

Chapter 15

The Rage of the Berserker

Origins

The Berserker is said to trace its history back to Pre-Orin's Gate time, though no one can be certain. It is said that before even the first dirty tech was invented, these warriors were unmatched in the sheer potential for violence and destruction. As the Planes evolved, so to do the Berserkers. Allowing for DME to be incorporated into their battle rages and frenzies, they were able to reach new heights of ferocity and power. While Elementalist and Chronomats are masters of their DME trades, Berserkers are the embodiment of raw physical power.

Berserkers are most frequently found in the Wilds, ruling over tribes of wandering peoples of all races. Regardless of their Alignment, they are the rulers by strength of pure physical power and might. It is rare for a Berserker to be defeated in melee combat, and rarely will back down from a fight. In more civilized areas, Berserkers are employed as body guards, military Sergeants, and shock troops.

Over the years as DME has become more widespread, some of these Berserkers have started to exhibit strange and unique abilities. While they are not typically inclined or capable to harness these unique attributes into fine control of DME, the effects can be stunning and frightening.

Playing a Berserker

Berserkers are some of the Strongest people in Orin's Gate and fight up close and personal. They tend to be heavy weapon fighters, though some may carry 2 weapons instead. They tend to fill the roll of the tank, and often the melee damage dealer, or battlefield control fighters. They have deep pools of Health, and with Rage on their side, they take even less damage then someone with twice their armor. Berserkers are some of the most feared individuals in all of Orin's Gate due to their sheer physical power.

Berserker: Base Features

The Base features are things that the class gains if they start at 1st level as a Berserker. Some of these features are gained after each level up within the class.

Hit Points

Hit Dice: 1d12 per Berserker level.

Hit Points at 1st Level: 12+ your Constitution modifier.

Hit Points at Higher Levels: 1d12+ your Constitution modifier per Berserker level after 1st.

Proficiencies

- **Armor:** Light armor, medium armor, shields
- **Weapons:** Simple weapons, martial weapons
- **Tools:** None
- **Saving Throws:** Strength and Constitution
- **Skills:** Choose two from Animal Handling, Athletics, Intimidation, Nature, Perception, and Survival

Equipment

(a) a great-axe or (b) any martial melee weapon

(a) two hand-axes or (b) any simple weapon

An explorer's pack and four javelins

Alternatively, you can ignore the equipment provided by your class and background and start with 80 Bekkr pieces.

Level	Prof	Features	Rages	Rage Damage
1	2	Rage, Unarmored Defense, Domineering Presense	2	2
2	2	Reckless Attack, Danger Sense	2	2
3	2	Primal Path	3	2
4	2	ASI	3	2
5	3	Extra Attack, Fast Movement	3	2
6	3	Primal Path	4	2
7	3	Feral Instinct	4	2
8	3	ASI	4	2
9	4	Brutal Critical	4	3
10	4	Primal Path	4	3
11	4	Relentless Rage	4	3
12	4	ASI	5	3
13	5	Brutal Critical	5	3
14	5	Primal Path	5	3
15	5	Persistent Rage	5	3

16	5	ASI	5	4
17	6	Brutal Critical	6	4
18	6	Indomitable Might	6	4
19	6	ASI	6	4
20	6	Primal Champion	Infinite	4

Berserker: Class Features

The Class features section allow you to further customize the base class of the Berserker through level up features. Each time a character levels within the Berserker class, they can potentially gain minor to major benefits, so consult these pages each time you level up your character.

Rage (Level 1)

On your turn, you can enter a rage as a bonus action. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. You can enter rages several times per long rest, based on your Constitution modifier.

- While raging, you gain the following benefits if you aren't wearing heavy armor:
- You have advantage on all Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a Berserker, as shown in the Rage Damage column of the Berserker table.
- You have resistance to bludgeoning, piercing, and slashing damage.
- If you can activate DME powers, you can't use them or concentrate on them while raging.

Unarmored Defense (Level 1)

While you are not wearing any armor, your Armor Class equals 10+ your Dexterity modifier+ your Constitution modifier. You can use a shield and still gain this benefit.

Dominating Presence (Level 1)

Replace the Intimidation skill with Strength instead of Charisma. This feature can only be used if you have proficiency in Strength saving throws.

Reckless Attack (Level 2)

Starting at 2nd level, when you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on all melee weapon attack rolls using Strength during that turn, but attack rolls against you are rolled with advantage until the beginning of your next turn.

Danger Sense (Level 2)

At 2nd level, you have advantage on Dexterity saving throws against effects that you can see, such as traps or powers. You do not gain this benefit if you are blinded, deafened, or incapacitated.

