

The Berserk

And what of you, you taster of blood? You intrepid hero who wades out of battle? Wolf-skinned you are called. Red with blood are your spears when you come to fight. Princes in their wisdom trust in such warriors, who hack through enemy shields.

Well, until you go crazy, anyways.

Names

Guts, Brock, Logan, Setanta, Harald, Hrolf, Achilles, Slaine, Cuchulainn, Donna, Hilde, Conandil, Sonja, Azula, Helena, Jane, Boudica, Scathach, Morrigan

Look

Choose one for each:

Savage eyes, bloodshot eyes, or nightmarish eyes

Mad laugh, blood-curdling laugh, or childlike laugh

Tattooed body, scarred body, or troll-like body

Wild hair, braided hair, or shorn hair

Stats

Your maximum HP is 12+Constitution.

Your base damage is d8.

Starting Moves

You can be any race you want, but you belong to a berserker lodge. Choose one and gain the corresponding move:

Bear Lodge

When you **devour all your rations in one sitting**, it counts as using a healing potion.

Wolf Lodge

When an ally **aids** you on a **hack and slash** move, treat a 7-9 result as though it were a 10+.

Badger Lodge

When you **take on a foe vastly bigger than you are**, take +1 ongoing against that foe.

Eagle Lodge

When you **discern realities by gazing out from a high vantage point**, ask an additional question from the list.

You start with these moves:

Rage

Your fury on the battlefield is terrible to behold. When you **deal your damage**, mark off one of the following options in order until you've marked them all:

- Add +terrifying (monster tag)
- Gain CON armor
- Increase your damage die to d10
- gain STR-piercing
- Increase your damage die to d12.

Frenzy

When **all of your Rage options are marked off**, you are frenzied. You're still in control--mostly--but the GM can make moves through you as though you were a danger.

Frenzied Berserker (*impulse: RIP AND TEAR!*)

GM MOVES FOR FRENZIED BERSERKERS

- smash something important
- change direction at a moment's notice
- demonstrate a terrifying strength
- make a show of dominance
- attack suddenly and without hesitation
- leave the weak behind
- engage in wanton destruction or slaughter

Was That It?

When **all the enemy are slain or scattered**, erase all the marks on your **rage** options.

Forward Momentum

When you **make a basic move and don't deal your damage**, erase the mark on one **rage** option. Ignore this move if you're frenzied.

Alignment

Choose an alignment:

Chaotic

Destroy an obstacle you could just as easily have avoided.

Good

Make restitution for any collateral damage you caused while frenzied.

Evil

Use brute force to make another do your bidding.

Gear

Your load is 9+STR. You start with dungeon rations (5 uses, 1 weight), a shield (+1 armor, 2 weight), and a representation of your lodge's totem animal, describe it (0 weight). Choose your weapon:

- A massive sword, capable of splitting a millstone (close, +1 damage, forceful, 3 weight)
- An axe no ordinary warrior could lift (close, messy, forceful, 3 weight)
- A notched spear the size of a small tree (reach, thrown, near, 3 weight)

Choose one:

- The pelt of your totem animal (1 armor, 1 weight)
- Sacred mushrooms (mark off one use to immediately mark all your **rage** options) (3 uses, 0 weight)

Bonds

Fill in the name of one of your companions in at least one:

It would be good to die with _____ at my side.

_____ will never know Valhalla unless I help them.

_____ hides a rage nearly as deep as my own.

My frenzy once caused _____ unforgivable harm.

Advanced Moves

When you gain a level from 2-5, choose from these moves.

Bear Sark

You gain the druid's **shapeshifter** move. You can only shapeshift into your lodge's totem animal.

Shield-Biter

When you **rend your own armor or shield to pieces**, lose its protection and mark one **rage** per point of armor sacrificed.

What Does Not Kill You...

When you hack and slash on a 10+, you do +1d8 damage when you choose to expose yourself to the enemy's attack.

Focused Fury

Cross off one of the GM moves for Frenzied Berserkers. It's no longer available.

War Face

When you **paint your face with terrifying designs**, mark rage. Don't erase the mark, even if another move tells you too, until you wash the paint off.

Rrraaagh!

When you **inflict your maximum damage**, deal your damage to another enemy in range.

Blade-Breaker

When you **attack an opponent's weapon**, roll+STR. On a 10+, you shatter their weapon and deal your damage. On a 7-9, you shatter their weapon. Either way, the enemy gets to make an attack against you.

Deaths for Odin

When you **deal the killing blow to an enemy in battle**, heal a number of hp equal to the damage you rolled.

Tough as Old Boots

Increase your maximum hp by 3.

Into the Fray

When you **charge headlong into the midst of the enemy**, name one enemy: you close the distance between you (to Hand or Close range, your call), no matter how far it is or what's in the way. In addition, roll+CON. On a 10+, choose 2. On a 7-9, choose 1.

- You inflict your damage on the named enemy.
- You isolate the named enemy from their allies.
- You aren't exposed to danger as part of your reckless attack.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

Totem Dreams

Requires: Bear Sark

You can shapeshift into monsters that are partly made up of your lodge's totem animal (e.g. owlbears for Bear Lodge, griffons for Eagle Lodge, etc.)

...Makes You Stronger

Requires: What Does Not Kill You...

When you **take damage from an enemy's attack**, mark rage.

Iron Will

When **the GM makes a Frenzied Berserker Danger move you don't like**, roll +WIS. On a 10+, it doesn't happen. On a 7-9, it still happens, but you can at least channel it in the general direction you want.

War Paint

Replaces: War Face

When you **paint your whole body with terrifying patterns**, mark two Rage options. Don't erase these marks, even if another move tells you too, until you wash the paint off.

Unquenchable Rage

When you **reach 0 hp while frenzied**, don't make the **last breath** move; just keep fighting. You have to make the **last breath** move as soon as you are no longer frenzied, even if you're not at 0 hp when that happens.

Totemic Rage

Requires: Bear Sark

When you **slay an enemy while in animal form**, gain 1 hold (maximum 3) for your **bear sark** move.

Mind of No Mind

Requires: Focused Fury

Cross off another one of the GM moves for Frenzied Berserkers.

Tough as Old Nails

Replaces: Tough as Old Boots

Increase your maximum hp by 5.

Blood Eagle

When you **slay an enemy while frenzying**, deal your damage to one other enemy.

Warp Spasm

Add the following to your Rage options:

- When you inflict damage, roll twice and keep the better result.
- Add +amorphous (monster tag)
- Add +large (monster tag)