

The Berserker (DCC RPG Class)

You're the barbarian at the gates, the fighter driven by rage and bloodlust, the undisciplined man-at-arms expelled from the city guard, the drunk champion of hidden arenas and gang wars, the maniac of dark alleys, the cult zealot that fight in trances, the dervish, the slayer. You're a creature of unruly passions and moods. Maybe your rage or bestiality comes from been raised in the wild, surviving a past tragedy, possession by hungry spirits or black magic - or maybe from that head wound suffered during the Funnel!

Where others use discipline, tactics and precision, you fight with guts, heart and animal cunning.

Level	Attack	Crit Die/ Table	Action Die	Refl	Fort	Will	Fury Dice
1	+1	1d10/III	1d20	+1	+1	+1	d3
2	+2	1d12/III	1d20	+1	+1	+1	d3
3	+3	1d14/III	1d20	+1	+2	+1	d4
4	+4	1d16/IV	1d20	+2	+2	+2	d4
5	+5	1d20/IV	1d20+1d14	+2	+3	+2	d6
6	+6	1d24/V	1d20+1d16	+2	+4	+2	d6
7	+7	1d30/V	1d20+1d20	+3	+4	+3	d8
8	+8	1d30/V	1d20+1d20	+3	+5	+3	d8
9	+9	2d20/V	1d20+1d20	+3	+5	+3	d10
10	+10	2d20/VI	1d20+1d20+1d14	+4	+6	+4	d10

Hit Dice: d10

Sixth Sense: a Berserker can add his level to any check to detect an ambush, surprise or backstab. Another option is for the Judge to apply a penalty equal to the Berserker level to any attempt to surprise or backstab him. For a backstab, this usually alerts the Berserker to the attack, allowing him to roll for initiative, or it changes the backstab to a normal attack. Kind Judges can use this ability against certain traps if they wish.

Fury Dice: Berserkers are even more dangerous when frustrated. After missing a melee attack the Berserker gains 1 Fury Dice. He also gains 1 Fury Dice after suffering damage in combat (if he is still standing). He loses all Fury Dice at the end of his turn if he is not trying to attack an enemy.

Before rolling an Action Die in combat (for an attack or an ability check), a damage roll or a save, a Berserker can spend one or more Fury Dice and add the best roll to his original result. Finally, when a Berserker suffers hit point damage, he can spend Fury Dice to reduce it to zero.

Berserkers don't gain Fury Dice on any roll where they spent Fury Dice!

Seeing Red: if a Berserker fails a save against mind control (like charm or domination) or fear (including intimidation), instead of suffering the original effects, he goes into a murderous rage. The Berserker gains a +2 bonus to attack and damage rolls and he must attack a target each round until now targets remain on sight. Gracious Judges can allow a Will DC 10-15 save to stop the rage if no enemy remains but there are still allies within range (otherwise the berserker will attack his friends).

Doom Number: chose a number between 1 and 20. Everytime an enemy rolls that number attacking you in melee you gain a free attack against them, but no more than once per round.

Lucky Weapon: chose a specific weapon, usually for melee. If you have a positive Luck mod, add it to your damage rolls. If it is a negative Luck mod, once per adventure your Judge will name a mortal enemy. That mortal enemy gets a bonus to their melee damage rolls against you equal to your negative Luck mod, but if you survive the encounter you recover 1 Luck.