Primal Path (Level 3)

At 3rd level, you choose a path that shapes the nature of your rage. Your choice grants you features at 3rd level, and again at 6th, 10th, and 14th levels. The Paths available are: Path of the Frenzied, Path of the Brawler, Path of the Cybernetic, Path of the Elemental Warrior, Path of the DME Mercenary, Path of the Guardian, Path of the Juggernaut

Ability Modifier (Level 4)

At 4th, 8th, 12th, 16th, and 19th levels you gain 2 ASI to assign to your base stats. You can substitute 2 ASI for 1 Feat.

Extra Attack (Level 5)

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Fast Movement (Level 5)

Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

Feral Instinct (Level 7)

By 7th level, you have advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

Brutal Critical (Level 9)

Beginning at 9th level, you can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack. This increases to two additional dice at 13th level and three additional dice at 17th level.

Relentless Rage (Level 11)

Starting at 11th level, if you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

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Persistent Rage (Level 15)

Beginning at 15th level, your rage ends early only if you fall unconscious or if you choose to end it.

Indomitable Might (Level 18)

Beginning at 18th level, if your total for a Strength check is less than your Strength score, you can use that score in place of the total.

Primal Champion (Level 20)

At 20th level, you embody the power of the wilds. Your Strength and Constitution scores increase by 4. Your maximum for those scores is now 24.

Path of the Frenzied

Frenzied Berserkers are some of the most brutal and terrifying opponents on the battlefield. They are nearly unstoppable destroying machines that can withstand incredible punishments before being brought down. Instead of learning how to fight with skill or finesse, the Frenzied Berserker lets loose of any of their self-control and are machines of pure power.

Frenzy (Level 3)

At 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When the rage ends you gain one level of exhaustion.

Mindless Rage (Level 6)

Beginning at 6th level, you can't be charmed or frightened while raging. If you are charmed or frightened when you enter your rage, the effect is suspended for the duration of the rage.

Intimidating Presence (Level 10)

Beginning at 10th level, you can use your action to frighten someone. Choose one creature that you can see within 30 feet of you. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equal to 8+ your proficiency bonus+ your Constitution modifier) or be frightened of you until the end of your next turn. On subsequent turns, you can use your action to extend the duration of this effect on the frightened creature until the end of your next turn. This effect ends if the creature ends its turn out of line of sight or more than 60 feet away from you. If the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

Retaliation (Level 14)

Starting at 14th level, when you take damage from a creature that is within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature.

Path of the Brawler

Brawlers are warriors that fight with the mastery of their bodies as their weapons. Where Monks are finesse and skill, manipulating internal Stamina and DME to assist them, Brawlers are pure physical might.

Grappler (Level 3)

At 3rd level, while raging and attacking with Brawlers strikes, you can attack and attempt to grapple simultaneously.

Brawling (Level 3)

Starting at level 3, a brawler's damage is 1d4+Strength Modifier. Additionally, a Brawler can make 1 additional offhand strike as a bonus action. At level 6 it increases to 1d6, at 15th level 1d8.

Unbreakable (Level 6)

Whenever you make a saving throw, roll 1d6 and add the die to your saving throw total. If applying this bonus to a death saving throw increases the total to 20 or higher, you gain the benefits of rolling a 20 on the d20. You can do this several times up to your CON modifier.

Reactionary Blow (Level 10)

When you have a target grappled, if they try and break free or attack you, you can use your reaction to make an Attack of opportunity.

Lethal Blows (Level 14)

Starting at 14th level, when you score a critical hit with an unarmed strike, you automatically deal max damage on Damage dice.

Path of the Cybernetic

Cybernetics Berserkers have had parts of their bodies replaced with cybernetics due to battle damage, or because they have seen the advantages of artificial limbs.

Bonus Proficiency (Level 3)

At 3rd level, you gain proficiencies in Tinkering Tools and the Medicine Skill.

Basic Cybernetics (Level 3)

At 3rd level, you pick 1 cybernetic implant.

- Enhanced Skin: Infusing their skin with Bekkr directly, all damage but Psychic damage is halved while raging.

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- Adrenaline: All opportunity attacks are made with disadvantage, and the Dash action is a bonus action.
- Synapses: All enemies within 5 feet of you have advantage attacks against them from your allies.

Advanced Cybernetics (Level 6)

At 6th level, you gain additional benefits. You can pick a previous implant instead if you wish.

- Arm: You gain advantage on Strength checks outside of raging.
- Eye: You can see perfectly from hundreds of feet away, and you don't gain disadvantage in poor lighting.
- Olfactory: Gain advantage on perception checks.

