

FOUR HORSEMEN PRESENT

HYBRID CLASS: FURY



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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FURY

Combining martial skill with peerless passion, the fury sacrifices everything in pursuit of a goal. Discipline for the fury comes from her driving emotions, which give her the motivation to devote her life to battle. She is fueled by individual experience, often resulting in fanaticism, obsession, or the need for vengeance. Furies rarely hold to ancient philosophies or moral codes, preferring a more personal approach. A fury might even sneer at the idea of ancient dead ascetics dictating how she should live her life.

While furies often learn from or take on apprentices with similar goals and ideals, schools for the art are nearly impossible to organize. Furies have reckless tendencies, and few live long enough to find peace.

Role: Furies excel in battle, using determination and martial prowess to destroy far more powerful foes. With a focused form of rage, the fury combines the barbarian's daring with the monk's speed.

Alignment: Any nonlawful.

Hit Die: d8.

Parent Classes: Barbarian and monk.

Starting Wealth: 2d6 x 10 gp (average 70 gp).

CLASS SKILLS

The fury's class skills are class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (religion) (Int), Perception (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

TABLE: FURY

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	AC Bonus	Fast Movement
1st	+0	+2	+0	+2	Focused rage, unarmed strike	+0	+0 ft.
2nd	+1	+3	+0	+3	Rage power, uncanny dodge	+0	+0 ft.
3rd	+2	+3	+1	+3	Fast movement, maneuver training	+0	+10 ft.
4th	+3	+4	+1	+4	Ki pool (magic), rage power	+1	+10 ft.
5th	+3	+4	+1	+4	Purity of purpose	+1	+10 ft.
6th	+4	+5	+2	+5	Rage power	+1	+20 ft.
7th	+5	+5	+2	+5	Damage reduction 1/—, ki pool (cold iron/silver), sacrifice of body	+1	+20 ft.
8th	+6/+1	+6	+2	+6	Rage power	+2	+20 ft.
9th	+6/+1	+6	+3	+6	Improved uncanny dodge	+2	+30 ft.
10th	+7/+2	+7	+3	+7	Ki pool (chaotic), rage power	+2	+30 ft.
11th	+8/+3	+7	+3	+7	Greater focused rage	+2	+30 ft.
12th	+9/+4	+8	+4	+8	Rage power	+3	+40 ft.
13th	+9/+4	+8	+4	+8	Damage reduction 2/—, perfect purpose	+3	+40 ft.
14th	+10/+5	+9	+4	+9	Rage power	+3	+40 ft.
15th	+11/+6/+1	+9	+5	+9	Throat strike	+3	+50 ft.
16th	+12/+7/+2	+10	+5	+10	Ki pool (adamantine), rage power	+4	+50 ft.
17th	+12/+7/+2	+10	+5	+10	Sustained by anger	+4	+50 ft.
18th	+13/+8/+3	+11	+6	+11	Rage power	+4	+60 ft.
19th	+14/+9/+4	+11	+6	+11	Damage reduction 3/—, sacrifice of soul	+4	+60 ft.
20th	+15/+10/+5	+12	+6	+12	Mighty focused rage, rage power	+5	+60 ft.



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CLASS FEATURES

The following are the class features of the fury.

Weapon and Armor Proficiency: A fury is proficient with all simple and martial weapons, but are not proficient with any armor or shields.

AC Bonus (Ex): When unarmored and unencumbered, the fury adds her Charisma bonus (if any) to her AC and her CMD. In addition, a fury gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every four fury levels thereafter, up to a maximum of +5 at 20th level.

