

This document details the progression and class details for halfling berserkers.



Halfling Berserker

Description: Halfling's are generally considered to be warm and hearty, but each coin has a flip side, and so there are those within the smallfolk who relate warmth with the heat of battle and hearty with blood spurting from the chests of their enemies. Not that these individuals are necessary cold-blooded lunatics with no humane thoughts, but in battle they are overcome by a maddening frenzy few can withstand.

Halfling berserkers rarely settle down, for they get bored easily without the delirium of fighting and the countless dangers of adventuring. Thus, there are many of them wandering the world in search of gold, thrill and violent confrontations.

Hit Points: Halfling berserkers gain 1d8 hit points per level.

Weapon training: Halfling berserkers prefer to mow down their enemies with cutting or bludgeoning weapons. They are trained in the following weapons: club, hand axe, dagger, short sword, and mace. Halfling berserkers eagerly wear any armor they can afford.

Alignment: Most halfling berserkers are chaotic, but neutral and lawful ones are not unheard of.

Improved two-weapon fighting: Halfling berserkers are masters of two-weapon hacking, chopping, smashing and slicing. They suffer no penalty to either hand when fighting with any two weapons they are trained in (effectively their Agility counts as 18 for purposes of two-weapon fighting). Critical hits and fumbles apply as normal.

Infravision: Halfling berserkers have infravision, seeing up to 30' in the dark.

Small size: Halfling berserkers are small like the rest of their kin. They can easily crawl in small holes and squeeze through tiny cracks.

Slow: Halfling berserkers have stubby feet. Their base speed is 20'.

Lucky loser: Halfling berserkers do not depend on their Luck like other halflings, but there's no shame in having the fate on your side when things look grim. Halfling berserkers may spend Luck like any other adventurer. However, the racial doubling of the bonus only applies when they have lost at least half of their health points. Other party members may never benefit from a halfling berserker's Luck.

Berserker feats: Halfling berserkers are known to tire themselves with their wild ways in battle. However, this squandering of energy has a potent effect on their fighting. In combat, halfling berserkers may choose to spend d3 points of Stamina to activate one of the following feats for a round. The feats cannot be used if the berserker has 3 or less Stamina - he or she is just too exhausted!

Table A: Berserker feats	
Rush!	The berserker's movement speed and charge bonuses are doubled.
Unstoppable!	The berserker gains +5 to Will and Fort saves.
Mayhem!	The berserker may make an additional attack with each of their weapons at -1d. These attacks score a critical hit on any roll of 16 and fumble only if both attacks roll a 1.

Brutal deed of arms: Halfling berserkers may be simple in nature, but in combat their physical presence more than makes up for any lack of subtlety. They may declare a brutal deed of arms prior to any attack roll. This deed follows the same rules as warriors' deed (see page 46 of the DCC rulebook for details). However, the deed must be one of crude strength rather than skill (Judge's discretion is advised). Disarming, feints and other manoeuvres of finesse are not in a berserker's repertoire.

Languages: All halfling berserkers know Common and Halfling. They gain one additional language for each two points of intelligence modifier (roll additional languages from the halfling language list on page 441 of the DCC rulebook).

Action dice: Halfling berserkers may use their action dice for attacks or skill checks.

Table B: Halfling Berserker Advancement

Level	Deed die	Crit die / table	Action die	Ref	Fort	Will
1	+d3	1d8 / III	1d20	+0	+1	+1
2	+d4	1d8 / III	1d20	+1	+2	+1
3	+d5	1d10 / III	1d20	+1	+2	+2
4	+d6	1d10 / III	1d20	+1	+3	+2
5	+d7	1d12 / III	1d20 + 1d14	+2	+3	+2
6	+d8	1d12 / IV	1d20 + 1d14	+2	+4	+3
7	+d10	1d14 / IV	1d20 + 1d16	+2	+4	+4
8	+d10	1d14 / IV	1d20 + 1d16	+3	+5	+4
9	+d12	1d16 / IV	1d20 + 1d20	+4	+5	+5
10	+d12	1d16 / IV	1d20 + 1d20	+5	+6	+6

Table C: Halfling berserker titles

Level	Lawful	Neutral	Chaotic
1	Rager	Masher	Blood spiller
2	Rampager	Basher	Bone cruncher
3	Flurrycane	Thrasher	Limb breaker
4	Death-herald	Smasher	Spine snapper
5	War-prophet	Crasher	Skull crusher