

DRUNKEN FIGHTER

(EXPERT)

Most adventurers are happy to down a tankard or two after a big fight, but the Drunken Fighter truly excels at the art of drinking to excess. Once he's gotten a swig or two under his belt he is an unpredictable fighter; happily staggering about from opponent to opponent in an alcoholic-fueled haze as blows glance off his booze-numbered countenance.

Depending on the campaign setting a Drunken Fighter could be:

- A martial arts master committed to enlightenment through expansion of his mind.
- An uncouth barbarian, drinking and brawling his way through life.
- A foppish noble, happily carousing from adventure to adventure.
- An old soldier, made all the more dangerous due to the drink he uses to silence the voices of fallen comrades.
- An irritable barfly, who is surprisingly dangerous to patrons who interrupt his good times.

Party Role: Combatant – The Drunken Fighter is a strong combatant, especially when he's deep in his cups.

CLASS FEATURES

Requirements: Constitution 13+, Acrobatics 4+ Ranks, Study (Alcohol), Charging Basics

Favored Attributes: Constitution, Dexterity, Strength

Class Skills: Acrobatics, Athletics, Impress, Medicine, Notice, Resolve, Sense Motive, Sneak

Skill Points: 4 + Int mod per Level

Vitality: 12 + Con mod per Level

CORE ABILITY

Hard Drinkin': You've discovered the hidden potential of alcohol. When you benefit from an alcoholic drink, you also gain a bonus d6 action die. Unless used, this action die is lost at the end

of the scene. You may gain a number of these bonus action dice per scene up to your starting action dice. Additionally, you receive a 20% discount when purchasing alcohol.

CLASS ABILITIES

Drink Like A Demon: You may benefit from an additional drink per day. Also, you gain Subdual Resistance equal to the number of alcohol drinks you've benefited from this scene for the remainder of the scene. Finally, you may drink during combat as a full round action.

Staggering Charge I: You incorporate your drunken staggering into your combat style, attacking opponents from unexpected angles. At level 2, you gain Mobility Basics as a bonus feat. Additionally you may use the Charge trick an extra time for each drink you've consumed during this scene.

Staggering Charge II: At level 7, you gain your choice of either Mobility Mastery or Charging Mastery as a bonus feat. Additionally, when you charge an opponent you may make a Feint check as a free action using your Acrobatics skill at -4 to the check.

Bonus Feat: At levels 3, 5, 7 and 9 you gain a bonus feat from either the Basic Combat or Chance feat trees.

It's Medicinal, I Swear: At level 4, you and your teammates may benefit from an additional drink per day. Further, when you drink alcohol you gain the effects of a Brawn I or Cure Wounds II spell.

At level 8, you and your teammates may benefit from a further additional drink per day and the effect of alcohol consumption increases to a Brawn II, or Cure Wounds IV spell.

Uncanny Dodge I: Your senses are supremely sharp, letting you react quickly to danger. At Level 4, you retain your Dexterity bonus to Defense (if any) even when *flat-footed*.

Uncanny Dodge II: At Level 8, you never become flanked.

Evasion I: At Level 6, whenever you aren't *flat-footed* and make a successful Reflex save to reduce damage, you suffer no damage at all.

Binge Drinker: At Level 10, your teammates may benefit from a further additional drink per day and the number of drinks that you yourself can benefit from changes from "per day" to "per scene".

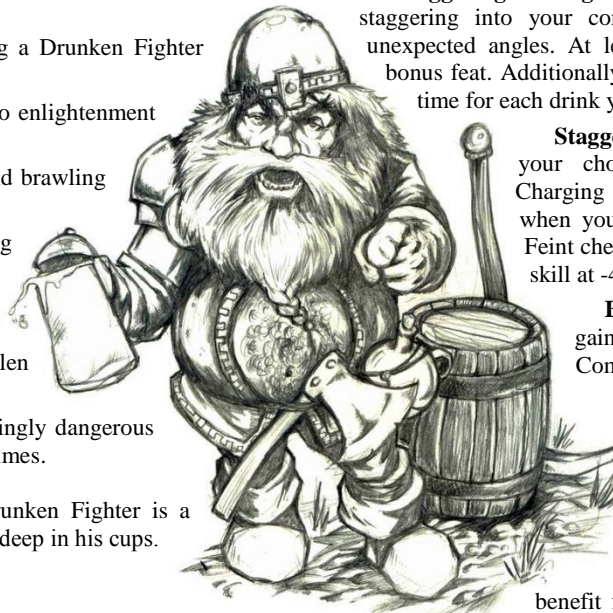
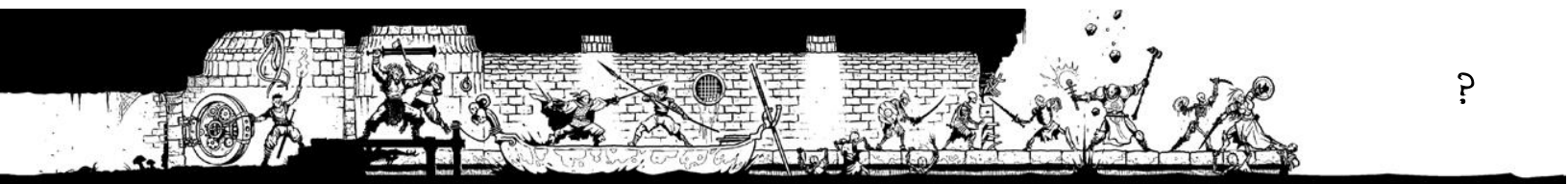


Table X.1: Drunken Fighter

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Abilities
1	+0	+1	+2	+1	+2	+1	+0	+0	Drink like a demon, <i>hard drinkin'</i>
2	+1	+2	+3	+2	+3	+1	+0	+1	Staggering charge I
3	+2	+2	+3	+2	+3	+2	+1	+1	Bonus feat
4	+3	+2	+4	+2	+4	+2	+1	+1	It's medicinal, I swear, uncanny dodge I
5	+3	+3	+4	+3	+5	+3	+1	+1	Bonus feat
6	+4	+3	+5	+3	+6	+4	+2	+2	Evasion I
7	+5	+4	+5	+4	+6	+4	+2	+2	Bonus feat, staggering charge II
8	+6	+4	+6	+4	+7	+5	+2	+2	It's medicinal, I swear, uncanny dodge II
9	+6	+4	+6	+4	+8	+5	+3	+2	Bonus feat
10	+7	+5	+7	+5	+9	+6	+3	+3	Binge drinker



DRUNKEN FIGHTER (EXPERT CLASS)



NPC CLASS ABILITIES

The following new class abilities from the Drunken Fighter expert class are available to NPCs using the class ability NPC quality (see *Fantasy Craft*, page 231).

Table X.2: NPC Class Abilities

Class Ability	XP Value
Binge Drinker	5
Drink Like a Demon	3
It's Medicinal, I Swear (Higher Spells)	2
It's Medicinal, I Swear (Lower Spells)	2

This class designed by Sletchman and modified (including the name) by Big Jim.

Art by komus of deviantART.

