

DRUNKEN BRUTE
(BARBARIAN)

Barbarian
Level

BARBARIAN

Barbarian
Level

1

☐

Raging Drunk
RAGE!

2

☐

Uncanny Dodge

3

☐

Trap Sense +1

5

☐

Improved Uncanny Dodge

6

☐

Trap Sense +2

7

☐

Damage Reduction 1/–

9

☐

Trap Sense +3

10

☐

Damage Reduction 2/–

11

☐

Greater RAGE!

12

☐

Trap Sense +4

13

☐

Damage Reduction 3/–

14

☐

Indomitable Will

15

☐

Trap Sense +5

16

☐

Damage Reduction 4/–

17

☐

Tireless RAGE!

18

☐

Trap Sense +6

19

☐

Damage Reduction 5/–

20

☐

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 MAGERAGE, in addition to the normal fatigue.

RAGE!

RAGE! DURATION PER DAY

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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

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Misc

= (÷ 2) +

(Round down)

1

2

3

4

5

6

7

8

9

10

11

12

13

14