

NAME




LOOK

Dwarf: Rogi, Varrak, Dain, Balgan, Torhad, Fragh, Luda, Jaril, Gima
Human: Bjorn, Calder, Astrid, Hertha, Leif, Sigrid, Torben, Markul, Ulf, Ragnar
Orc: Lorik, Kashnak, Fragar, Tragg, Rukor, Hragdush, Perchi, Kibuna, Gresha, Datinai

Wild Eyes, Beady Eyes, or Cruel Eyes
 Shaved Head, Twin Braids, or Messy Hair
 Crude Hides, Rugged Leathers, or Half-Naked
 Bushy Beard, Elaborate Tattoos, or Ritual Scars

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 12+ CONSTITUTION

ALIGNMENT

- NEUTRAL**
Uphold your personal code of honor, regardless of the danger to yourself.
- CHAOTIC**
Cause trouble with your short temper.
- EVIL**
Make a brutal example of someone to terrify others.

STARTING MOVES

- BERSERKER RAGE**
 When you **work yourself into a violent, howling frenzy**, roll+CON. *On a 10+, gain three rage powers. *On a 7-9, gain three rage powers and choose a drawback. *On a 6-, gain two rage powers and the GM chooses a drawback.
- Your attacks are forceful and messy
 - You can run much faster and jump higher than normal
 - You can smash inanimate objects with nearly superhuman strength
 - Your enemies fear you and act accordingly (avoiding you, hiding, attacking with fear-driven abandon)
 - You feel no pain, and gain +1 armor
 - You are immune to fear, and any attempts to control or manipulate your mind fail
 - You ignore the effects of all of your debilities
- You gain a debility at the end of your rage, chosen by the person who picked this drawback, you or the GM
 - You cannot rage again until you rest for several minutes
 - You injure an ally or break something dear to you while raging, but you won't notice until the rage ends. What you break is chosen by the person who picked this drawback, you or the GM
- While raging, when you make a move that does not use STR or CON, or you take an action requiring subtlety, finesse, thinking or discussion, lose one of your rage powers. You cannot use this move while wearing armor.

RACE

- DWARF**
Choose a specific type of foe, such as demons, goblin-kin, dragon-kin, or undead. When you use Berserker Rage in a fight against your chosen foe, take +1.
- HUMAN**
When you Parley with someone who has witnessed you raging, you may roll with STR instead of CHA.
- ORC**
Your teeth and claws are sharp enough to be used as weapons (hand, messy).

BONDS

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

_____ is surprisingly tough for their kind, they have earned my respect.

I will push _____ to be harder, or I will break them.

_____ is always making me angry, they'd better watch themselves, or else!

I have shared songs of glorious battles with _____.

BLOODLUST

When you **slay a foe while raging**, if you have less than three active rage powers, gain a rage power.

TERRIFYING REPUTATION

When you enter a steading, rumors about your fury may precede you (your call). If so, tell the GM what people heard. They'll act accordingly, maybe by barring their doors, asking for your help, or testing your strength.

You never make the Outstanding Warrants move; the local guards and magistrates are too intimidated to try anything unless things are *really* getting out of hand.



THE BERSERKER

LEVEL
 XP

GEAR

Your Load is 10+STR. You start with dungeon rations (5 uses, 1 weight) and a minor treasure or heirloom worth 10 coins. Choose your weapon:

- Sharp long sword (+1 damage, close, 2 weight)
- Hefty warhammer (forceful, close, 3 weight)
- Massive battle axe (reach, +1 damage, two-handed, 2 weight)

Choose your defenses:

- Steel-rimmed shield (+1 armor, 2 weight)
- Healing potion (0 weight)

Choose two:

- Adventuring gear (5 uses, 1 weight)
- 3 throwing axes (thrown, near, 1 weight)
- Poultices and herbs (2 uses, 1 weight)
- Keg of dwarven stout (4 weight)

ADVANCED MOVES

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

BLOOD, DEATH, AND VENGEANCE!

When you **see an ally fall in battle**, take +1 ongoing against the foe that took them down, until you slay that foe or find a new target for your revenge.

COLLATERAL DAMAGE

When you Hack and Slash while raging, on a hit, deal damage equal to your STR to another target within your reach. You must deal this damage if it is at all possible to do so, even if the only other target nearby is an ally.

DESTRUCTIVE RAGE

Add the following options to the list of rage powers:

- When you Hack and Slash, on a hit you also break an enemy's weapon
- When you Hack and Slash, on a hit you also reduce your target's armor by 1

ELEMENTAL RAGE

Add the following options to the list of rage powers:

- You are immune to fire damage and intense heat
- You are immune to ice damage and intense cold

QUICK RECOVERY

When you Make Camp, you heal an additional +1d6 damage, or you may remove a debility of your choice instead of recovering HP as normal.

RUNECASTER

When you **cast the carved bones to divine the future**, roll+WIS. *On a hit, the GM will reveal the details of a grim portent to you--a dire event that will come to pass without your intervention. *On a 10+, the GM will also tell you something useful about how you can interfere with the grim portent's dark outcomes. *On a 6-, you see something unfortunate in your future.

SAVAGE WARRIOR

Gain a non-multiclass move from the barbarian or druid playbooks.

SONGS OF GLORY

Gain the *Bardic Lore* move and take the "Legends of Heroes Past" area of expertise.

WAR PAINT

When you **ritualistically mark your bare skin with terrifying designs**, gain 2 armor as long as you wear these markings.

WOLF'S FEROCITY

When you Hack and Slash while raging, you deal +1 damage for every active rage power you have.

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

ANGER MANAGEMENT

When you use Berserker Rage, on a 12+ choose four rage powers.

BEAR'S FEROCITY

Replaces: Wolf's Ferocity

When you Hack and Slash while raging, you deal +2 damage for every active rage power you have.

EINHERJAR

When you Carouse, add your CON to the roll, and on a 12+ you may choose as many options as you like.

GUARDIAN TOTEM

While you are raging, you may lose an active rage power to make a spell targeting you have no effect.

HERALD OF WAR

When you **blow a mighty note on your brazen horn while raging**, lose an active rage power and roll+CON. *On a 10+, choose two. *On a 7-9, choose one. *On a 6-, choose one anyway, but your action will have some unintended side effects or consequences.

- Your allies shake off any fear and deal +1d4 damage forward
- An important enemy is distracted, shaken, or loses focus
- Your enemies are stricken with fear, and may rout if pressed hard
- The earth trembles, damaging a nearby structure
- A celestial servant of war will assist you for a while

INVINCIBLE RAGE

While you are raging, you stay fighting even at zero HP, and you do not take your Last Breath until you lose all of your active rage powers. When you take damage while you are at zero HP, lose a rage power.

LUCID RAGE

You don't lose a rage power when you Discern Realities or Defy Danger with WIS.

PRIMAL WARRIOR

Requires: Savage Warrior

Gain a non-multiclass move from the barbarian or druid playbooks.

TEMPERED SPIRIT

Choose a rage power. That power is now always active on you, and it does not count towards your active rage powers for the purpose of other moves.

VANDAL

When you Discern Realities, on a hit, you may also ask this question in addition to your other questions:

- Who or what here is most vulnerable to me?