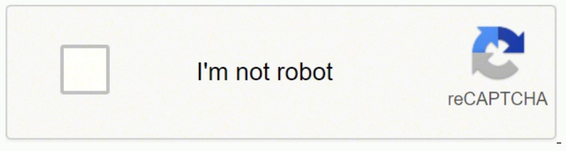
Pathfinder drunken master build



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Class Skills (4 + Int modifier per level) Class Skills: The Drunk Teacher’s class skills (and the key skill for each skill) are Balance (Dex), Climbing (Str), Concentration (With), Crafts (Int), Diplomacy (Cha), Escape Artist (Dex), Collect Report Intimidate (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Perform (Cha), Profession (Wis), Motive Sense (Wis), Spot (Wis), Nadar (Str), and Tumble (Dex). Characteristics of the class[edit] Drunk Master’s alcohol consumption allows him to take his body beyond its normal limits. He can do all kinds of things when he’s drunk that he can’t do while he’s sober. All of the following are characteristic of the Drunk Master’s class. Endless Bottle of Alcohol: Each Drunk Master at one time or another has acquired his own endless bottle of alcohol. The type of drink is irrelevant, but it should be chosen anyway for role-playing purposes. Most of the Drunk Masters will incline to alcohol with a very high test like Absinthe, or Moonshine. Armament and Armament: Drunken Master does not take any penalty with improvised weapons, and does not gain skill in armor. Improvised weapons (E.g.: Although bottles and tanks are the improvised weapons of choice for a drunken master, he can use furniture, agricultural implements, or almost anything else at hand to attack his enemies. An improvised weapon of a drunken master causes as much damage as his unarmed attack plus 1d4 extra points. Most improvised weapons cause blunt damage, although some (for example, a broken glass bottle) cause puncture or cut damage. When a drunken master throws a natural 1 on an attack roll while using an improvised weapon, that weapon breaks and becomes useless. Drinking like a Devil (E.g.: A Drunken Master may spend either a move or a standard action to drink a tank of beer, a glass of beer, or a bite of liquor. Doing this gives a bonus of +2 to a physical stats of your choice, at the price of a penalty of -2 to one of your mental stats (Int, Wis, Cha). This lasts 1 hour for each The drunk teacher has consumed, and can consume a series of beverages equal to half of its level of class more its constitution modifier without education. Hosted (ex): like the dungonomicon (3.5E bookbook) armored Monk in life, except only when he is under the effects of drink like a devil. Levels of the drunk master stack with monk levels to determine the bonus of the armor, but if the character has no armored in life, he wins that capacity, when drinking. This bonus, however, stacked with armored in life. Fighting style (SU): At levels 2 and 4, the drunken teacher wins a fighting style, as does the monk of DUNGERTICON (35E Sourcebook). If you do not have an attack on Slam, he gets one. He can only use these styles of struggle when under the influence, 3 times a day. Drunk habit: You have features that come out when you drink. They are not very beautiful. Each time you get a drunk habit, select one of the following, as long as you meet the requirements before obtaining this habit. It means drunk (ex): You are a bad drunk. When under the influence, you hit more strong than you do when you are sober. Win + 1D6 bonus damage while you have taken a drink. It applies to the body-to-body attacks and thrown, but not the attacks of the opportunity. Bad drink can be taken more than once, and batteries of bonus damage, but can be taken only up to a number of times equal to middle class level. Harmful breath (ex): The drunken teacher can, like a standard action, breathes in front of an objective whose face is five feet from his. By doing so, he obliges to keep a Fort Guarde, DC 10 + Character Level + Drink Number that he has had at the last hour. If it fails, the target takes class 1D4 / 2. levels if it is passed, the objective is in its unusual place for a round. If the goal has a smell, you need a penalty to your strong, save the same as Survival bestowed by odor. Vile Breath (ex): The DC in your noxious breath rises 2. Also, the ant can’t get someone off the hook this time. Requirement: Harmful Harmful Evil Breath (ex): The DC in your harmful breath rises by 3. You can take it twice. The bonus batteries. Requirement: Vile Breath. PAINKILLER (SU): When the drunk teacher adds Pinkiller to his list of liquid powers. The analgéico makes you suffer half of the damages for 2 rounds. Requirement: Liquid Power. Recovery coma (eg: if a drunk teacher is afflicted by damage in capacity, capacity drainage, disease, poisonous