These bonuses to AC apply even against touch attacks or when the fury is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

Focused Rage (Ex): A fury can call upon inner reserves of strength and ferocity born from her passions, granting her additional combat prowess. Starting at 1st level, a fury can be in focused rage for a number of rounds per day equal to 4 + her Charisma modifier. At each level after 1st, she can be in focused rage for 2 additional rounds. Temporary increases to Charisma, such as those gained from spells like *eagle's splendor*, do not increase the total number of rounds that a fury can be in focused rage per day. A fury can enter focused rage as a free action. The total number of rounds of focused rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in focused rage, a fury gains a +2 morale bonus to her Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, she may make one additional attack, taking a -2 penalty on all of her attack rolls, as if using the Two-Weapon Fighting feat. These attacks can be any combination of unarmed strikes and attacks with a weapon the fury is proficient in, but the secondary attacks still add only ½ the fury's Strength modifier to damage. For the purpose of these attacks, the fury's base attack bonus from her fury class levels is equal to her fury level. For all other purposes, the fury uses her normal base attack bonus. The fury may substitute disarm, sunder, and trip combat maneuvers for these attacks. A fury with natural weapons cannot use such weapons as part of these attacks, nor can she make natural attacks in addition to these attacks.

The fury takes a -2 penalty to Armor Class while

in focused rage. The increase to Constitution grants the fury 1 hit point per Hit Dice, but these hit points disappear when the focused rage ends and are not lost first like temporary hit points. While in focused rage, a fury cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

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

Level	Focused Rage Attack Bonus
1st	-1/-1
2nd	+0/+0
3rd	+1/+1
4th	+2/+2
5th	+3/+3
6th	+4/+4/-1
7th	+5/+5/+0
8th	+6/+6/+1
9th	+7/+7/+2
10th	+8/+8/+3
11th	+9/+9/+4/+4
12th	+10/+10/+5/+5
13th	+11/+11/+6/+6/+1
14th	+12/+12/+7/+7/+2
15th	+13/+13/+8/+8/+3
16th	+14/+14/+9/+9/+4
17th	+15/+15/+10/+10/+5
18th	+16/+16/+11/+11/+6/+1
19th	+17/+17/+12/+12/+7/+2
20th	+18/+18/+13/+13/+8/+8/+3

Unarmed Strike: At 1st level, a fury gains Improved Unarmed Strike as a bonus feat. A fury's attacks may be with fist, elbows, knees, and feet. This means that a fury may make unarmed strikes with her hands full. A fury applies her full Strength bonus on damage rolls for her unarmed strikes, unless the unarmed strikes are secondary attacks gained from focused rage.

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Usually a fury's unarmed strikes deal lethal damage, but she can choose to deal nonlethal damage instead with no penalty on her attack roll. She has the same choice to deal lethal or nonlethal damage while grappling.

A fury'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 fury also deals more damage with her unarmed strikes than a normal person would as shown on the following table.

FURY UNARMED DAMAGE

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

Uncanny Dodge (Ex): At 2nd level, a fury gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dexterity bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A fury with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.

If a fury already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

Rage Powers (Ex): As a fury gains levels, she learns to use her passion in new ways. Starting at 2nd level, a fury gains a barbarian rage power. Any rage power that references a barbarian's rage affects the fury's focused rage, and any reference to barbarian class levels instead applies to fury class levels. She gains another rage power for every two levels of fury attained after 2nd level. A fury gains the benefits of rage powers only while in focused

rage, and some of these powers require the fury to take an action first. Unless otherwise noted, a fury cannot select an individual power more than once.

Fast Movement (Ex): At 3rd level, a fury gains an enhancement bonus to her land speed, as shown on Table: Fury. A fury in armor or carrying a medium or heavy load loses this extra speed.



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Maneuver Training (Ex): At 3rd level, a fury uses her fury level in place of her base attack bonus when calculating her Combat Maneuver Bonus. Base attack bonuses granted from other classes are unaffected and are added normally.

