

DRUNKEN BRUTE

Barbarian  
Level

(BARBARIAN)

BARBARIAN

|                 |                          |                               |
|-----------------|--------------------------|-------------------------------|
| Barbarian Level |                          |                               |
| 1               | <input type="checkbox"/> | <div>Raging Drunk RAGE!</div> |
| 2               | <input type="checkbox"/> | Uncanny Dodge                 |
| 3               | <input type="checkbox"/> | Trap Sense +1                 |
| 5               | <input type="checkbox"/> | Improved Uncanny Dodge        |
| 6               | <input type="checkbox"/> | Trap Sense +2                 |
| 7               | <input type="checkbox"/> | Damage Reduction 1/–          |
| 9               | <input type="checkbox"/> | Trap Sense +3                 |
| 10              | <input type="checkbox"/> | Damage Reduction 2/–          |
| 11              | <input type="checkbox"/> | Greater RAGE!                 |
| 12              | <input type="checkbox"/> | Trap Sense +4                 |
| 13              | <input type="checkbox"/> | Damage Reduction 3/–          |
| 14              | <input type="checkbox"/> | Indomitable Will              |
| 15              | <input type="checkbox"/> | Trap Sense +5                 |
| 16              | <input type="checkbox"/> | Damage Reduction 4/–          |
| 17              | <input type="checkbox"/> | Tireless RAGE!                |
| 18              | <input type="checkbox"/> | Trap Sense +6                 |
| 19              | <input type="checkbox"/> | Damage Reduction 5/–          |
| 20              | <input type="checkbox"/> | Mighty RAGE!                  |

RAGING DRUNK

While **RAGING**, consume a potion or alcoholic drink as a move action (that does not provoke an attack of opportunity). Potions have their normal effect.

Alcoholic drinks allow you to maintain **RAGE** for this round without counting against your rounds per day.

NAUSEATED DURATION

rds

Each alcoholic drink consumed results in 1 round of nausea after the end of your **RAGERAGE**, in addition to the normal fatigue.

RAGE!

RAGE! DURATION PER DAY

Barbarian Level

Misc

RAGE! TODAY

rds

= 2 + CON + ( × 2 ) +

STRENGTH SCORE BONUS

CONSTITUTION SCORE BONUS

WILL SAVE BONUS

ARMOR CLASS PENALTY

|               |   |   |   |    |
|---------------|---|---|---|----|
| RAGE!         | 4 | 4 | 2 | –2 |
| GREATER RAGE! | 6 | 6 | 3 | –2 |
| MIGHTY RAGE!  | 8 | 8 | 4 | –2 |

Ability Modifier = (Total Ability Score - 10) ÷ 2

STR

CON

AC

FATIGUED DURATION

RAGE! Duration

Strength Score Penalty: -2

Dexterity Score Penalty: -2

rds

= × 2

S-1R

D-1X

Cannot rage, run or charge while fatigued.

RAGE! POWERS

RAGE! POWERS KNOWN

Barbarian Level

Misc

= ( ÷ 2 ) +

(Round down)

1

2

3

4

5

6

7

8

9

10

11

12

13

14