fatigue, exhaustion, blindness, deafness, curse or negative level, you can choose to enter a comma of recovery. He keel and falls asleep until all his drinks have been exhausted (one hour per drink). Each hour, he cures an affliction (the effects of a disease or poison are considered a single affliction, just like Fatigue and exhaustion). If he is fully cured of afflictions before he wakes up, he is healed as if for a cure of minor wounds every hour. Requirement: Liquid Power. Where was it now ? (EX): If you are under the influence of at least 4 drinks, sometimes you do not remember how you came somewhere, if nobody pays attention, you can move four meters as a free action once per minute, even through Of walls, closed doors or slim air, and will not remember how it came there , And nobody will have seen him. «Pay attention» is defined as observing, listening or participating actively in combat. Things that can break attention to allowing the drunk teacher The opportunity to use this power include looking to another side momentarily, talking to another person, or being attacked by another person. Funny Drunk (EX): If the drunk master fails in a skill check or miss someone who is attacking, he does it in a way that is classic physical comedy. Those who pay attention must make a Will Save Versus Tashaâ € ™ s Hideous Laughter (DC 10 +1/2 Class level + number of drinks consumed at the last hour). Really Loose (ex): for each Drinks that the drunk teacher has active, his bonus Loosen UP increases in 1. What did I ask what? (Eg: you can spend a bunch of drunkenness to a bonus skill or combat feat that can only be used while you are drunk. Drunk Savant (Ex): Select three abilities. Every drink you have gives a +2 enhancement bonus to those skills. Dodgy Drunk (Ex): When something attacks you and slips away, you can take a 5-foot step. Requirement: Really Loose. Gulp It Down (Ex): In the second level, when consuming alcohol, you can take a drink as a quick action instead of a moving action. Drinking like two demons (Ex): In the third level, if you spend a standard movement or action to consume a drink, you get the effects of two drinks instead. This can be used together with Gulp It Down. Liquid Power (His): At level 3, the Drunk Master reacts to alcohol in strange ways. Choose two of Bullès Strength, Catès Grace, Bearès Endurance, or Heal Moderate Wounds. From now on, when the Drunken Master has a drink, he can receive the benefit as if he had drank those proper potions. *Dook Dook Dook* (Ex): In the fourth level, if you pass a full round of action, you win 4 drinks. You cannot use a quick action on a round where you used this skill. Improved improvised weapons (E.g.: A drunken master of fourth level or higher may use long improvised weapons (such as stairs) as range weapons according to their length, and improvised weapons with many bumps (such as chairs) provide a +2 bonus in attempts to disarm opponents. Finally, large objects with large, flat surfaces (such as tables) can be turned over to become improvised tower shields. More Liquid Power (His): At level 6, the Drunk Master adds another Liquid Power to his repertoire. The bonus in Bull’s Strength, Cat’s Grace and Bear’s Resistance becomes +6. Healing moderate wounds becomes Healing critical wounds. You can use Drinking Like Two Devils or *Dook Dook Dook* in conjunction with Skill, and add the bonds between drinks and liquid powers to your choice. MASTER FILTING STYLE (SU): At level 7, The Drunken Master wins a Master Fighting Style. Ã ‰ l Similarly, only use it when you are drunk. I remember now (EX): At Level 9, the Drunk Master gains a degree of clarity that makes him more terrifying, and he can use some of his skills even while he is drunk. He can use any of his fighting styles, damned, drunk breath (and his upgrades), drunk fun, and where he will go now. For the DC of notional breathing, while sober, use the modifier of the monk’s constitution. For Diverty Dry DC, use your charisma modifier. Grandmaster (SU) Fighting Style: The Drunk Master wins a fighting style from the great masters. Because I remember now, you can use it at any time. Campaign information [edit] Playing a Drunk Master [edit] First, your character didn’t understand that because he thought it was fun. Why are you drinking like him? Why do you go into battle completely ignoring the real possibility of damage or death? It is a very real possibility that he bitterly hates himself and his circumstances. Touching a drunken master allows you to be a little dumb. Where I would go now is a particular example of this, after