

BERSERKER



**A Player Character Class for Labyrinth Lord
and other old-school fantasy role-playing games**

Written by: James M. Spahn



**Labyrinth Lord
Compatible Product**

Berserker

A Player Character Class

for Labyrinth Lord™ and other old-school table-top fantasy role-playing games

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Requirements: Str 9, Con 9

Prime Requisite: Str

Hit Dice: 1d8

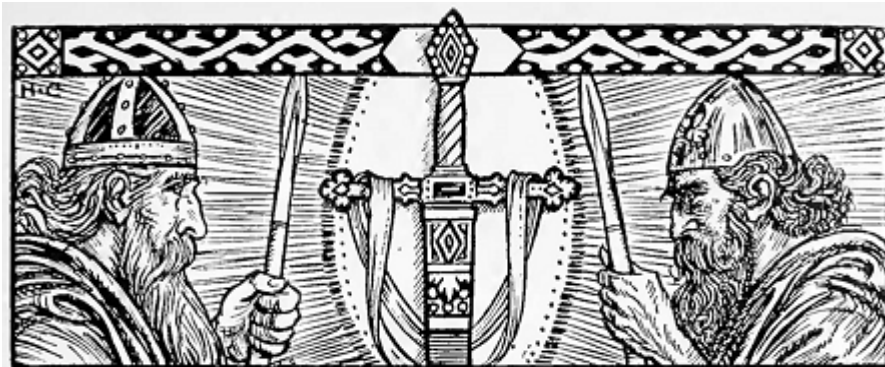
Maximum Level: 20th

Legends speak of fierce warriors from a frozen land across a vast sea. They come on long boats, wielding axes and carrying round shields. Entering battle with a fearless blood lust, they come for gold and glory, slaying any

who stand in their way. Clerics and peasants alike pray to their gods that they would be saved from the ferocity of these warriors, but to no avail. Some even speak of the mightiest among them being able to take inhuman forms, that of beasts and predators – though surely such stories are only idle tales told to frighten children.

Berserkers are proficient in all melee weapons, though they only use thrown weapons at range such as hand axes or spears. They wear padded, leather, studded leather, scale mail, chain mail and regularly make use of shields. Heavier forms of protection are forbidden to them, for they believe their god, the All-Father, protects them in battle. They use the Attack Values and Saving Throws of a fighter. Berserkers are never of lawful alignment, instead limiting themselves to neutral or chaotic. A Berserker who has a STR of 13 or higher receives a +5% bonus to all experience earned. If their STR is 16 or above, they receive a +10% bonus.

Reaching 9th Level: Upon reaching 9th level the berserker becomes known as an *einherjar*, one of the blessed warriors. They draw the service of 2d6x10 1st level berserkers who will expect their lord to build a long ship and lead them in glorious raids on foreign soil. If the berserker does not do lead them on at least one successful raid each year, they will abandon him, searching for a braver and fiercer warrior to lead them to glory and riches



Berserker Class Progression Chart

Experience	Level	Hit Dice (1d8)	Special Abilities
0	1	1	Battle Lust
2035	2	2	
4065	3	3	
8125	4	4	Terror of the North
16,251	5	5	
32,5016	6	6	
65,001	7	7	Form of the Wolf
120,001	8	8	
240,001	9	9	
360,001	10	+2 hp only *	Form of the Bear
480,001	11	+4 hp only *	
600,001	12	+6 hp only *	
720,001	13	+8 hp only *	
840,001	14	+10 hp only *	
960,001	15	+12 hp only *	
1,080,001	16	+14 hp only *	
1,200,001	17	+16 hp only *	
1,320,001	18	+18 hp only *	
1,440,001	19	+20 hp only *	
1,560,001	20	+22 hp only*	

*Hit point modifiers from constitution are ignored.

Battle Lust: Berserkers are driven to deep ferocity in battle. While engaged in melee combat they receive a +1 bonus to all attack and damage rolls. This bonus increases to +2 at 13th level. In addition, at 15th level they make two attacks per round, but only if both attacks are melee attacks.

Terror of the North: Beginning at 4th level, a berserker's fierce blows and put terror in the hearts of even the most hardy of warriors. Whenever the berserker rolls a natural 20 on an attack roll against a foe whose hit dice are equal or less than their own level that foe must make a saving throw vs. spells or immediately act as though they were the target of a *Cause Fear* spell.

Form of the Wolf: At 7th level the predatory fierceness of battle has so filled a berserker that

he can actually physically shape-shift into a wolf (see Labyrinth Lord core rules, page 102) as the *Polymorph Self* spell, once per day. They can remain in this form for up to four hours each day, though if they choose to return to human form before this time has elapsed they must wait a full day before changing form again.

Form of the Bear: Legends say that the word berserker are a muddling of “bear skin,” and berserkers of 10th level are proof of this common misconception. They can shape-shift into a Cave Bear (see Labyrinth Lord core rules, page 64) as the *Polymorph Self* spell, once per day. They can remain in this form for up to four hours each day, though if they choose to return to human form before this time has elapsed they must wait a full day before changing again.

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