MULTICLASSING

Fury levels stack with barbarian levels for the purposes of determining additional rounds of focused fury or rage per day and for the purposes of barbarian levels for access to and using rage powers. When a barbarian gains a fury level or a fury gains a barbarian level, she must choose whether to use the barbarian's rage or the fury's focused rage. The character can then use one of the abilities, but not both. This choice once made cannot be changed. A fury with levels in monk adds her monk level to her fury level for the purposes of flurry of blows, maneuver training, ki pool, monk AC bonus, fast movement, and unarmed strike. When a monk gains a fury level or a fury gains a monk level, they must choose if their AC bonus is Wisdom or Charisma dependent. This choice once made cannot be changed.

Ki Pool (Su): At 4th level, a fury gains a pool of *ki* points, supernatural energy she can use to accomplish amazing feats. The fury's *ki* is drawn from her well of strong emotions, usually anger or even hatred. The number of points in a fury's *ki* pool is equal to 1/2 her fury level + her Charisma modifier. As long as she has at least 1 point in her *ki* pool, she can make a *ki* strike. At 4th level, *ki* strike allows her unarmed attacks to be treated as magic weapons for the purpose of overcoming damage reduction. At 7th level, her unarmed attacks are also treated as cold iron and silver for the purpose of overcoming damage reduction. At 10th level, her unarmed attacks are also treated as chaotic weapons for the purpose of overcoming damage reduction. At 16th level, her unarmed attacks are treated as adamantite weapons for the purpose of overcoming damage reduction and bypassing hardness.

By spending 1 point from her *ki* pool, a fury can make one additional attack at her highest attack bonus when in focused rage. In addition, she can spend 1 point to increase her speed by 20 feet for 1 round while in focused rage. Each of these powers

is activated as a swift action. A fury gains additional powers that consume points from her *ki* pool as she gains levels.

The *ki* pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

Purity of Purpose (Ex): At 5th level, a fury may choose to take 2 points of Charisma damage as a full-round action to remove the fatigued condition from herself. Ability damage taken in this way can only be healed naturally (the Heal skill can be used to improve natural healing), and cannot be healed by healing spells or effects.

Damage Reduction (Ex): At 7th level, a fury gains damage reduction. Subtract 1 from the damage the fury takes each time she is dealt damage from a weapon or a natural attack. At 13th level and 19th level, this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.

Sacrifice of Body (Su): At 7th level, a fury can sacrifice her health for power as a swift action. She can choose to take a number of hit points of damage equal to her class level in place of using a daily round of focused rage or spending 1 point of *ki* from her *ki* pool. Damage taken in this way can only be healed naturally (the Heal skill can be used to improve natural healing), and cannot be healed by healing spells or effects.

Improved Uncanny Dodge (Ex): At 9th level and higher, a fury can no longer be flanked. This defense denies a rogue the ability to sneak attack the fury by flanking her, unless the attacker has at least four more rogue levels than the target has fury levels.

If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Greater Focused Rage: At 11th level, when a fury enters focused rage, the morale bonuses to her Strength and Constitution increases to +4, and the morale bonus on her Will saves increases to +3. She can make two additional attacks while in focused rage, as if using Improved Two-Weapon Fighting (even if the fury does not meet the prerequisites for the feat). The fury adds 1/2 her Strength modifier to the damage for these additional attacks.

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Perfect Purpose (Su): At 13th level, a fury may choose to take 2 points of Charisma damage as a swift action to remove the fatigued or exhausted condition from herself. Ability damage taken in this way can only be healed naturally (the Heal skill can be used to improve natural healing), and cannot be healed by healing spells or effects.

Throat Strike (Su): Starting at 15th level, a fury can brutally strike at the throat of another creature. She can use a throat strike attack once per day, and she must announce her intent before making her attack roll. Creatures immune to critical hits cannot be affected. Otherwise, if the fury strikes successfully and the target takes damage from the blow, the throat strike attack succeeds. The target must make a Fortitude saving throw ($DC\ 10 + \frac{1}{2}$ the fury's level + the fury's Cha modifier) or he begins to suffocate. In the first round, the target falls unconscious (0 hit points). In the following round, the target drops to -1 hit points and is dying. In the third round, the target suffocates and dies. The creature's death can be prevented by a Heal check (DC equals saving throw DC) or any healing spell. On a successful save, the target is only fatigued and cannot speak or cast spells with verbal components for 1 round.

