



Wrath and Ruin. The Berserker is destruction. He knows not fatigue nor caution—both surely driven away from him in a relentless fury. Those of barbaric nature are said to eat only the dust of war and drink naught but the blood of those felled by their own hand.

Death is no stranger, for it is said that even death fears to take a Berserker before his battle Rage is satiated. Once a Berserker has begun to fight, he only grows stronger, fueled by battle-lust and an unending Rage. The deadliest among them is not the well-rested, but those who are pushed to the brink through combat. It matters not what a Berserker takes up, be it axe or sword; flesh will be hewn from bone and heads from shoulders. Many have caved under the Berserker's primal might—sword and spell are but straw in the wake of unbridled Rage. As a Berserker, you can:

- **Become a raging, damage-dealing machine.** Greet death as an old friend and keep on fighting!
- **Increase your damage to unbelievable levels.** The longer a fight goes on, the more your Rage intensifies, allowing you to deal out incredible amounts of brutality.
- **Use your Savage Arsenal.** Choose abilities to crush your foes and laugh in the face of death!



BERSERKER

Key Stats: STR, DEX **Hit Die:** 1d12 **Starting HP:** 20
Saves: STR+, INT- **Armor:** None **Weapons:** all STR weapons
Starting Gear: Battleaxe, Rations (meat), Rope (50 ft.)

LEVEL 1 **Rage.** (1/turn) Action: Roll a Fury Die (1d4) and set it aside. Add it to every STR attack you make. You can have a max of KEY Fury Dice; they are lost when your Rage ends.
That all you got?! When you are attacked, you may expend 1 or more Fury Dice to reduce the damage taken by STR+DEX for each die spent.

***Your Rage Ends...** If you leave combat, drop to 0 HP, or go 1 round without attacking or Raging.*

***Yes!** You can Rage and gain another Fury Die even if you are already Raging. If you are already at your max, roll as normal and decide which ones to keep. Your Fury Dice are **dice** when calculating damage for monster armor.*

LEVEL 2 **Intensifying Fury.** If you are Raging at the beginning of your turn, roll 1 Fury Die for free.
One with the Ancients. (1/Safe Rest) When faced with a decision about which direction or course of action to take, you can call upon your ancestors to guide you toward the most dangerous or challenging path.

LEVEL 3 **Subclass.** Choose a Berserker subclass.
Bloodlust. Expend 1 or more Fury Dice on your turn, move DEX spaces per die spent for free.

LEVEL 4 **Enduring Rage.** While Dying, you Rage automatically for free at the beginning of your turn, have a max of 2 actions instead of 1, and ignore the STR saves to make attacks.
Key Stat Increase. +1 STR or DEX.
Savage Arsenal. Choose 1 ability from the Savage Arsenal.

***Wrath & Ruin.** Whenever you perform a notable act of destruction or feat of strength during a Safe Rest, you may choose different Berserker options available to you.*

- LEVEL 5** **Rage (2).** Whenever you Rage, gain 2 Fury Dice instead.
Secondary Stat Increase. +1 INT or WIL.
- LEVEL 6** **Savage Arsenal (2).** Choose a 2nd Savage Arsenal ability.
Intensifying Fury (2). Your Fury Dice are now d6s.
- LEVEL 7** **Subclass.** Gain your Berserker subclass feature.
- LEVEL 8** **Savage Arsenal (3).** Choose a 3rd Savage Arsenal ability.
Key Stat Increase. +1 STR or DEX.
- LEVEL 9** **Intensifying Fury (3).** Your Fury Dice are now d8s.
Secondary Stat Increase. +1 INT or WIL.
- LEVEL 10** **Savage Arsenal (4).** Choose a 4th Savage Arsenal ability.
- LEVEL 11** **Subclass.** Gain your Berserker subclass feature.
- LEVEL 12** **Savage Arsenal (5).** Choose a 5th Savage Arsenal ability.
Key Stat Increase. +1 STR or DEX.
- LEVEL 13** **Intensifying Fury (4).** Your Fury Dice are now d10s.
Secondary Stat Increase. +1 INT or WIL.
- LEVEL 14** **Savage Arsenal (6).** Choose a 6th Savage Arsenal ability.
- LEVEL 15** **Subclass.** Gain your Berserker subclass feature.
- LEVEL 16** **Savage Arsenal (7).** Choose a 7th Savage Arsenal ability.
Key Stat Increase. +1 STR or DEX.
- LEVEL 17** **Intensifying Fury (5).** Your Fury Dice are now d12s.
Secondary Stat Increase. +1 INT or WIL.
- LEVEL 18** **DEEP RAGE.** Dropping to 0 HP does not cause your Rage to end.
- LEVEL 19** **Epic Boon.** Choose an Epic Boon (see pg. 23 of the *GM's Guide*).
- LEVEL 20** **BOUNDLESS RAGE.** +1 to any 2 of your stats. Anytime you roll less than 6 on a Fury Die, change it to 6 instead.



