

BERSERKER

a new Character Class

by

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BERSERKER'S EXPERIENCE TABLE

Experience Points	Level	8-Sided Dice For Accumulated	
		Hit Points	Level Title
0-2,000	1	d8+2	Shieldbiter
2,001-4,000	2	2d8+4	Challenger
4,001-7,500	3	3d8+6	Destroyer
7,501-15,000	4	4d8+8	Foeslayer
15,001-30,000	5	5d8+10	Deathwielder
30,001-60,000	6	6d8+12	Scourge
60,001-120,000	7	7d8+14	Warmonger
120,001-240,000	8	8d8+16	Battlelord
240,001-500,000	9	9d8+18	Berserker
500,001-750,000	10	9d8+21	Berserker Chief
750,001-1,000,000	11	9d8+24	Berserker Chief (11th level)

+250,000 points for each level thereafter.



WEAPONS

Berserkers may use oil, but poison use is dependent upon the DM. They may use any weapons. A berserker may carry one weapon in either hand if possible, and if he has multiple attacks per melee round may divide the attacks as desired between the two weapons. Hurling weapons (maces, hammers, spears, etc.) may be cast at double the normal rate of fire during *battle lust*, but missile weapons can be fired at the normal rate of fire only, regardless of level or presence of *battle lust*. Berserkers are initially proficient with four weapons, gaining a new weapons expertise with every three levels they rise in experience. A -2 'to hit' penalty is incurred for using weapons without proficiency. Berserkers attack on the fighter's attack tables.

MAGIC ITEMS & ARMOUR

Magical items usable by normal fighters are also used by berserkers, with the exceptions of all forms of magical armour, and items that involve the use of psionic energy. Note that berserkers may not use magical shields, bracers, rings, and other items such as a lucksword that lower armour class. Magical helmets, protective or non-protective, may not be worn either. Only leather armour or furs will be worn for bodily protection.

LYCANTHROPY

Lycanthropy (in whatever form used by the Dungeon Master) is in no way a requirement to be a berserker, and does not necessarily offer any advantages to the berserker. When insane or in *battle lust*, a berserker with lycanthropy will assume wereshape and become *enraged*, attacking all nearby, making two times the number of attacks a lycanthrope normally does. In this state, friends and enemies appear the same and both are subject to attack. The berserker will, of course, be immune to normal weapons, but not to silvered or magical ones.

HENCHMEN & HIRELINGS

Berserkers may not gain henchmen until they reach ninth level, but hirelings may be gained at any level. Henchmen may be either berserk fighters, berserk clerics, or regular thieves or assassins. Berserkers do not establish freeholds as do regular fighters. Berserkers often travel wilderness areas, searching for loot and combat. Note that berserk followers never check morale.

BERSERKER CLERICS

As noted in the *Monster Manual*, some clerics have berserker abilities. Such clerics conform in all ways to the berserker subclass of fighters, with the following exceptions:

1. No spell use is permitted if the berserker cleric initiates *battle lust*, until such time as the *battle lust* ends.
2. When in *battle lust*, berserker clerics make two attacks per melee round at normal "to hit" odds, or one +2 attack per round, regardless of level.
3. Only non-edged weapons may be used by the berserker cleric.
4. Spell casting is made at the normal rate; this cannot be hurried up in any way by the berserker.
5. Only deities representing war, combat, or physical prowess may be worshipped. This includes such worthies as Crom, Tyr, Thor, Odin, Ares, Mars, Athena, etc.
6. A minimum wisdom of 9 is required, in addition to the strength, dexterity, and constitutional minima.
7. Experience progression is the same as for a normal cleric, but for each level up to and including 9th level (High Priest), substitute a d6+2 for a d8 of hit points.