

DRUNKARD

Entering a brand new tavern in a brand new city, the drunkard looks around seeing nothing but familiarity. With the most bored of expressions, the drunkard searches for the biggest man in the tavern - the man little more than a simple prop to demonstrate his superiority.

As if only a chore that needs to be tended to like any other, the drunkard finds himself a stool next to his mark and orders himself a drink, and then another, and then another. Finally starting to feel the delightful burn of alcohol's sweet embrace, the drunkard arms himself with the very stool which welcomed him to this fine establishment, and proceeds to smash it over his mark's head. With a few kicks to his already downed opponent, the drunkard is seemingly satisfied with the impression he has left upon his fellow patrons.

After downing another drink, he rethinks his position: "One is not enough" and smashes his empty mug in the face of the nearest patron, sending a shower of teeth and glass across the bar.

Drunkards have found themselves a niche within the forgotten realms as tavern heroes to be both feared and respected. Adventuring is little more than a means to an end - that end being finding enough money to keep them inebriated and fed during those long journeys between taverns.

DRUNKEN HEROICS

Not all adventurers are the result of years of dedicated training. Not all adventurers even express any sense of dedication to their profession. Some have honed their skills through little more than constant friendly brawls within their local tavern, and adventuring is just what they call their journey from one tavern to the next. The latter obviously refers to the drunkard.

Although the drunkard's two great loves tend to be himself and his drink, their skills and desires are very real and often result in great collateral good.

A DRUNKEN JOURNEY

Although a drunkard can seem to be the life of any party, the true difference between a drunkard and your average bar sloucher is a matter of boredom. A drunkard is truly bored with their position in life and their choice of drink only offers the most brief of respites from the curse that plagues them.

Never fully aware of the cause of their avarice, drunkards are always seeking new experiences in order to fill the emptiness they can feel inside. The result is a never-ending journey between taverns, hoping that the new locale and experiences earned along the way will satiate that ever-present sense of boredom.



CREATING A DRUNKARD

As you create your drunkard character, consider what makes him different to the average alcoholic. Why does he find every tavern he encounters so unsatisfying? Why does he feel the need to be respected or admired by the taverns more average alcoholics?

Perhaps more important than what differentiates him from your average alcoholic is how he became an alcoholic in the first place. The natural progression is normal citizen to alcoholic to full-blown drunkard. So what inspired him to begin drinking in the first place?

The time spent as an average alcoholic could be very defining to the character prior to beginning his life as a drunkard. How did he support his habit? Who was harmed by his poor life decisions? Did he resort to crime? Is he still plagued by the repercussions of his former life?

QUICK BUILD

You can make a drunkard quickly by following these suggestions. First, put your highest ability score in Strength, followed by Constitution. Second, choose the urchin background.

Level	Proficiency Bonus	Features	Hard Drinking	Max Drinks
1st	+2	Hard Drinking, Tavern Enthusiast	1D4+4	1
2nd	+2	This Fight Just got Real	1D4+4	2
3rd	+2	Drunken Archetype	1D4+4	3
4th	+2	Ability Score Improvement	1D4+4	4
5th	+3	Extra Attack	1D4+4	5
6th	+3	Pick on the Weak	1D4+4	6
7th	+3	Drunken Archetype feature	1D4+9	7
8th	+3	Ability Score Improvement	1D4+9	8
9th	+4	Walk it Off	1D4+9	9
10th	+4	Pick on the Weak Harder	1D4+9	10
11th	+4	Drunken Archetype feature	1D4+9	11
12th	+4	Ability Score Improvement	1D4+9	12
13th	+5	Bar Room Hero	1D4+14	13
14th	+5	Another Kind of Buzz	1D4+14	14
15th	+5	Drunken Archetype feature	1D4+14	15
16th	+5	Ability Score Improvement	1D4+14	16
17th	+6	My Drink says NO!	1D4+14	17
18th	+6	Drunken Archetype feature	1D4+14	18
19th	+6	Ability Score Improvement	1D4+19	19
20th	+6	Drink 'til you Fall	1D4+19	20

CLASS FEATURES

As a drunkard, you gain the following class features

HIT POINTS

Hit Dice: 1d6 per drunkard level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per drunkard level after 1st

PROFICIENCIES

Armor: None

Weapons: Simple weapons, improvised weapons

Tools: Two gaming sets of your choice

Saving Throws: Strength, Constitution

Skills: Choose two from Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a shortsword or (b) any simple weapon
- (a) a dungeoneer's pack or (b) an explorer's pack
- (a) a sling and 20 bullets or (b) 10 darts

HARD DRINKING

A life of hard liquor and tavern brawling has rendered you extremely proficient at drinking alcohol in all of its forms. You gain the following benefits:

- You can down an entire alcoholic beverage as a bonus action. Downing an alcoholic beverage gives you 1D4+4 temporary hit points at level 1 and increases as per the "Hard Drinking" column of your class table. You can consume a number of alcoholic beverages per short or long rest before suffering penalties as shown on the "Max Drinks" column of your class table. Penalties for exceeding that number are shown in the "Inebriation" sidebar.
- Your unarmed and improvised weapon attacks are increased to 1d4 damage. Your damage with improvised weapons increases to 1d6 at level 11.

