# Drinking rules

Additionally to lost SP from drinking above Endurance Bonus Character makes Endurance test:

| **Success** | - | **Failure** | Character rolls for Drunk effect |
| --- | --- | --- | --- |
| **Critical Success** | Character can choose any Drunk Effect | **Critical Failure** | Character rolls for Drunk effect + 4 |

### Drunk Effects

Roll d10 and resolve effect, characters then go to sleep. Next day Character suffers from Hangover condition for *X* hours.

Character can test Luck to decrease/increase dice roll by 1 (or by 2 on Critical Success).

| **Roll** | **Effect** | **Hangover** |
| --- | --- | --- |
| 1 | **Romance** - Character had one-night stand and feels confident, granting him +5 for any test and +10 for personality-based tests for next day. | 0 |
| 2 | **Making Friends** - Character gets +5 Personality-based tests in local area for next week. | 2 |
| 3 | **Feeling lucky** - Character won 5d10 drakes in game[[1]](#footnote-0). | 2 |
| 4 | **Hold my Ale!** - Character made a bet to do an acrobatic stunt - test Acrobatics(-10) on Success win 2d10 (Critical Success - 4d10) drakes, on failure lose 2d10 drakes (Critical Failure - gain Minor Wound on random Location). | 2 |
| 5 | **Bad Morning** - Character has just a Hangover. | 4 |
| 6 | **Bar Fight -** Character is involved bar fight. Because he’s drunk he suffer -10 penalty on Combat Style test but get +10 bonus on Evade. On Failed Evade test character fall prone. | 6 |
| 7 | **Blackout** -Character can’t remember last night and missing 2d10 drakes. | 8 |
| 8 | **Drunk fool -** Character made fool of himself and he suffers -5 penalty for Personality-based test in local area for next day. | 10 |
| 9 | **Where’s my pants?! -** Character can’t remember last night and missing one random equipment[[2]](#footnote-1). | 12 |
| 10+ | **I will never drink again! -** Character can’t remember last night. Character woke up in jail/locked (has to pay 10d10 drakes for fine/damages). Also he suffers -10 penalty for Personality-based test in local area for week. | 16 |

### Hangover

Condition - Character suffers -5 penalty on all tests. Character must test Endurance to Drunk Effect(-20) after every drink and increases roll for effect by 4. Every Acrobatics/Athletics/Combat Style/Evade/Ride test makes Character sick - make Endurance test:

| **Success** | - | **Failure** | Character reduce DoS by 2 |
| --- | --- | --- | --- |
| **Critical Success** | Hangover duration is reduced to half, if character is engaged in combat he throws up on enemy within 2m (Blinded for 1 round) | **Critical Failure** | Character throws up and loses test |

1. Character can make Logic/Subterfuge Test to double won drakes. Critical Success - triple them. Critical Failure - no money won. [↑](#footnote-ref-0)
2. Random item is lost in order: Armor, Jewelry, Weapon, Shield, Cloth. Pick random armor, if character does not wear armor pick random Jewelry etc... [↑](#footnote-ref-1)