



WEREN BATTLE RAGER PRESTIGE CLASS:

Weren Battle Ragers, are members of an elite group of Weren Warriors, who embrace their anger, and channel it like no other. Where combat is concerned the released fury of a Battle Rager is a terrifying sight to behold, causing enemies to flee in abject terror. They believe only in combat, and have no interest in mundane concerns, or talk, their lot in life is one of action and prowess. They do however have a very strict code of honour and respect.

The Weren Battle Rager, is another reason why the Dragon Empire has befriended as opposed to attempted to Enslave the Weren people. The unmatched fury of a Battle Rager, was deemed to be a valuable asset, if used on the Dragons behalf, used against them, it could be an implement of their demise.

Hit Die: d12

Requirements

To qualify to become a Weren Battle Rager a character must fulfill all of the following criteria:

- **Feats:** Endurance, Toughness, Power Strike
- **Skills:** Intimidate 6 ranks
- **Species:** Weren.
- **Base Attack Bonus:** +8
- **Special:** Must possess the ability to Rage

Class Skills

The Weren Battle Rager's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Spot (Wis), Tumble (Dex), and Wilderness Lore (Wis)

Skill Points at Each Level: 3 + Int modifier.

Class Features

All the following are class features of the Battle Rager prestige class:

- **Weapon and Armor Proficiency:** A Weren Battle Rager is proficient with all simple weapons and martial weapons, including black powder weapons, light armor and medium armor.
- **Blood Rage:** The Weren Battle Rager, is capable of inciting themselves to such heights of Rage that they are unmatched in ferocity by any other known species. A Weren in such a state receives +8 to their Strength, +8 Constitution, +4 Hit Points per level due to the Con increase, they receive +4 bonus to Will saves, but suffer a -2 penalty to AC. A Blood rage lasts for 6 + the newly modified Con modifier in rounds, after which time the Weren is -4 Dex and Str, and cannot run for the remainder of that encounter. A Weren in a Blood rage does not become unconscious at 0 Hit points, and can keep fighting until -10 at which point they simply drop dead. A Weren on negative Hit points when the rage wears off will collapse and likely die quickly unless they are healed fast. The number of times a weren can enter a Blood rage increases as his Battle Rager levels increase to 2/Day at 4th and 3/Day at 8th. These Blood Rages are in addition to any normal rages the Were may be capable of.





- **Fearsome:** the Weren Battle Rager is feared and Respected throughout their territory, and also because they are very intimidating individuals, the way they carry themselves, speak, and even look at people is all trained at encouraging submissive behaviour in others, and any who try to meet them eye to eye, had better be able to back up their bravery with actions. A Weren battle Rager, receives a +4 Competence bonus to all Intimidation rolls
- **Bestial Roar:** A Weren Battle Rager develops the ability to Embrace the beast within in more than one way, they learn to Expel their anger in an almighty roar at their opponents, all of whom within 30ft radius must make a Will save (DC11+ weren's Str modifier) or become frightened, suffering -2 morale penalty to attack rolls damage rolls, and saving throws against the weren. If those affected can flee the weren they will, moving as fast as possible away from the weren for 1d4 rounds, though if unable to flee they will fight. This has no affect on anyone with more than 6 hit dice. A Weren may must their aggression in this form 1/Day at 3rd and 2/day at 6th.
- **Great Fortitude:** At this point a Weren learns how better to cope with their rages, and no longer suffer fatigue after a rage.
- **Unrelenting:** A Weren who attains great experience in Battle Raging, is no doubt one who has survived countless frays, dire wounds, and bears many scars. A weren of this sort is a biological machine of destruction, and all but impossible to stop. A such any time a Weren suffers Massive damage (50 pts of more in a single blow) they need not make a Fortitude save to avoid dying, they are instead better able to cope with such massive wounds, and continue regardless. They also receive a +2 bonus to saves to avoid Death effects.

The Weren Battle Rager

Level	Attack	Fort	Ref	Will	Special
1 st	+1	+2	+0	+0	Blood Rage 1/Day Fearsome
2 nd	+2	+3	+0	+0	--
3 rd	+3	+3	+1	+1	Bestial Roar 1/Day
4 th	+4	+4	+1	+1	Blood Rage 2/Day
5 th	+5	+4	+1	+1	Great Fortitude
6 th	+6	+5	+2	+2	Bestial Roar 2/Day
7 th	+7	+5	+2	+2	--
8 th	+8	+6	+2	+2	Blood Rage 3/Day
9 th	+9	+6	+3	+3	--
10 th	+10	+7	+3	+3	Unrelenting