TAVERN ENTHUSIAST

You have partaken in the ways of the tavern to such an extent that finding them has become second nature to you. You instinctively understand the basics of city planning enough for you to have a sense of where every tavern is located within a city, upon entering that city for the first time.

In addition, when you are not in combat, you (and companions you lead) can travel to a tavern twice as fast as your speed would normally allow.

THIS FIGHT JUST GOT REAL

Upon reaching 2nd level, you have developed the ability to take hold of your pride and fight harder than otherwise possible, when defeat is at its most likely.

When at or below half your hit point maximum, you add an additional die to each of your melee weapon attacks made with unarmed strikes, simple, or improvised weapons.

DRUNKEN ARCHETYPE

At 3rd level, your outlook on life has developed to the point that you have cemented your drunken tendencies and established exactly what type of drunk you are. Choose Hell-Raiser, Whiskey Knight, or Bar Magician, all detailed at the end of the class description. The archetype you choose grants you features at 3rd level and again at 7th, 11th, 15th, and 18th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

PICK ON THE WEAK

Starting at 6th level, when you reduce a hostile creature to 0 hit points, you gain temporary hit points equal to your Constitution modifier + your drunkard level (minimum of 1).

INEBRIATION

You can drink and you can drink hard, however, everyone has their limit. As a drunkard, you can typically drink twice as much as your amateur drinker - the "Max Drinks" column of your class table and this "Inebriation" sidebar typically only come into play when the drunkard is drinking for mechanical benefit.

Exceeding your limit by 1 or more drinks results in the drunkard suffering disadvantage on all attack rolls, ability checks and saving throws. In addition, any attack rolls made against the drunkard are made with advantage.

Exceeding your limit by double or more drinks results in the drunkard suffering the Unconscious condition. Nothing short of divine or magical intervention will wake the drunkard for an hour. After that hour, the drunkard will awaken refreshed as if he had taken a short rest.

WALK IT OFF

Beginning at 9th level, you gain temporary hit points equal to your Constitution modifier + your drunkard level (minimum of 1), whenever you are critically hit.

PICK ON THE WEAK HARDER

Starting at 10th level, when you reduce a hostile creature to 0 hit points, you regain hit points equal to your Constitution modifier + your drunkard level (minimum of 1), up to a maximum of half of your maximum hit points.

BAR ROOM HERO

At 13th level, you gain advantage on charisma checks against anyone that regularly frequents the taverns.

In addition, any patrons within the tavern will happily buy the drunkard drinks if they fail a Wisdom save against the Tavern Brawler's passive Intimidation score.

ANOTHER KIND OF BUZZ

Beginning at 14th level, the Poisoned condition has become a familiar and almost pleasant experience to you. Whenever suffering the Poisoned condition, you are treated as if your hit points are at, or below half of their maximum, regardless of what your actual hit points are.

MY DRINK SAYS NO!

At 17th level, you gain the ability to down an entire alcoholic beverage by using your reaction when hit by any attack or spell that causes you to roll a saving throw or ability check. When downing an alcoholic beverage as a reaction, you can re-roll the triggering saving throw or ability check and take the higher result in addition to the usual benefits for downing an alcoholic beverage.

DRINK 'TIL YOU FALL

Beginning at 20th level, you no longer suffer disadvantage from breaching the max number of drinks limit of your class table. You do however, still suffer the Unconscious condition if you down twice as many drinks as displayed under the "Max Drinks" column of your class table.

DRUNKEN ARCHETYPES

Perfecting their drinking prowess means different things to different drunkards. The drunken archetype you choose to emulate reflects your general demeanor and how you are affected by the consumption of alcohol.

HELL-RAISER

The Hell-Raiser focuses more on offense than defense in both battle and any trials of life. Hell-Raisers are your typical drunkard that can't have a good time drinking unless they manage to get themselves into a pointless brawl.

NO, YOU 'MERE

Beginning when you choose this archetype at 3rd level, you can use a bonus action to attempt to grapple your target if you take the attack action on your turn.

UNINHIBITED STRENGTH

At 7th level your drunken stupors have become so complete that your body is no longer limited by your mental restraints. You gain advantage on all strength checks as long as you have downed at least one alcoholic beverage since your last short or long rest.

PUNCH DRUNK

At 11th level, you can attack an additional time for every 10 alcoholic beverages you have downed since your last short or long rest, whenever you take the Attack action on your turn.



IT'S EASY IF YOU DON'T MOVE

Starting at 15th level, you have advantage on all attacks you make against grappled opponents.

ROUND FOR ROUND

At 18th level, when a melee weapon attack roll is made against you, you can use your reaction to automatically hit, and critical hit your opponent with a melee weapon attack. The triggering attack automatically hits and becomes a critical hit against you too.

WHISKEY KNIGHT

The Whiskey Knight focuses more on defense than offense in both battle and any trials of life. Whiskey Knights are your typical friendly drunkard that swears to love everyone and everything, almost the very moment that the first sip of alcohol is consumed.

