

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

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**

Barbarian
Level

Misc

**RAGE!
TODAY**

rds

$$= 2 + \text{CON} + (\quad \times 2) +$$

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

$$= \quad \times 2$$

S-1R

D-1X

Cannot rage, run or charge while fatigued.

RAGE! POWERS

**RAGE! POWERS
KNOWN**

Barbarian
Level

Misc

$$= (\quad \div 2) +$$

(Round down)

1

2

3

4

5

6

7

8

9

10

11

12

13

14