

# MAD BERSERKER

## (EXPERT)

The Mad Berserker is a force of death, dissolving so completely into the euphoria of slaughter that they scarcely resemble the person they are at other times. Mad Berserkers generally cannot stay in one place for very long, due to their propensity for sudden and deadly violence. However, in some cases, they are able to sell their talents as professional soldiers to less discriminating masters.

Depending on your campaign, a Mad Berserker could be...

- A wild-eyed pirate, searching for loot and captives, and slaking his monstrous thirst for blood where he can
- A wanderer seeking glorious death as a penance for an unspeakable shame in his past, taming his misery with strong drink and wild slaughter
- A man of ordinary origins, who just wants to be left alone, and not fight or have to flee town
- A primal warrior, calling up the wisdom of the spirits and the wild to fuel his uncanny courage
- A grim mercenary, mixing business with pleasure

**Party Role:** Combatant. Basically, you kill things. Sometimes they try to kill you. Either way, a lot of property damage tends to be involved.

## CLASS FEATURES

**Requirements:** Intimidate 4+, Rage Basics, Glint of Madness

**Favored Attributes:** Strength, Constitution, Wisdom

**Class Skills:** Athletics, Crafting, Blend, Intimidate, Notice, Resolve, Survival, Tactics

**Skill Points:** 4 + Int modifier per level

**Vitality:** 12 + Con modifier per level

## CORE ABILITY

**Gore-Splattered:** You gain thick hide 3. Also, when taking the Basic Skill Mastery feat you have access to a new skill pair: Berserker (Intimidate & Resolve).

## CLASS ABILITIES

**Furious:** At Level 1, you gain the Rage Mastery feat. Any time you take Wound damage, fail a save against an effect, or fail to resist a skill check in combat, you instantly and involuntarily enter the Berserk Stance after the action is resolved. Also, while in Berserk stance, any melee or unarmed attacks you make that would normally inflict subdual damage inflict lethal damage instead (this does not apply to Pummel and other actions that specify subdual damage only).

**Blood Drinker:** At Level 2, When you kill or knock an opponent unconscious, you may immediately spend an action die to heal as if you were out of combat (*see Fantasy Craft, page 212*), as a free action.



**Carve A Path I:** Whether a crowd or a battlefield, others don't stay in your way. At Level 3, you gain the Cleave Basics feat and your maximum rank in Intimidate increases to your Career Level + 5.

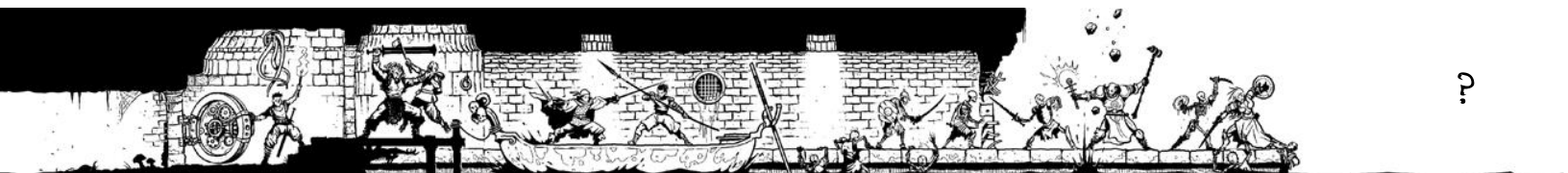
**Carve A Path II:** At Level 7, you gain the Cleave Mastery feat and your maximum rank in Intimidate increases to your Career Level + 7.

**Silent Staredown:** Your silence says slightly more than nothing. At Level 4, you may substitute Resolve in place of Bluff when attempting to Lie to questions asked of you.

**Violent Reputation I:** At Level 4, your Heroic Renown increases by 1 and you may target a single character with as many Browbeat checks during a single scene as you have Unarmed Combat feats.

**Violent Reputation II:** At Level 8, your Heroic Renown increases by 1 (total increase 2) and you may now apply your highest and second highest shift for your multiple browbeat checks.

**Natural Predator:** Level 5 and 9, the lower of your Strength, Constitution, or Wisdom increases by 1.



# MAD BERSERKER (LTI) (EXPERT CLASS)



Table X.X: Mad Berserker

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Abilities
1	+1	+2	+0	+0	+1	+2	+0	+1	Furious, <i>gore-splattered</i>
2	+2	+3	+0	+0	+1	+3	+0	+1	Blood drinker
3	+3	+3	+1	+1	+2	+4	+1	+2	Carve a path I
4	+4	+4	+1	+1	+2	+5	+1	+2	Silent staredown, violent reputation I
5	+5	+4	+1	+1	+3	+5	+1	+3	Natural predator
6	+6	+5	+2	+2	+4	+6	+2	+3	Hound of battle
7	+7	+5	+2	+2	+4	+7	+2	+4	Carve a path II, unnerving transformation
8	+8	+6	+2	+2	+5	+8	+2	+4	Chill of darkness, violent reputation II
9	+9	+6	+3	+3	+5	+9	+3	+5	Natural predator
10	+10	+7	+3	+3	+6	+10	+3	+5	Orgy of destruction

**Hound Of Battle:** At Level 6, once per scene, while you are in the berserk stance, as a free action, you may gain one Basic Combat feat as a temporary feat until the end of the scene.

**Unnerving Transformation:** At Level 7, when you voluntarily enter the berserk stance, you may choose to gain the *Horror* type and when you hit an opponent with an unarmed or melee attack, the target also suffers 2 stress damage. If you do this, you also gain the *lumbering* NPC quality.

**Chill Of Darkness:** At Level 8, you gain the *fearsome* NPC quality.

**Orgy Of Destruction:** At Level 10, choose five attack tricks. These tricks may come from the standard Advanced Actions and Tricks (*Fantasy Craft*, page 221 or *Adventure Companion*, page 138) or from any Melee or Unarmed Combat feats, as long as you have the appropriate forte for the trick's attack type. You gain those tricks as temporary bonus tricks whenever you are in the Berserk stance.

You may not choose a trick you already have, and if you later gain a trick you've chosen here you do not gain it a second time; instead, you make a new trick choice to replace the former one.

## NPC CLASS ABILITIES

The following new class abilities from the Mad Berserker expert class are available to NPCs using the class ability NPC quality (*see Fantasy Craft*, page 231).

Table X.X: NPC Class Abilities

Class Ability	XP Value
Blood drinker (Special Character Only)	3
Silent staredown	1

Class design by pawsplay, modified by Big Jim.

Art by Jumpei of deviantART.

