

Hersir

Level	BAB	Fort	Ref	Will	Special
1st	+1	+2	+0	+0	glorious rage (+2 For/Con), glorious inspiration +1
2nd	+2	+3	+0	+0	bonus feat, rage power
3rd	+3	+3	+1	+1	armor training 1
4th	+4	+4	+1	+1	protective inspiration
5th	+5	+4	+1	+1	rage power, glorious inspiration +2
6th	+6/+1	+5	+2	+2	bonus feat
7th	+7/+2	+5	+2	+2	armor training 2
8th	+8/+3	+6	+2	+2	rage power, glorious rage (+4 For/Con)
9th	+9/+4	+6	+3	+3	minor rigorous inspiration, glorious inspiration +3
10th	+10/+5	+7	+3	+3	bonus feat
11th	+11/+6/+1	+7	+3	+3	rage power, armor training 3
12th	+12/+7/+2	+8	+4	+4	rigorous inspiration
13th	+13/+8/+3	+8	+4	+4	glorious inspiration +4
14th	+14/+9/+4	+9	+4	+4	rage power, bonus feat
15th	+15/+10/+5	+9	+5	+5	greater rigorous inspiration
16th	+16/+11/+6/+1	+10	+5	+5	glorious rage (+6 For/Con)
17th	+17/+12/+7/+2	+10	+5	+5	rage power, glorious inspiration +5
18th	+18/+13/+8/+3	+11	+6	+6	bonus feat
19th	+19/+14/+9/+4	+11	+6	+6	armor mastery
20th	+20/+15/+10/+5	+12	+6	+6	rage power, rage mastery

Alignment: Any

Hit die: d12

Parent class: Barbarian and Fighter

Starting wealth: 4d6 x10

Class skills -----

Craft (Int), Knowledge (local) (Int), Diplomacy (Cha), Appraise (Int), Ride(Dex), Climb(Str), Intimidate (Cha), Swim(Str), Profession (Wis) et Survival (Wis).

Skill Ranks per Level: 3 + Int modifier.

Class description -----

The following are class features of the hersir..

Weapon and Armor Proficiency

A hersir is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

Glorious Inspiration (Ex)

Starting at 1st level, a hersir gains a +1 bonus on Will saves against fear. This bonus increases by +1 for every four levels beyond 1st. While in rage, this bonus applies to any Will saves.

Also, this bonus increases by 1 for each size category that an opponent threatened by the hersir has above his, regarding only the largest opponent in the threatened area.

Glorious Rage (Ex)

A hersir is shaped by an intrepid and vindictive culture, in which he can draw to surpass any opponent. Starting at 1st level, a hersir can rage for a number of rounds per day equal to 4 + his Constitution modifier. At each level after 1st, he can rage for 2 additional rounds. Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that a barbarian can rage per day. A hersir can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a hersir gains a +2 morale bonus to his Strength and Constitution, as well as a –2 penalty to Armor Class. The increase to Constitution grants the hersir 1 hit point per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a hersir cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

A hersir can end his rage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A barbarian cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If a barbarian falls unconscious, his rage immediately ends, placing his in peril of death.

Bonus Feats

At 2nd level and every 4 levels thereafter, a hersir gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats. Hersir levels are considered fighter levels for the purpose of meeting combat feat prerequisites.

In addition, upon reaching 6th level and every 4 levels thereafter, a hersir can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the hersir loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A hersir can only change one feat at any given level, and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

Rage Powers (Ex)

As a hersir gains levels, he learns to use his rage in new ways. Starting at 2nd level, a hersir gains a rage power (see the list below). He gains another rage power for every three levels of hersir attained after 2nd level. A hersir gains the benefits of rage power only while raging, and some of these powers require the hersir to take an action first. Unless otherwise noted, a hersir cannot select an individual power more than once.

Armor Training (Ex)

Starting at 3rd level, a hersir learns to be more maneuverable while wearing armor. Whenever he is wearing armor, he reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his armor by 1. Every four levels thereafter (7th, 11th), these bonuses increase by +1 each time, to a maximum -3 reduction of the armor check penalty and a +3 increase of the maximum Dexterity bonus allowed.

In addition, a hersir can also move at his normal speed while wearing medium armor.

Protective Inspiration (Ex)

Starting at level 4th, as long as a hersir is left with less than half his hit points, his glorious inspiration bonus also applies to his AC as a dodge bonus.

Minor Rigorous Inspiration (Ex)

Starting at level 9th, a hersir can, while raging, by using a move action, consume up to half his hersir level rage rounds and decrease by 2 his rage Str and Con bonus to increase his weapon, armor or shield enhancement bonus by 1 or choose 1 upgrade among the following :

-- **Weapons** : adaptative, advancing, agile, allying, ambushing, answering, bane (the hersir chooses the designated foe each type he uses this upgrade), benevolent, bewildering, breaking, countering, courageous, cruel, culling, cunning, deadly, debilitating, defending, designating-lesser, distance, fortuitous, furious, furyborn, guardian, heartseeker, legbreaker, mighty cleave, ominous, speed, summon bane, throwing

-- **Armor** : advancing, balanced, balanced, benevolent, bloodthirsty, bolstering, brawling, deathless, defiant, grinding, jarring, jousting, malevolent, poison-resistant, rallying, slick, stanching,

-- **Shield** : arrow deflection, assiduous, bashing, blinding, bolstering, jarring, poison-resistant, rallying, ramming, rebounding

The hersir can use a free action in place of any command required by an upgrade. These effects last as many rounds as were consumed to initiate them or until the hersir end his rage. Temporary losing an upgrade doesn't renew powers that impose a delay.