IT DIDN'T EVEN HURT

Beginning when you choose this archetype at 3rd level, you gain resistance to all forms of damage whenever you are at, or below half of your hit point maximum.

DRUNKEN INSPIRATION

At 7th level, your ability to take a hit or even merely stand while inebriated is an inspiration to your allies, and even to yourself.

You and all allies within 30' gain 1 temporary hit point whenever you are damaged in combat. These temporary hit points can stack with all forms of temporary hit points, including those gained from this ability. Temporary hit points gained through this ability will remain until they have been taken in combat, or until your next short or long rest, whichever comes sooner.

DRINKING MAKES ME BETTER

At 11th level, you are no longer limited to a single reaction per round of combat. You can make a number of reactions per round equal to the number of alcoholic beverages you have consumed since your last short or long rest (minimum 1).

DRUNKEN STUMBLE

Starting at 15th level, whenever you are hit by a weapon attack, you can use a reaction to turn the successful attack roll into a miss. You fall prone immediately after using this ability and this ability cannot be used while prone.

CONTROLLED STUMBLE

At 18th level, you can use a reaction to intercept an attack roll meant for an ally within 30'. You physically move to that location and the attack misses your ally but instead automatically hits you.

You must choose to use this feature before knowing whether the attack against your ally hits or misses. This ability cannot be used while prone.

BAR MAGICIAN

Bar Magicians are would-be Sorcerers that have stunted their magical development by the relentless consumption of copious amounts of alcohol. Unlike typical drunkards, they are paragons of virginity and innocence that get drunk and perform magic tricks as a means of repelling women and keeping their virginity intact.

SPELLCASTING

When you reach 3rd level, you augment your drunken prowess with the ability to cast spells. See chapter 10 for the general rules of spellcasting and chapter 11 for the sorcerer spell list.

Cantrips. You learn three cantrips of your choice from the sorcerer spell list. You learn an additional sorcerer cantrip of your choice at 10th level.

Spell Slots. The Bar Magician Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell shield and have a 1st-level and a 2nd-level spell slot available, you can cast shield using either slot.

Spells Known of 1st-Level and Higher. You know three 1st-level sorcerer spells of your choice, two of which you must choose from the abjuration and evocation spells on the sorcerer spell list.

The Spells Known column of the Bar Magician Spellcasting table shows when you learn more sorcerer spells of 1st level or higher. Each of these spells must be a conjuration, evocation, or transmutation spell of your choice, and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level. The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the sorcerer spells you know with another spell of your choice from the sorcerer spell list. The new spell must be of a level for which you have spell slots, and it must be a conjuration, evocation, or transmutation spell, unless you're replacing the spell you gained at 8th, 14th, or 20th level.

Spellcasting Ability. Charisma is your spellcasting ability for your sorcerer spells, since the power of your magic relies on your ability to project your will into the world. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a sorcerer spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

YOU CAN'T CUT ME OFF

Beginning when you choose this archetype at 3rd level, you can, as an action, touch a container containing up to a gallon of liquid and make the contained liquid alcoholic. The now alcoholic liquid looks, tastes, and smells exactly as it did before.

BAR MAGICIAN SPELLCASTING

— SPELL SLOTS PER SPELL LEVEL —

Drunkard Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th
3rd	3	3	2	—	—	—
4th	3	4	3	—	—	—
5th	3	4	3	—	—	—
6th	3	4	3	—	—	—
7th	3	5	4	2	—	—
8th	3	6	4	2	—	—
9th	3	6	4	2	—	—
10th	4	7	4	3	—	—
11th	4	8	4	3	—	—
12th	4	8	4	3	—	—
13th	4	9	4	3	2	—
14th	4	10	4	3	2	—
15th	4	10	4	3	2	—
16th	4	11	4	3	3	—
17th	4	11	4	3	3	—
18th	4	11	4	3	3	—
19th	4	12	4	3	3	1
20th	4	13	4	3	3	1

I CAN DO TWO THINGS

Beginning at 7th level, when you use your action to cast a cantrip, you can make one weapon attack as a bonus action.

MORE DRINKS, MORE MAGIC TRICKS

At 11th level, somehow you have developed the ability to gain more magical power by downing alcoholic beverages - the very thought of which is enough to render most spellcasters completely dumbfounded.

Sorcery Points In addition to the usual benefits of downing an alcoholic beverage, you gain a single Sorcery Point every time you down one. You lose all unspent Sorcery Points when you take a short or long rest.

Flexible Casting You can transform unexpended sorcery points into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You cannot create spell slots of a level which you don't ordinarily have spell slots for.

CREATING SPELL SLOTS

Spell Slot Level	Sorcery Point Cost
1st	4
2nd	6
3rd	10
4th	12

BETTER TRICKS

Beginning At 15th level, whenever you are at or below half of your hit point maximum, your spells are cast as if the spell slot used was one level higher than that which was expended.

I CAN DO TWO THINGS BETTER

Starting at 18th level, when you use your action to cast a spell, you can make one weapon attack as a bonus action.