Tiny Tools (Level 10)

At 10th level, you gain proficiency with Thieves tools. 1 time per long rest you can use your cybernetics to interface directly with locks and other mechanisms. You have advantage on any thieves checks you make while working with intigrated tools.

Cybernetic Attunement (Level 14)

At 14th level, you refine your Cybernetic connection even more. You can pick a different Cybernetic for this then the one you already picked.

- Nerves: While raging, any enemy within 5 feet of you that attacks someone else other then you have disadvantage.
- Full Legs: While Raging, you can jump to the point of almost flying. You can jump your movement speed in any direction including up. If you use your full action to move, you can go that distance.
- Musculature: While raging, you can use your bonus action to knock a creature 1 size larger then you or smaller down automatically when you hit them with a melee weapon attack.

Path of the Elemental Warrior

Elemental Warriors are Berserkers that were born in areas of extreme DME conflux. When they enter into their rage state, they are able to tap into the native DME elements within them to provide additional protection and damage in combat.

Elemental Aura (level 3)

Starting at 3rd level, you emanate a powerful elemental DME energy while raging. The aura extends 10 feet from you in every direction, but not through total cover. Your aura has an effect that activates when you enter your rage, and you can activate the effect again on each of your turns as a bonus action. Choose from Swamp (Acid), Water (Cold), Volcanic (Fire), Desert (Lightning), or Tropical (Radiant). Once you pick the element you are from, you cannot change the element. If your aura's effects require a saving throw, the DC equals 8+ your proficiency bonus+ your Constitution modifier.

- Desert. When this effect is activated, you can choose one other creature you can see in your aura. The target must make a Dexterity saving throw. The target takes 1d6 lightning damage on a failed save, or half as much damage on a successful one. The damage increases when you reach certain levels in this class, increasing to 2d6 at 10th level, 3d6 at 15th level, and 4d6 at 20th level.
- Swamp. A haze emanates from your body. When this effect is activated, all other creatures in your aura take 2 acid damage each. The damage increases when you reach certain levels in this class, increasing to 3 at 5th level, 4 at 10th level, 5 at 15th level, and 6 at 20th level.
- Tropical. When this effect is activated, every time an enemy strikes you with an attack within your aura during that round, they suffer 1 point of radiant damage. The damage increases by 1 point at 5th, 10th, 15th, and 20th level.
- Volcanic. When this effect is activated, your weapon takes on an additional damage dice of Fire damage. The damage does not increase as you level up.
- Water. When this effect is activated, each creature of your choice in your aura gains 2 temporary hit points, as water slows down the power of each enemy attack. The temporary hit points increase when you reach certain levels in this class, increasing to 3 at 5th level, 4 at 10th level, 5 at 15th level, and 6 at 20th level.

Elemental Soul (Level 6)

At 6th level, you gain resistance to the damage of the element you chose. If you already have resistance to the damage, you gain an additional Damage Resistance of -5 to all damage taken from that damage type. You also gain the following additional benefits.

- Desert. Once per long rest, you can use the Pass without a Trace ability.
- Swamp. You can no longer be affected by the Sickened effect.
- Tropical. Your skin can become luminescent if needed. This light provides 30 feet of bright light, and 90 feet of defuse light. It can be activated and deactivated as an action.
- Volcanic. You gain the Trick Firebolt.
- Water. You gain the ability to breathe underwater, and your swim speed becomes the same as your land speed.

Shielding from the Elements (Level 10)

All creatures that are within your 10 feet of you gain the same resistance to that element of your Elemental Aura path.

Elemental Storms (Level 14)

At 14th level, the power of the storm you channel grows mightier, lashing out at your foes. The effect is based on the environment you chose for your Elemental Aura.

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- **Desert.** Once per turn, you hit a creature in your aura with an attack, you force that creature to make a Strength saving throw. On a failed save, the creature is knocked prone, as if struck by a thunderclap.
- **Swamp.** You can use your bonus action to sicken a target with your strike. The sickened effect lasts until the end of your next turn. The Target must make a Constitution saving throw to resist the effect. You can do this several times up to your Constitution Modifier per long rest.
- **Tropical.** As a reaction, you can temporarily affect the targets ability to see clearly, The next attack made by that target is made with Disadvantage.
- **Volcanic.** Immediately after a creature in your aura hits you with an attack, you can use your reaction to force that creature to make a Dexterity saving throw. On a failed save, the creature takes Fire damage equal to your Berserker level, or ½ as much on a success.
- **Water.** Whenever the effect of your Storm Aura is activated, you can choose one creature you can see in the aura. That creature must succeed on a Strength saving throw, or its speed is reduced to 0 until the start of your next turn.