Sustained by Anger (Ex): At 17th level, a fury's dark ki keeps her alive during the most harrowing circumstances. As long as she has at least 1 point in her ki pool, she gains the benefits of the Diehard feat. If the fury possesses the Diehard feat from some other source, she may spend 1 point of ki from her ki pool as an immediate action to act for 1 round at negative hit points without being staggered or taking damage.

Sacrifice of Soul (Ex): At 19th level, a fury learns to burn away her own soul with anger in desperate circumstances. While in focused rage the fury may take a negative level as a swift action to double the morale bonuses and penalties from focused rage for 1 round. The penalties of the negative level do not take effect until the beginning of the fury's next turn or when the focused rage ends (whichever comes first).

If at the beginning of her next turn the fury's focused rage continues, the fury can elect to take a cumulative negative level for sacrifice of soul. She then gains the doubled morale bonus benefits for 1 additional round, and staves off the penalties of the cumulative negative levels gained until the beginning of her next turn. The fury can continue

to negative levels each round until her focused rage ends, up to a maximum number of rounds equal to her Hit Dice (likely resulting in the fury's death).

The penalties of the negative level(s) affect furies normally immune to negative levels or energy drain (including furies with the undead creature type). Temporary negative levels gained in this manner can only be healed naturally, and cannot be healed by healing spells or effects. The temporary negative levels can be removed with a Fortitude save ($DC\ 10 + \frac{1}{2}$ the fury's Hit Dice + fury's Constitution modifier) 24 hours after the negative levels become effective. The fury makes a separate saving throw for each negative level.

Mighty Focused Rage: At 20th level, when a fury enters focused rage, the morale bonus to her Strength and Constitution increases to +6, and the morale bonus on her Will saves increases to +4. She can make three additional attacks, as if using Greater Two-Weapon Fighting (even if the fury does not meet the prerequisites for the feat). The fury adds $\frac{1}{2}$ her Strength modifier to the damage for these additional attacks.

EX-FURIES

A fury who becomes lawful cannot gain new levels as a fury but retains all fury abilities.

FURY ARCHETYPES

The following archetypes are available to furies.

MAIMED

A fury might bear many scars, physical or psychological, that remind her of her passions. The maimed is damaged in such a fundamental way that it completely redefines her existence, making her driving goals impossible to forget.

Maimed (Ex): The maimed fury chooses one of the following disfigurements, which come with a benefit as well as a hindrance. This choice is made at 1st level, and once made, it cannot be changed. The fury's disfigurement cannot be removed or healed without her willing consent, and likely requires powerful magic or a pivotal event. Removing or healing the disfigurement results in the fury losing the maimed archetype. This replaces the rage powers gained at 6th, 12th, and 18th levels.

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Broken: Years or even decades of terrible abuse have robbed you of your ability to feel much more than rage. You are immune to morale bonuses or penalties gained from any source other than fury class abilities. At 6th level, you are immune to the confused condition. At 12th level, you are immune to charm spells and effects. At 18th level, you are immune to fear.

Clouded Vision: Your eyes were partially blinded by a weapon, fire, or magic. You cannot see anything beyond 30 feet, but you can see as if you had darkvision. At 6th level, this distance increases to 60 feet and you gain blindsense out to a range of 30 feet. At 12th level, you gain blindsense out to a range of 60 feet and blindsight out to a range of 30 feet. At 18th level, you gain blindsight out to a range of 60 feet.

