

Treezerker

The treezerker's body is suffused with raw plant life. When he rages, his plantlike characteristics bolster his durability and grant him some control over vegetation.

The treezerker is an archetype of the berserker class, available only to mandragora berserkers.

Verdant Growth (Su): At 1st level, the treezerker gain fast healing 1 while raging. His fast healing increases by 1 at 4th level and every three berserker levels thereafter, to a maximum of fast healing 6 at 19th level. If the treezerker has a berserker class feature that also grants him fast healing, he can stack up to half of his fast healing from such abilities with the fast healing gained from this ability, but he cannot do so by an amount that exceeds his Charisma modifier (minimum 0).

This ability replaces fast movement.

Oaken Skin (Ex): At 4th level, when entering a rage, the treezerker's skin thickens like bark and he gains a +2 enhancement bonus to his natural armor. At 8th level and every four berserker levels thereafter, this bonus increases by 1.

This ability replaces destructive.

Botanical Plasticity (Su): At 8th level, as a swift action, the treezerker can bend and twist the plant life within his body to elongate his limbs. His reach increases by 5 feet until the end of his turn.

This ability replaces bloodlust.

Verdant Call (Sp): At 13th level, when entering a rage, as a swift action, the treezerker can animate nearby plants to aid him in combat, functioning as the *wilderness soldiers* spell, using his Charisma modifier instead of his Wisdom modifier. This effect lasts for as long as he continues raging, regardless of the spell's normal duration.

This ability replaces fearless killer.

Nature's Thorns (Su): At 17th level, creatures that hit the treezerker in melee (other than those using manufactured reach weapons) take 4d6 points of piercing damage. A creature takes this damage only on its first successful attack against him in a combat round, and not on subsequent attacks in that round.

This ability replaces no escape.

Verdant Apotheosis (Su): At 19th level, verdant power surges throughout the treezerker's being. While raging, he gains tremorsense out to 30 feet. In addition, he gains immunity to paralysis, poison, sleep, and stunning effects, even while he is not raging.

This ability replaces unstoppable.