Rigorous Inspiration (Ex)

At level 12th, when a hersir uses his rigorous inspiration, he can now increase his weapon, armor or shield enhancement bonus by up to 2 or choose 1 upgrade from 2 different categories (armor and weapon for example) among the following (he can also choose any combination of enhancement bonus and upgrades as long as it doesn't exceed 2 abilities, for example +1 to his armor enhancement bonus and the frost upgrade for his weapon) or from the minor rigorous inspiration upgrade list :

-- **Weapons** : defiant, driving, impact, keen, menacing, nimble shot, penetrating, repositioning, smashing, wounding

-- **Armor** : determination, slick-improved, spirit-bonded, vouchsafing

-- **Shield** : determination

Greater Rigorous Inspiration (Ex)

At level 15th, when a hersir uses his rigorous inspiration, he can now increase his weapon, armor or shield enhancement bonus by up to 3 or choose 1 upgrade from each categories among the following (he can also choose any combination of enhancement bonus and upgrades as long as it doesn't exceed 3 abilities, for example +1 to his armor enhancement bonus, the arrow deflection shield upgrade and the determination armor upgrade) or from the minor rigorous inspiration and the rigorous inspiration upgrade list :

-- **Weapons** : designating-greater, disruption, exhausting

-- **Armor** : light fortification(the hersir can consume one more rage round by round to increase this effect to medium)

-- **Shield** : light fortification

Armor Mastery (Ex)

At 19th level, a hersir gains Damage Reduction 5/— whenever he is wearing armor or using a shield.

Rage Mastery (Ex)

At 20th level, a hersir no longer becomes fatigued at the end of his rage. In addition, when he enters a rage, the hersir immediately activate his rigorous inspiration during the entire rage session, without consuming any additional rage rounds nor decreasing his rage Str and Con bonus.

Pouvoirs de rage de hersir -----

Minor Heroic Inspiration (Ex)

Once per rage, using a swift action, a hersir can consider an opponent within 30 feet (6 squares) as one size category bigger for 1 round. This power is accessible to level 4 and above hersirs. He can use this power one more time by rage for every 5 levels he has above the 4th.

Heroic Inspiration (Ex)

Prerequisite : minor heroic inspiration, level 11

When a hersir uses his heroic inspiration power on an opponent, he can extend its duration by 1 round, his current mod Con times (at least 1), by a swift action, as long as he threatens the opponent.

Aura (Ex)

Prerequisite : level 8

Once per day, while raging, a hersir can share his glorious inspiration aptitude with his allies within 30 feet (6 squares) by a move action. This effect lasts 1 round plus 1 additional round for every 5 levels above the 8th.

Pouvoirs de rage -----

Auspicious Mark (Su)

Boasting Taunt (Ex)

Bleeding Blow (Ex)

Brawler

Brawler, Greater

Clear Mind (Ex)

Come and Get Me (Ex)

Crippling Blow (Ex)

Deadly Accuracy (Ex)

Fearless Rage (Ex)

Ferocious Beast

Ferocious Beast, Greater

Ferocious Mount (Ex)

Ferocious Mount, Greater (Ex)

Flesh Wound (Ex)

Fueled by Vengeance

Good for What Ails You (Ex)

Guarded Life (Ex)

Guarded Life, Greater (Ex)

Guarded Stance (Ex)

Inspire Ferocity (Ex)

Internal Fortitude (Ex)

Intimidating Glare (Ex)
Knockback (Ex)
Knockdown (Ex)
Lethal Accuracy (Ex)
Liquid Courage (Ex)
Mighty Swing (Ex)
Moment of Clarity (Ex)
No Escape (Ex)
Overbearing advance (Ex)
Overbearing Onslaught (Ex)
Perfect Clarity (Ex)
Powerful Blow (Ex)
Quick Reflexes (Ex)Quick Reflexes (Ex)
Raging Climber (Ex)
Raging Grappler (Ex)
Raging Leaper (Ex)
Raging Swimmer (Ex)
Reckless abandon
Regenerative Vigor (Ex)
Renewed Life (Ex)
Renewed Vigor (Ex)
Renewed Vitality (Ex)
Roaring Drunk (Ex)
Rolling Dodge (Ex)
Roused Anger (Ex)
Sharpened Accuracy (Ex)
Smasher (Ext)
Spellbreaker
Sprint (Ex)
Staggering Drunk (Ex)
Strength Surge (Ex)
Superstition (Ex)
Surprise Accuracy (Ex)
Swift Foot (Ex)
Terrifying Howl (Ex)
Unexpected Strike (Ex)