



BEERS
MEAT STICKS
MONEY
???

YER STUFF

NAME _____	HIT POINTS _____
TYPE _____	ARMOR _____
NOTES: _____	DAMAGE _____

YER PET

Drinking rules (DC12 tolerance check)

1. You slur your words more often
2. +1 on strength checks and -1 on agility checks
3. Disadvantage on melee and ranged attacks
4. Disadvantage on agility checks
5. Movement is reduced to nothing and you hallucinate
6. Death – just drank a bit too much

NAME

CLASS

02
 04
 06

ARMOR

WEAPONS

ABOUT ME

NOTES

Rules overview

HP: 0 Broken (unconscious) – under 0: DEAD!
 Fighting: Players make all rolls melee (str), ranged (pres) and defense (agl) on attacks. 12+ modifier is the DC.
 Nat 20 on an attack: be sure to yell “YEEHAW!”
 Nat 1 on an attack: roll for the Oh Crap table



MODIFIER

Crush, lift, strike grapple

STRENGTH

MODIFIER

Perceive, aim, charm

PRESENCE

MODIFIER

Resist fire/cold/poison, survive falling

TOUGHNESS

MODIFIER

Defend, balance, swim, flee

AGILITY

MODIFIER

Ability to handle your alcohol

TOLERANCE

Ability scores (3d6) 1-4: -3, 5-6: -2, 7-8: -1, 9-12: 0, 13-14: +1, 15-16: +2, 17-18: +3



Ability score scratch pad: roll 3d6