## DRUNKEN BRUTE

Уровень Варвара

(BARBARIAN)

×	ВАРВАР
Уровень Варвара	
1	Raging Drunk ЯРОСТЬ!
2	Необычайная увертливость
3	Trap Sense +1
5	Улучшенная необычайная увертливость
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 RAGE, in addition to the normal fatigue.

	groc.	TEL			
RAGE! DURATION	ЯРОСТ Уровень			RAGE!	
PER DAY	Варвара <b>/</b>	Прочее		TODAY	
rds = 2 + CON + (	× 2	) +		rds	
	STRENTH SCORE BONUS	CONSTITUTION SCORE BONUS	WILL SAVE BONUS	ARMOUR CLASS PENALTY	
ярость!	4	4	2	-2	
БОЛЬШАЯ RAGE!	6	6	3	-2	
МОГУЧАЯ ЯРОСТЬ!	8	8	4	-2	
Модификатор параметра = (Суммарный показатель - 10) ÷ 2	STR	CON		К3	
FATIGUED RAGE! DURATION Duration	Силы: <b>-2</b>	тра Штрав парамет Ловкости: <b>-2</b>	pa		
rds = × 2	STR	DHX	Cannot rage, r while fatigued	un or charge	
Ius	RAGE! <b>POW</b>	/ERS			
RAGE! POWERS Уровень Варвара	Прочее				
= ( ÷ 2	) +			(Округлять к мень	
1					
2					
3					
4					
7					
5					
<u> </u>					
6					
0					
7					
/					
8					
8					
9					
10					
11					
12					
13					
14					