

PATH OF THE BERSERKER, REVISED



ROOSTER  HOMEBREW

Everything a barbarian needs to become a frothing, blood-crazed lunatic in the world's greatest roleplaying game.

PATH OF THE BERSERKER

For some barbarians, rage is a means to an end— that end being violence. The Path of the Berserker is a path of untrammled fury, slick with blood. As you enter the berserker's rage, you thrill in the chaos of battle, heedless of your own health or well-being. At your option, you can pick from or roll on the Berserker Quotes table to create one of your character's more memorable quotes.

BERSERKER QUOTES

d6	Quotes
1	"RAAAAAAARGHHHHH!"
2	"DEATH, DEEAATH, DEAAAAAATH!"
3	"Don't make me angry... you won't like me when I'm angry."
4	"BLOOD FOR THE BLOOD GOD! SKULLS FOR THE SKULL THRONE!"
5	"WAAAAAAAAAAAAAGH!"
6	"STRIP THE FLESH! SALT THE WOUND!"

FRENZY

Starting when you choose this path at 3rd level, you can enter a frenzy as a bonus action whilst you are raging. 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. You can make this attack as part of the same bonus action used to enter a frenzy, and you can enter a frenzy as part of the same bonus action used to enter a rage.

If you enter a frenzy during your rage, you must make a DC 10 Constitution saving throw when your rage ends. If you fail, you suffer one level of exhaustion (as described in appendix A). Each time you use this feature after the first, the DC increases by 3. When you finish a long rest, the DC resets to 10.

MINDLESS RAGE

Beginning at 6th level, you ignore all effects of any levels of exhaustion you have whilst you are raging.

Additionally, 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

Beginning at 10th level, you can use your action to frighten someone with your menacing presence. When you do so, 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 Charisma 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.

GORY RETRIBUTION

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.

Additionally, your rage damage is doubled against that creature until the end of your next turn.



ART CREDITS

- Front Cover: 'Warrior' by Pablo Oliveria
- Page 2: 'Knut the Callous' by Manuel Castanon
- Page 3: 'Berserker' by Tony Sart

NOTES V1:

FRENZY

Added "You can make this attack as part of the same bonus action used to enter a frenzy, and you can enter a frenzy as part of the same bonus action used to enter a rage."

- I wanted to let you use your subclass rage features turn one. Currently you rage but can't use that BA attack until round 2. Additionally, being able to rage normally, then frenzy a few rounds later gives a little bit more flexibility as a tiny buff to berserker barb.

Added "If you enter a frenzy during your rage, you must a DC 10 Constitution saving throw when your rage ends. If you fail, you suffer one level of exhaustion (as described in appendix A). Each time you use this feature after the first, the DC increases by 3. When you finish a long rest, the DC resets to 10."

- Based the phrasing on Relentless Rage, but DC increases by 3 instead of 5.
- I considered taking out exhaustion altogether (why are you being penalised for doing your main thing) but this is a middle ground. You've likely got a +4 or +5 to Con saves by level 3 so you'd have to be pretty unlucky to fail a DC 10 save. Most times you get at least one, maybe two or three rages for free before taking exhaustion.

MINDLESS RAGE

Added "you ignore all effects of any levels of exhaustion you have whilst you are raging."

- Exhaustion goes away altogether (when raging) from 6 onwards. Again, middle ground vs just removing exhaustion from berserker entirely.

GORY RETRIBUTION

Renamed from "Retaliation" to "Gory Retribution" because it sounds cooler

Added "your rage damage is doubled against that creature until the end of your next turn."

- Bit of a buff, berserker needed some love compared to the other barb capstones. Assuming that you get 4 attacks (extra attack, frenzy attack and reaction attack) before then and all of them hit, it's 12 extra damage per turn at level 14, increasing to 16 at level 16. That's a good chunk, but you only get it if you focus all attacks on a single target which is also hitting you. Given that thematically berserker should be the **Raaargh Big Damage** Barbarian subclass it feels appropriate for tier IV of play.





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