

A RULES SUPPLEMENT  
COMPATIBLE WITH THE  
**The 5<sup>th</sup> Edition**  
RULES OF  
THE ORIGINAL 1974 ROLEPLAYING GAME



**The Majestic Realms**  
**Berserker**

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## **Berserkers**

Fighters may choose to start as Berserkers. Berserkers are humans infused with the divine power of the god Thor and sent against the monsters inhabiting the Majestic Realms. Berserkers must be of a lawful or neutral alignment. A Berserker performing a chaotic act will revert to a fighter and be stricken with the Mark of Loki. Any marked ex-Berserker in the presence of a Berserker will likely be attacked. If a Berserker chooses to rage (see below) at the marked ex-Berserker it will not count towards the per day total. The Mark of Loki can be removed by a Cleric casting Remove Curse. A lawful Cleric is likely to refuse the request.

- A Berserker gains 1d12 HP/Level. Max hit points at first level.
- Proficiency in all armor and shields.
- Proficiency in all weapons.
- Proficiency in saving throws involving Strength and Constitution.
- Proficiency in Survival and one of the following skills; Animal Handling, Athletics, Intimidation, Nature, and Perception.
- At 1<sup>st</sup> level, a Berserker applies his Constitution bonus to his AC when attacking creatures of a large size or greater. Also the creature has to be of larger size than the Berserker.
- At 1<sup>st</sup> level, a Berserker may track a non-humanoid creature by scent alone while using the Survival skill. In general this can be adjudicated by reducing the required tracking DC by 5.
- At 1<sup>st</sup> level, a Berserker may Frenzy a certain number of times between long rests based on his level. See the table below for the number of times per day.
- At 1<sup>st</sup> level, a Frenzy lasts for 1 minute or 10 melee round.
- At 1<sup>st</sup> level, a Frenzy grants a bonus to damage based on the Berserker's level. See the following tables for the exact bonus.
- At 1<sup>st</sup> level, a Frenzy grants damage reduction equal to the Berserker's constitution bonus.
- At 2<sup>nd</sup> level, a berserker may choose to do all out attacks granting him advantage on melee attacks. However his opponents have advantage on melee attacks against the berserker.
- At 2<sup>nd</sup> level, the berserker's senses have been honed to grant him advantage on any Dexterity saving throwing resulting from a danger originating from within 30 feet of him. The berserker cannot be blinded, deafened, or incapacitated.
- At 3<sup>rd</sup> level, a Frenzy grants a bonus action allowing the Berserker to make an extra melee attack. If this is used the Berserker suffers the exhaustion condition at the end of the Frenzy.

- At 4<sup>th</sup> level, the berserker can increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee, you may take a feat instead. This will occur again at higher levels.
- At 5<sup>th</sup> level, the berserker gains an extra attack to use with his Attack action.
- At 5<sup>th</sup> level, the berserker may use stealth while travelling normally.
- At 6<sup>th</sup> level, a Frenzy makes the Berserker immune to being frightened or charmed while it is in effect.
- At 7<sup>th</sup> level, the Berserker's combat instincts are honed to the point where he has advantage on initiative.
- At 8<sup>th</sup> level, a berserker can increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee, you may take a feat instead.
- At 9<sup>th</sup> level, a Berserker may establish a fortified mead hall and attract a band of fellow Berserkers who will fight alongside him during monster hunts.
- At 9<sup>th</sup> level, a Berserker prowess grows that he may add one additional dice of weapon damage when he does a critical hit. This increases at higher levels.
- At 10<sup>th</sup> level a Berserker can create a display of violence fearsome enough make all creatures within 30 feet of you frightened. All creatures within this radius need to make a Wisdom saving throw versus a DC of 8 + proficiency bonus + charisma modifier. This lasts until the end of your next turn. The Berserker can opt to continue the display of violence on subsequent rounds. This will cause any creature who failed their save to remain frightened. Any creature that makes their saving throw will not be effected by further displays of violence for one day.
- At 11<sup>th</sup> level, the Berserker skill grows to where he can add one extra dice of weapon damage in his attacks against creatures of a large size or greater. Also the creature has to be of a larger size than the Berserker.
- At 12<sup>th</sup> level, a berserker can increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee, you may take a feat instead.
- At 13<sup>th</sup> level, a Berserker prowess grows that he may add one additional dice of weapon damage when he does a critical hit. The Berserker now adds a total of 2 extra dice to his critical.
- At 14<sup>th</sup> level a Berserker reflexes has quickened to the point where he can use a reaction to attack any creature that damages him within five feet.

- At 15<sup>th</sup> level, a Berserker's Frenzy last until he is unconscious or he chooses to end it.
- At 16<sup>th</sup> level, a berserker can increase one score by 2 or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. you may take a feat instead.
- At 17<sup>th</sup> level, a Berserker prowess grows that he may add one additional dice of weapon damage when he does a critical hit. The Berserker now adds a total of 3 extra dice to his critical.
- At 18<sup>th</sup> level, the Berserker skill grows to where he can add one extra dice of weapon damage in his attacks against creatures of a large size or greater. Also the creature has to be of a larger size than the Berserker.
- At 19<sup>th</sup> level, a berserker can increase one score by 2, or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee. you may take a feat instead.
- At 20<sup>th</sup> level the Berserker is now a champion of the thunder god himself, Thor. He gains +4 to strength and +4 to dexterity and can boost them to a maximum of 24.

### ***Berserkers***

Level	Class Features	Frenzies per day.	Frenzy Bonus
1	Frenzy, Imp. Defense, Imp. Tracking	2	+1
2	All-out Attack, Sense of Danger	2	+1
3	Frenzied Attack	2	+1
4	Ability Score Increase	2	+1
5	Extra Attack, Quiet Overland Movement	3	+1
6	Frenzied Mindlessness	3	+2
7	Improved Combat Instincts	3	+2
8	Ability Score Increase	3	+2
9	Devastating Critical (1), Chieftain	4	+2
10	Violent Display	4	+2
11	Improved Damage (1)	4	+3
12	Ability Score Increase	4	+3
13	Devastating Critical (2)	5	+3
14	Quick Reflexes	5	+3
15	Unending Frenzy	5	+3
16	Ability Score Increase	5	+4
17	Devastating Critical (3)	6	+4
18	Improved Damage (2)	6	+4
19	Ability Score Increase	6	+4
20	Champion of Thor	Unlimited	+4

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