

## Viking

*The sagas of the northern people are filled with stories of mighty warriors sailing south to raid the peoples of warmer climes and returning with longships filled with plunder. The northerners call these warriors vikings, and their deeds are sung in the longhouses during the long winter nights. A viking strikes fear into the heart of her foes, and in battle can fly into a terrible rage. Many vikings wear the pelts of bears or wolves, drawing on the strength and ferocity of these beasts in battle. Vikings do not wear heavy armor, but are skilled at fighting with an ax or spear in conjunction with a shield.*

The viking is an archetype of the fighter class.

**Armor Proficiency:** A viking is not proficient with heavy armor.

**Fearsome (Ex):** At 2nd level, a viking can make an Intimidate check to demoralize or antagonize an opponent as a move action. At 10th level, she can do so as a swift action. At 18th level, she can demoralize or antagonize a foe as a free action once per round.

This ability replaces a fighter talent gained at 2nd level.

**Shield Defense (Ex):** Starting at 3rd level, a viking learns the art of fighting with a shield. Whenever she is wearing medium, light, or no armor and wielding a shield, the viking's shield bonus to AC increases by 1. Every 4 levels thereafter (7th, 11th, and 15th), this bonus increases by 1.

This ability replaces overhand chop.

**Berserker (Ex):** At 4th level, a viking gains the rage and rage forms abilities as the berserker class feature, but her berserker level is considered to be her fighter level –3.

This ability replaces physical resilience.

**Rage Powers (Ex):** Starting at 6th level, whenever a viking gains a fighter talent or advanced talent, she can instead choose to gain a single rage power, as the berserker class feature, in place of it. Once selected, these rage powers cannot be changed. Her berserker level is considered to be her fighter level –3 for these rage powers.