

# The Berserker

Nothing can calm the storm within me. With every blow, every drop of blood, the power of my rage only grows. I am a blazing inferno. I am a howling gale. I am a god of death. I am a Berserker.

## Rage

### Passive

After resolving a successful attack against an enemy, you gain one **Rage** dice. Your Rage dice start as d4 and increase in size by one degree for each  you have in Rage. You lose all your stored up Rage dice whenever you take a Short or Full Rest or are KO'd.

Whenever you hit with an attack, you can roll any number of available Rage dice to increase the attack's base damage by the total number rolled on your Rage dice. Rolling a Rage dice expends it.

## Battlecry

### Half Action

Gain  Rage dice. An enemy of your choice within 10 meters fixates on you (Save ends).

You can perform a *Battlecry* once per Short Rest. However, reducing an enemy to 0 HP ends this cooldown period prematurely, refreshing *Battlecry* for use once more.

## Unbound Fury

### Half Action

You enter a fuge state, gaining the *Enraged* status as you are consumed by your inner fury. In this state you gain great power at a cost: you cannot speak, reason, strategize, or Concentrate.

The *Enraged* status ends when you are KO'd, the Scene ends, or you end your turn without making an Attack roll.

Pick one **Temper** for each  you have in *Unbound Fury*; the effects of all your Tempers come into play while you are *Enraged*.

- |   |   |   |
|---|---|---|
| <input type="checkbox"/> Bull's Endurance | <input type="checkbox"/> Lion's Roar      | <input type="checkbox"/> Turtle's Shell   |
| <input type="checkbox"/> Eagle's Talon    | <input type="checkbox"/> Peregrine's Wing | <input type="checkbox"/> Wolf's Fang      |
| <input type="checkbox"/> Hare's Breath    | <input type="checkbox"/> Rhino's Hide     | <input type="checkbox"/> Wolverine's Rage |

## Vengeance

### Free Reflex

Trigger: An attack that included you as a target is resolved.

Make an attack with Advantage against the triggering creature. You can use *Vengeance*  times per Short Rest.

## Rituals

- |   |  |
|---|--|
| <input type="checkbox"/> Ancestral Guidance     | <input type="checkbox"/> Rub Some Dirt On It |
| <input type="checkbox"/> Bend Bars, Break Doors | <input type="checkbox"/> Sulk                |
| <input type="checkbox"/> Hearty Appetite        | <input type="checkbox"/> Warpaint            |

## Starting Out

HP: 12 + (Brawn)d4	Attack: 4
Resolve: d12	Defense: 1
Strain: 3	Save: 1
Actions: 2.5	Spellcraft: 0
Speed: 5	

## 'Tis But a Fleshwound

You are not KO'd instantly when reduced to 0 HP. Instead, you are only KO'd if you end your next turn with 0 (or fewer) HP.

## Bloodied But Unbowed

Gain a Rage dice whenever you take damage from an enemy's attack.

Whenever you are damaged by an enemy's attack, you can roll any amount of available Rage dice to reduce the incoming damage by the total amount rolled.

## Frenzy

While you are at 50% or less of your total HP, double the amount of Rage dice you generate.

## Unstoppable

You have Advantage on all Saves to resist or end Status Conditions.

## Victory's Prize

When you reduce an enemy to 0 HP, gain (Brawn) Endurance for each Rage dice you have, then move up to (Speed) meters and make a weapon attack as a Free Reflex.

## Warpath

Re-roll any Rage dice or damage dice that rolls its lowest number (you must use the second result).