the film/caricature tradition that the loory person in the group does strange and inexplicable things. Meanwhile, it is a useful skill to get a member of a free party so that he can release the rest, should he be caught and thrown to jail. You want to acquire a magic item that produces infinite amounts of alcohol, similar to an infinite water decanter. I suggest you use the same price as a decanter, but eliminate the different levels of production and just say that it is a bottle of alcohol that never empties. Combat: The drunken master goes straight to the combat center, wreaking all kinds of havoc. If he chooses it, he can be almost untouchable and with much to hurt himself seriously. Preview: Could you happen in the monk of Dungertiticio (who inspired this class a lot), or could you return to your previous. Resources: drunken masters that are often have something of sympathy on the other, and He offers shelter for one night if it is in his power to do so. A drunken teacher who decides to go sober can give his

infinite bottle of alcohol to someone else. Drunk Masters in the World [edit] Most cities have some drunken masters in the hottest sections of the city. “I’m ... I’m cutting you, Bitsch!” â¨ “THE TAN, NPC REACTIONS of human drunken master: the highly disciplined or costly characters can’t help but feel some disgust and contempt for these sad figures. Normal people feel a little sorry for them, once they see how a drunken teacher lives. Some people admire how the drunken master’s movements look uncontrolled, but they actually put him in the best position to attack his enemies. Some characters with martyr inclination may want to test their skills against a strong drunken master, and one who lives in a city and favors, a bar may attract people who want to prove to be stronger. Lore’s master characters [edit] with ranges in knowledge (local) or familiarity with exotic fighting styles (knowledge (martial history) or knowledge (history) (especially military or war history), can research drunken teachers to learn more about them. When a character performs a skill check, read or paraphrase the next information, including the lower DC information. Knowledge (Local), Knowledge (Lore Marcial) Result of DC 11 There are drunken bastards who fight like ten men, and drink like twenty. 16 Drunk Masters They become more powerful, drink more, and have unusual talents. 21 Hardly any drunken teachers fight exactly the same. They have a wide range of unpredictable skills. I know by a fact, some of them can (explanation of a drunk habit). 26 Drunken teachers may reach a point where they do not need alcohol to powerful. Drunk Masters in the game [edit] PC: Maybe a dramatic failure or a terrible loss that a character is a character to start drinking hard. Maybe he’s already a drunken master and decides to label the adventure. NPC: drunk masters are there to be interesting interesting interesting in the cities. For some real fun, throw the game against one a few levels above the average of the game. Adaptation: If PCs are involved in problems at a bar, there may be a drunken Master present. Encounter Sample: The PCs are in town, and decide to relax in a bar. A big, brutal boss takes offence at one of the PCs, and is preparing to fight them when he is quickly (not lethally) knocked down by Lo Tan, a middle-aged, thin, grey-haired, blue-eyed man with a lush beard. Lo Tan had been sleeping without drinking, and the noise woke him up. And now he’s determined to expel the party too, just for being involved in the fuss. PCs can notice how the room is silent with this. Lo Tan, if possible, will use *Dook...Dook...Dook* along with More Liquid Power, just before attacking. It will not make any threatening moves until it attacks the PCs. EL 11: Lo Tan, Human Dungeo-Monk 5/Drunken Master 6, CR 11. Master Lo Tan is the doorman of a bar called the Grape Cluster. A short, grumpy man of late middle age, with grey, bald hair and a fu man chu mustache, looks pretty hopeless with bitter eyes unless he goes to a fight. He’s an old monk whose monastery died of a magical plague. Lo Tan traveled to the nearest city to try to find shelter, and finally found his way to the most difficult part of the city, where he was hired as a porter. Decades of bar fights have sharpened his fighting skills even more, although his deceased brothers, monks and masters surely pity him as he watches from beyond. His fighting skills, his ability for liquor and the habit of never, never kill have earned the respect of the drunken population of the city, who call him Master Lo Tan. Str 