Enslaved: You bear distinct permanent ugly tattoos on your face and hands, marking you as someone's slave. You take a -4 penalty on Charisma-based skill checks, except for Intimidate. You gain a +4 competence bonus on Escape Artist skill checks, Escape Artist is a class skill, and you can escape from rope bindings, manacles, or other restraints as a full-round action. At 6th level, foes attempting to grapple you do not add size bonuses to CMB. At 12th level, you are immune to any magical effect that impedes movement (such as *solid fog*, *slow*, and *web*). At 18th level, you are immune to paralysis and cannot be grappled by any means.

Scarred: You bear horrible wounds all over your body from burns, whips, or torture. Select one physical ability score (Strength, Dexterity, or Constitution). This ability score is permanently reduced by 2. You are immune to pain spells and effects and automatically stabilize when reduced to negative hit points. At 6th level, you reduce nonlethal damage from any source by half. At 12th level, you gain a +2 bonus to your natural armor. At 18th level, you gain damage reduction 2/— or add +2 to any damage reduction you possess.

Wasting: Your body is slowly rotting away due to some terrible injury or necromantic magic. You take a -4 penalty on Charisma-based skill checks, except for Intimidate. You gain a +4 competence bonus on saves made against disease and poison. At 6th level, you are immune to the sickened condition (but not nauseated). At 12th level, you gain immunity to disease and poison. At 18th level, you are immune to the nauseated condition.

REVENANT

A revenant fury crawled her way back to life from the very brink of death. Terrible wounds, starvation, extreme cold, or other dire threats were not quite enough to kill her. Sustained by her anger, she becomes a creature not quite alive or undead.

Focused Rage (Ex): At 1st level, the revenant fury uses her passions to survive. The revenant does not gain an additional attack (as the Two-Weapon Fighting feat) and her base attack bonus for attacks is not increased when in focused rage. While in focused rage any bleed or sleep effects are suppressed, and the fury is immune to death from massive damage. While the focused rage lasts, a suppressed spell, condition, or effect has no effect. When the focused rage ends, the original spell or effect takes hold of the revenant fury again, provided that its duration has not expired. Additionally, while in focused rage she gains a +2 morale bonus on saving throws against death effects, disease, poison, ability damage or drain, energy drain, paralysis, and stunning. This ability otherwise functions as focused rage. This alters focused rage.

Psychic Leech (Ex): At 5th level, the revenant fury learns to drain other living creatures to fuel her rage. As a standard action while in focused rage, the fury can make a touch attack that deals 1d4 Charisma damage against a living creature. Alternately, as a full-round action, the fury can deal this Charisma damage as part of an unarmed strike or when delivering a coup de grace. The target is permitted a saving throw (DC 10 + 1/2 the revenant fury's Hit Dice + the fury's Charisma modifier) to negate the Charisma damage. If the fury successfully deals Charisma damage in this manner, she does not become fatigued when her focused rage ends. This replaces purity of purpose.

Consume Ki (Su): At 7th level, if the revenant fury successfully strikes a killing blow (attack resulting in death) against a living creature with the psychic leech ability, she can consume a portion of the creature's ki for power. She may either regain 1 point of ki or a daily round of focused rage. This replaces sacrifice of body.

Greater Focused rage: At 11th level, when a fury enters focused rage she does not gain two additional attacks (as the Improved Two-Weapon Fighting feat). However, while in focused rage any mind-

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affecting effects are suppressed, and she is immune to death effects. While the focused rage lasts, a suppressed spell, condition, or effect has no effect. When the focused rage ends, the original spell or effect takes hold of the revenant fury again, provided that its duration has not expired in the meantime. Additionally, the morale bonus on saving throws against disease, poison, ability damage or drain, energy drain, paralysis, and stunning increases to +4. This ability otherwise functions as greater focused rage. This alters greater focused rage.

Psychic Vampire (Su): At 13th level, the revenant fury may spend 1 point of ki from her ki pool when making a psychic leech attack to deal 1d8 Charisma damage, 1d4 Charisma drain, or deny the target a saving throw to negate the Charisma damage. This replaces perfect purpose.

