

# DRUNKEN BRUTE

## (BARBARIAN)

Barbarian  
Level

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

RAGING DRUNK	
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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	
<div>rds</div> = 2 + CON + ( <div> </div> × 2 ) + <div> </div>	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	Cannot rage, run or charge while fatigued.
<div>rds</div> = <div> </div> × 2	S-1R	D-1X		
RAGE! POWERS				
RAGE! POWERS KNOWN	Barbarian Level	Misc		
<div> </div> = ( <div> </div> ÷ 2 ) + <div> </div>	(Round down)			
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				