14 Dex 16 Con 12 Int 13 Wis 15 Cha 11 HP 64 Attack Bonus: BAB 11 + 2 Str. Attack: Slam (can be a punch or a kick or whatever + 14 (HazaÃ±a de Finesse, +17 con Liquid Power CatÃ¢Âs Grace, increases with dexterity). DaÃ±os: 2d6 (Slam, hazaÃ±a of natural attack mejorado) mejorado) 2D6 (fucking drunkard) + 3 (STR + 1/2). It can inflict non-lethal damage whenever it wants, and almost always does. AC NOT MODIFICED: Touch 22. Flat floors: 19. LO TAN’s main AC can get quite high if you feel defensive. Their defenses are stronger than their real attacking power. Here is a breakdown of the different bonds you can draw. Modification of your AC deflection 10 (BASE) +6 (blinded in life) +3 (deflection ring +3) +3 (loosen up) +3 (Dodge Bonus de Dex) +3 (more elusive of the liquid power of the cat. Grace) +4 (Dodge more when using Lucky Monkey Dance or Dance Dance Dance +1 for each drink you put towards dexterity. Total: 32 Spell resistance: 16 (character level 5+). Feats: Weapons finesse, combat reflexes, combat experience, enhanced natural attack and better journey. Skills: Escape Artist 14, Jump 14, Listen 14, Tumble 14, Sense Motive 14, (before modifiers, which may vary). Special: abundant cuts of the master jump Tan’s Jump DCS is half. Therefore, the DCs before their reach are now within it. Even if you get a 1 on your jump check, you can still jump 30 feet horizontally. Of course, it is problematic to be using this skill indoors (especially with a low roof), but it is recommended that you be allowed tanning to make short jumps such as moving actions to jump from table to table. Level, Ability (Face) 1 armored in life, fatal strike, willow step, reversal of the monkey dance, (Finesse of weapons, combat reflexes) 2 Rain of flowers, abundant jump 3 Lucky Monkey Dance, (Fight experience) 4 Diamond Soul 5 Swift Ghost Walk 6 Drinks like a demon, loosened, striking star strike. (Improved natural attack) 7 treat, noxious breathing 8 drinks like two demons, liquid power 9 * dook ... dook *, drunk snake bite (improved trip) 10 means drunk + 11 means drunken + 2d6 More liquid energy skills: weapon and armor prodigy: the monks are proficient with all simple weapons, as well as any weapon discarded as a special monk weapon, such as the Sai, the Nunchuka, the Kama, the Shuriken, and the personal. The monks are not probey with any armor or shields of any kind. Armored in Life (SU): A monk has a special armor bonus when he is not wearing armor or shields that he does not probe. This reinforcement bonus is applied against tactile attacks and inconsorting tactile attacks, and has a value of +4. Each class level with numbers pairs, the ARMORRED IN LIFE bonus increases in 1. If the monk uses an armor in which it is pro-new (for example: normal clothing) that has an improvement bonus, that bonus of Improvement is applied to your Armored in Life bonus. Sauce of Sauce (Su): A true monk does not seek to run more from the Ã¡¯â¬âtes, but anticipate it. If a monk was allowed to add its modiÃ¯â¬Â ¡Ér of skill to a kind of keeping Read¬ð¹ex or armor, she can add her wisdom bonus (if positive). Fatal Strike (Su): A monk has a natural weapon slam in addition to anything else he is capable of doing. As a natural attack of slam, if he does not use other natural or manufactured weapons, he adds his strength and a half to the damage and can perform iterative attacks if he has enough bab. If the coup is used with another weapon, it becomes a secondary natural attack, suffers a penalty of -5 by blow, and adds only half of his strength modiÃ¯â¬ ... to the damage. A slash attack on a monk causes 1D8 damage based on a medium monk and more or less damaged corresponding if the monk is greater or less than the medium size. Rain of flowers (su): Every time a second-level monk starts lethal, he can choose to start not lethal damages instead. Each time a monk causes no lethal damages, he can choose to cause lethal damages instead. Abundant jump (SU): On the second level, the skill of a monkÂ ¢ Â to jump is not limited by the height of it. In addition, the DC for any jump check is divided between two. Diamond Soul (Su): In the 4th level, the monk gains resistance to equal to 5 + its character level. Fighting styles: You can activate one of them as a quick action. Its effects last 1 round. There is no limit on the number of One can use these (and remember that you can not use one for a round in which it uses trap Travel attempts). Lucky Monkey Dance: +4 Dodge Bonus A AC / +4 Bonus to save. Swift Ghost Walk: +30 ft speed â €

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