Soul Strike (Ex): At 19th level, a fury learns to poison the ki of other creatures. When making a psychic leech attack, the fury may spend 3 points of ki from her ki pool to deal 1d4 temporary negative levels. The target does not receive a saving throw to prevent these negative levels, and negative levels stack. The lost levels are regained after 15 hours. A target with a ki pool (such as a fury, monk, or ninja) may choose to lose points of ki from his pool rather than take negative levels. This replaces sacrifice of soul.

Mighty Focused Rage: At 20th level, when a fury enters focused rage, she cannot make three additional attacks (as the Greater Two-Weapon Fighting feat). However, while in focused rage any disease, poison, ability damage or drain, energy drain, paralysis, or stunning effect is suppressed. While the focused rage lasts, a suppressed spell, condition, or effect has no effect. When the focused rage ends, the original spell or effect takes hold of the revenant fury again, provided that its duration has not expired in the meantime. This ability otherwise functions as mighty focused rage. This alters mighty focused rage.

VENGEFUL

Many furies are driven by hatred and anger, but the vengeful fury thinks of little more than bloody revenge. Terribly wronged in the past by some group or individual, she stops at nothing to make them pay.

Skills: The vengeful fury may exchange the Knowledge (religion) class skill for any other Knowledge skill as a class skill.

Retribution (Ex): At 2nd level, a vengeful fury's injuries focus her hatred. Whenever a single creature deals damage in a round to the fury equal to or greater than the fury's Hit Dice, she gains a +1 morale bonus to attack and damage rolls against that creature for 1 round. If more than one creature deals sufficient damage to activate this ability within a round, the fury's retribution ability applies to the last creature to damage her. This morale bonus increases by +1 at 6th level and every 4 levels thereafter (10th, 14th, and 18th) to a maximum of +5 at 18th level. This replaces uncanny dodge.

Sworn Enemy (Ex): At 3rd level, a vengeful fury selects a single creature type from the ranger favored enemies table (see *Pathfinder Roleplaying Game: Core Rulebook*). She gains a +1 bonus on Intimidate, Knowledge, Perception, and Survival checks against creatures of her selected type. Likewise, she gets a +1 bonus on weapon attack and damage rolls against them. A vengeful fury may make Knowledge skill checks untrained when attempting to identify these creatures. If the vengeful fury chooses humanoids or outsiders as a favored enemy, she must also choose an associated subtype.

At 6th level and every three levels thereafter (9th, 12th, 15th, and 18th level), the bonuses against her chosen enemy increases by +1 (to a maximum of +6 at 18th level). This replaces fast movement.

Ki Pool (Su): At 4th level, vengeful fury develops her ki, but focuses it toward killing. She cannot spend points from her ki pool to increase her speed. As the vengeful fury increases in level, her unarmed attacks do not gain the benefits of ki strike (being treated as magic, cold iron, silver, chaotic, or adamantite weapons for the purposes of overcoming damage reduction and bypassing hardness).

As a swift action the vengeful fury may spend 2 points from her ki pool to choose one target within range to become the singular focus of her anger. The vengeful fury adds her Charisma bonus (minimum +1) to her attack and damage rolls made against the target. Her unarmed attacks automatically bypass any damage reduction the creature might possess. This remains in effect until the target is dead or the next time the fury rests and regains her ki pool. A vengeful fury can only have one creature targeted in this manner at a time, and cannot select a new target until the first is dead or she regains her ki. This ability otherwise functions as ki pool. This alters ki pool.

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Improved Retribution (Ex): At 9th level, the vengeful fury learns to strike a final retaliatory blow before her enemies drag her down. As an immediate action in response to damage from an attack by an adjacent creature that would render the fury unconscious, at negative hit points, or dead,

she may make a single attack of opportunity against the creature at her full base attack bonus. She gains the bonuses to attack and damage from the retribution ability on this attack, even if the damage she sustained is not sufficient to normally activate retribution. This replaces improved uncanny dodge.



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Product Code: RGG4HP0118

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