




NAME

Names: Guts, Brock, Logan, Setanta, Harald, Hrolf, Achilles, Slaine, Cuchulainn, Donna, Hilde, Conandil, Sonja, Azula, Helena, Jane, Boudica, Scathach, Morrigan

LOOK

Savage eyes, bloodshot eyes, or nightmarish eyes
Mad laugh, blood-curdling laugh, or childlike laugh
Tattooed body, scarred body, or troll-like body
Wild hair, braided hair, or shorn hair

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

DRIVE

- DEATH**
Disregard a danger that could kill a normal person.
- GLORY**
Leave a town with your name and exploits on the lips of every person.
- SLAUGHTER**
Destroy an enemy you could have just as easily avoided.

STARTING MOVES

- RAGE**
Your fury on the battlefield is terrible to behold. When you deal your damage, mark off one of the following effects in order until you've marked them all:
 - Add +terrifying (monster tag)
 - Gain CON armor
 - Increase your damage die to d10
 - Gain STR-piercing
 - Increase your damage die to d12 and **frenzy**.

FRENZY
When you frenzy, you're still in control—mostly—but the GM can make moves through you as though you were a danger.

FRENZIED BERSERKER (*impulse: RIP AND TEAR!*)

GM MOVES FOR FRENZIED BERSERKERS

- smash something important
- burst out into uncoordinated, undirected violence
- demonstrate a terrifying strength
- make a show of dominance
- attack without thought for safety or defense
- leave the weak behind
- engage in wanton destruction or slaughter

WAS THAT IT?

When all the enemy are slain or scattered, clear the marks on all your rage options.

FORWARD MOMENTUM

When you do anything other than attack or charge headlong at the enemy, heedless of danger, clear the mark on your highest rage option. Ignore this move if you're frenzied.

LODGE

You can be any race you want, but you belong to a berserker lodge.

- BADGER LODGE**
When you take damage, mark rage.
- BEAR LODGE**
When you devour all your rations in one sitting, it counts as using a healing potion.
- EAGLE LODGE**
When you discern realities by gazing out from a high vantage point, ask an additional question from the list.
- WOLF LODGE**
When an ally aids you on a **hack and slash** or **volley** move, treat a miss as though it were a 7-9.

BONDS

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

- It would be good to die with _____ at my side.
- _____ has seen my battle-fury and was not afraid.
- _____ hides a rage nearly as deep as my own.
- My frenzy once caused _____ unforgivable harm.

Your load is 9+STR. You start with dungeon rations (5 uses, 1 weight), a shield (+1 armor, 2 weight), and a representation of your lodge's totem animal, describe it (0 weight). Choose your weapon:

- A massive sword, capable of splitting a millstone (close, 2 piercing, forceful, 3 weight)
- An axe no ordinary warrior could lift (close, +1d4 damage, two-handed, messy, 3 weight)
- A notched spear the size of a small tree (reach, thrown, near, precise, 3 weight)

ADVANCED MOVES

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

RRRRAAAAAGH!

When you go into battle, roll+CON. *On A 10+, mark 3 rage. *On a 7-9, mark 2 rage.

WAR FACE

When you paint your face with terrifying designs, mark your first rage effect. Don't clear it, even if another move tells you too, until you wash the paint off.

BEAR SARK

You gain the druid's **shapeshifter** move. You can only shapeshift into your lodge's totem animal.

WHAT DOES NOT KILL YOU...

When you're reduced to 0 hp during a frenzy, don't make the last breath move until the frenzy ends.

DON'T MAKE ME ANGRY

You can always use the threat of your rage as leverage when you parley. When you do, you may use CON instead of CHA.

SHIELD - BITER

When you rend your own armor to flinders, lose its protection and take +1 forward per point of armor you lost.

BLADE - BREAKER

When you attack an opponent's weapon, roll+STR. *On a 10+, you shatter their weapon and deal your damage. *On a 7-9, you shatter their weapon. Either way, the enemy gets to make an attack against you.

GLAD - OF - WAR

When you deal the killing blow to an enemy in battle, heal a number of hp equal to the damage you rolled.

VISION QUEST

You can treat sacred mushrooms as a bag of books that contains just the right book for the subject you're spouting lore on.

TOUGH AS OLD BOOTS

When your armor completely negates the damage from an attack, mark XP.

Choose one:

- The pelt of your totem animal (1 armor, 1 weight)
- Sacred mushrooms (mark off one use to immediately mark all your rage effects) (3 uses, 0 weight)

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

WAR PAINT

Replaces: War Face

When you paint your whole body with nightmarish patterns, mark your first two Rage effects. Don't clear them, even if another move tells you too, until you wash the paint off.

UNQUENCHABLE RAGE

Replaces: Was That It?

When you make camp, clear the marks on all your rage options.

BLOOD EAGLE

When you deal your maximum damage, deal your damage to another target in range.

...MAKES YOU STRONGER

Requires: What Does Not Kill You...

When you **hack and slash** or **volley** and you're at 0 hp, you deal maximum damage.

YOU WOULDN'T LIKE ME WHEN I'M ANGRY

Requires: Don't Make Me Angry

When you parley using the threat of your rage as leverage, on a 12+, NPCs gain a new impulse: *don't piss you off*. PCs instead take -1 forward on an action they think would make you angry.

INTO THE FRAY

When you charge headlong into the midst of the foe, name one enemy: you close the distance between you (to Hand or Close range, your call), no matter how far it is or what's in the way. In addition, roll+CON. *On a 10+, choose 2. *On a 7-9, choose 1.

- You inflict your damage on the named enemy.
- You isolate the named enemy from their allies.
- You aren't exposed to danger as part of your reckless attack.

WARP SPASM

Add the following effects to the end of your Rage effects:

- Add +amorphous (monster tag)
- Add +large (monster tag)
- When you inflict damage, roll twice and keep the better result.

TOTEMIC RAGE

Requires: Bear Sark

When you frenzy, you can automatically make your **bear sark** move as though you'd rolled 10+.

WISDOM IN MADNESS

When the GM makes a frenzied berserker move, you can ask a question from the **discern realities** list. Take +1 forward when acting on the answer.

BERSERKERGANG

When you mark rage, you can mark the effects in any order. When you clear rage, you can clear the effects in any order.