SAVAGE ARSENAL

Death Blow. After you deal damage from a crit, you may expend any number of Fury Dice. Sum the dice and deal double that amount of damage.

Deathless Rage. (1/turn) While Dying, you may suffer 1 Wound to gain 1 action.

Eager for Battle. Gain advantage on Initiative. Move $2 \times \text{DEX}$ spaces for free on your first turn each encounter.

Into the Fray. Action: Leap up to $2 \times \text{DEX}$ spaces toward an enemy. If you land adjacent to at least 2 enemies, make an attack against 1 of them for free.

Mighty Endurance. You can now survive an additional 4 Wounds before death.

MORE BLOOD! Whenever an enemy crits you, gain 1 Fury Die.

Rampage. (1/ turn) After you land a hit, you may

treat your next attack this turn as if you rolled that same amount instead of rolling again.

Swift Fury. Whenever you gain one or more Fury Dice, move up to DEX spaces for free, ignoring difficult terrain.

Thunderous Steps. After moving at least 4 spaces while Raging, you may deal STR Bludgeoning damage to all adjacent creatures where you stop.

Unstoppable Force. While Dying and Raging, taking damage causes 1 Wound (instead of 2) and critical hits inflict 2 Wounds (instead of 3).

Whirlwind. 2 actions: Attack ALL targets within your melee weapon's reach.

You're Next! Action: While Raging, you can make a Might skill check to demoralize an enemy within Reach 12 (DC: their current HP). On a success, they immediately flee the battle.

***Wrath & Ruin.** Whenever you perform a notable act of destruction or feat of strength during a Safe Rest, you may choose different Berserker options available to you.*

SUBCLASSES

— PATH OF THE — MOUNTAINHEART

- LEVEL 3** **Stone's Resilience.** Whenever you expend Fury Dice to reduce incoming damage, add the value of the die to the amount reduced.
- Mountainous Tenacity.** Whenever you expend your Hit Dice to recover HP, for every 10 HP you would recover, you may heal 1 Wound instead.
- LEVEL 7** **Unbreakable.** (1/encounter) While Raging, if you would suffer your last Wound or other negative condition of your choice, you don't.
- LEVEL 11** **Titan's Fury.** After you miss an attack or are crit by an enemy, Rage for free.
- LEVEL 15** **Mountain's Endurance.** While Dying, if an attack against you would be a crit, the attack is rerolled instead (when-crit abilities, such as Titan's Fury, still trigger).

— PATH OF THE — RED MIST

- LEVEL 3** **Blood Frenzy.** (1/turn) While Raging, whenever you crit or kill an enemy, change 1 Fury Die to the maximum.
- Savage Awareness.** Advantage on Perception checks to notice or track down blood. Blindsight 2 while Raging: you ignore the Blinded condition and can see through darkness and Invisibility within that Range.
- LEVEL 7** **Unstoppable Brutality.** While Raging, you may gain 1 Wound to reroll any attack or save.
- LEVEL 11** **Opportunistic Frenzy.** While Raging, you can make opportunity attacks without disadvantage, and you may make them whenever an enemy enters your melee weapon's reach.
- LEVEL 15** **Onslaught.** While Raging, gain +2 speed. (1/round) you may move for free.