on both associated mental ability scores as long as the mutagen persists. **Prerequisite:** Chemist 12

*Night Vision (Ex):* The raging hulk gains darkvision 60 feet and low-light vision in his mutagenic form.

*Nimble (Ex):* The raging hulk's lithe physical frame gives him an alchemical bonus on all Dexterity checks, Dexterity skill checks, and CMD, and a natural armor bonus to his Armor Class. The bonus is equal to half the raging hulk's chemist level.

*Purging Mutagen (Su):* The raging hulk's mutagen combines ipecac and other purgative components. A non- raging hulk who consumes the mutagen is nauseated for only 1 round, during which time his body rapidly metabolizes or expels all extant toxins, granting him an immediate second saving throw against each ongoing disease and poison currently affecting him. Each successful save counts as two consecutive successful saving throws for the purpose of curing the affliction. Any failed saving throws do not result in additional damage or other effects. A non- raging hulk who consumes a second purging mutagen in a 24-hour period is instead nauseated for 1 hour. When a raging hulk drinks the mutagen, he can choose whether or not to also be affected by this discovery in addition to the mutagen's other effects.

*Rancor (Ex):* A raging hulk is in a constant state of readiness, able to burst into a bloody frenzy at a moment's notice. The rancor ability further extends the power of the normal frenzy ability. A raging hulk with rancor who frenzies gains one additional attack per round and an additional +2 bonus to Strength. The additional attack is at the raging hulk's base attack bonus -5. The raging hulk also suffers an additional -4 penalty to AC on top of that already in place due to the normal use of frenzy. A raging hulk has no choice in using rancor. If the raging hulk frenzies, this special ability automatically comes into effect.

*Restoring Change (Su):* When the raging hulk assumes his mutagenic form or returns to his normal form from his mutagenic form, he heals a number of hit points equal to 1d8 + his chemist level.

*Righteous Wrath (Ex):* Though rare, there are heroic raging hulks who utilize their fury to further their desire to do what is good and just. When entering a frenzy, the raging hulk's sense of goodness overcomes the mindless desire for death and destruction, allowing him to discern friend from foe, and refuse to attack those he perceives as allies while in a frenzy. He is also able to willingly deal nonlethal damage, show mercy by ceasing his attacks, and willingly fail saving throws and suppress spell resistance from spells or other abilities used upon him by allies. **Prerequisite:** Any good alignment; shifting to a non-good alignment removes this ability, replacing it with another discovery or rage power, and he may never select it again, even if he returns to a good alignment.

*Scent (Ex):* The raging hulk gains the scent ability in his mutagenic form.

*Surge (Ex):* The raging hulk's ability to wade headfirst into combat reaches new levels of destruction and mayhem. As a full attack action, the raging hulk must move in a straight line at his full movement, attacking anything within reach (friend or foe) along that path. During a surge, he must attack up to a number of targets equal to his chemist level. He may not attack a target more than once during a surge. Each time a raging hulk uses surge, he suffers 1d4 points of Strength damage. This damage only takes effect once the frenzy has ended.

*True Mutagen (Su):* The raging hulk's mutagen now grants a +8 natural armor bonus and a +8 alchemical bonus to Strength, Dexterity, and Constitution. The raging hulk takes a -4 penalty to his Intelligence, Wisdom, and Charisma as long as the mutagen persists. **Prerequisites:** Chemist 20, greater mutagen discovery, grand mutagen discovery

These abilities replace the chemist's discoveries.

**Ferocity (Ex):** At 4th level and above, while in a frenzy, a raging hulk is such a tenacious combatant that he continues to fight without penalty even while disabled or dying.

This ability replaces alchemical mixture.

**Deathless Frenzy (Ex):** At 8th level and higher, a raging hulk can scorn death and unconsciousness while in a frenzy. As long as his frenzy continues, even if reduced to -10 hit points or less, he continues to fight normally until his frenzy ends. At that point, the effects of his wounds apply normally if they have not been healed. This ability does not prevent death from massive damage or from spell effects.

This ability replaces item lore.

**Greater Frenzy (Ex):** Starting at 11th level, when a berserker enters frenzy, the bonus to his Strength increases to +8. The AC penalty decreases to -3. Any weapons wielded suffer a -6 penalty to Attack rolls.

This ability replaces auto-potion.

**Enlarge Mutagen (Su):** At 15th level, whenever a raging hulk imbibes a mutagen, he may have the mutagen also increase his size by 1 category, gaining size bonuses and penalties of the appropriate type, but all penalties of the mutagen are doubled for the duration.

This ability replaces defensive bombing.

**Tireless Frenzy (Ex):** At 17th level and higher, a raging hulk no longer becomes fatigued at the end of his rage, though he still takes the nonlethal damage from frenzy for each round it lasts.

This ability replaces alchemical diffusion.

**Mighty Rage (Ex):** At 20th level, when a raging hulk enters frenzy, the bonus to his Strength increases to +10. The AC penalty decreases to -2. Any weapons wielded suffer a -8 penalty to Attack rolls.

This ability replaces grand discovery.