

DRUNKEN BRUTE
(BARBARIAN)

Barbarian
Level

BARBARIAN

Barbarian Level		
1	<input type="checkbox"/>	<b>Raging Drunk RAGE!</b>
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"/>	<b>Greater RAGE!</b>
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"/>	<b>Tireless RAGE!</b>
18	<input type="checkbox"/>	Trap Sense +6
19	<input type="checkbox"/>	Damage Reduction 5/–
20	<input type="checkbox"/>	<b>Mighty RAGE!</b>

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 **RAGE**, in addition to the normal fatigue.

RAGE!

RAGE! DURATION PER DAY

rds

= 2 + CON + ( × 2 ) +

Barbarian Level

Misc

RAGE! TODAY

rds

STRENGTH SCORE BONUS

CONSTITUTION SCORE BONUS

WILL SAVE BONUS

ARMOUR 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

STR

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