Path of the DME Mercenary

DME Mercs are Berserkers that have an attunement to DME, but no form of training or even real understanding of what that connection is. While in combat, they channel their rage into doing feats of DME manipulation.

DME Path (Level 3)

Starting when you choose this path at 3rd level, you can channel DME energy into your weapon strikes. While you're raging, the first creature you hit on each of your turns with a weapon attack takes extra damage equal to d6+ half your Berserker level. The extra damage is the same damage as the weapon strike.

DME Protection (Level 6)

Starting at 6th level, the DME power that fuels your rage can protect you. If you fail a saving throw while you're raging, you can reroll it, and you must use the new roll. You can use this ability only once per rage.

DME Presence (Level 10)

At 10th level, you learn to channel your rage to inspire others. As a bonus action, you unleash a battle cry. Up to ten other creatures of your choice within 60 feet of you that can hear you gain advantage on attack rolls and saving throws until the start of your next turn. Once you use this feature, you can't use it again until you finish a long rest.

Rage Beyond Death (Level 14)

Beginning at 14th level, DME that surges within you allows you to shrug off fatal blows. While you're raging, having 0 hit points doesn't knock you unconscious. You still must make death saving throws, and you suffer the normal effects of taking damage while at 0 hit points. However, if you would die due to failing death saving throws, you don't die until your rage ends, and you die then only if you still have 0 hit points.

Path of the Guardian

The Guardian Berserker is someone that has learned to channel their rage into protecting those around them. While they allow their rage to take control during the battle, it is always to try and protect those that they care most for, or to protect their charges.

Antagonizing Blow (Level 3)

At 3rd level, while you're raging you can force the target to become fixated on you, which can hinder its attacks. Until the start of your next turn, that target has disadvantage on any attack roll that isn't against you, and when the target hits a creature other than you with an attack, that creature has resistance to the damage dealt by the attack. The effect on the target ends early if your rage ends.

Guarding Aura (level 6)

Beginning at 6th level, if you are raging and another creature you can see within 30 feet of you takes damage, you can use your reaction to reduce that damage by 2d6. When you reach certain levels in this class, you can reduce the damage by more: by 3d6 at 10th level and by 4d6 at 14th level.

Reading the Offense (Level 10)

At 10th level, you gain the ability to extend your awareness through the mindset of defense. As a reaction, you can gain the same benefits of Sanctuary. It lasts until the end of your next turn, or until you attack. After you use this ability, you can't use this feature again until you finish a short or long rest. If someone is within 30 feet of you that you wish to protect, you can give them this benefit instead. After you use this feature, you can't use it again until you finish a short or long rest.

Guardians Rebuff (Level 14)

At 14th level, when you use Guarding Aura to reduce the damage of an attack, the attacker takes an amount of force damage equal to the damage that your Guarding Aura prevents.

Path of the Juggernaut

Juggernauts are Berserkers that specialize in taking compounds, ships, and destroying lairs, bases and constructs.

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Thunderous Blows (Level 3)

Starting when you choose this path at 3rd level, your rage instills you with the strength to batter around your foes, making any battlefield your domain. Once per turn while raging, when you damage a creature with a melee attack, you can force the target to make a Strength saving throw (DC 8+ your proficiency bonus+ your Strength modifier). On a failure, you push the target 5 feet away from you, and you can choose to immediately move 5 feet into the target's previous position.

Stance of the Mountain (Level 3)

You harness your fury to anchor your feet to the earth, shrugging off the blows of those who wish to topple you. Upon choosing this path at 3rd level, you cannot be knocked prone while raging unless you become unconscious.

Demolishing Might (Level 6)

Beginning at 6th level, you can muster destructive force with your assault, shaking the core of even the strongest structures. All your melee attacks gain the siege property (your attacks deal double damage to objects and structures). Your melee attacks against creatures of the construct type deal an additional 1d8 weapon damage.

Overwhelming Cleave (Level 10)

Upon reaching 10th level, you wade into armies of foes, great swings of your weapon striking many who threaten you. When you make a weapon attack while raging, you can make another attack as a bonus action with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

Unstoppable (Level 14)

Starting at 14th level, you can become "unstoppable" when you rage. If you do so, for the duration of the rage your speed cannot be reduced, and you are immune to the frightened, paralyzed, and stunned conditions. If you are frightened, paralyzed, or stunned, you can still take your bonus action to enter your rage and suspend the effects for the duration of the rage. When your rage ends, you suffer one level of exhaustion.