



## DRINKING IN RPG'S VO.4 BY JUICE

Your players will order a drink off of your menu which you will give a rating based on the charts below. The goal of this is to be as system neutral as much as possible. Whether you play the most popular game in the world or the most niche game.

DRINK RATING	
d20 based RPGs	Percentile RPGs
DC10 +(strength) +(size)	Roll under 75% -(strength x 5%) – (size x5%)
<i>Example – Dwarven Liquor is a 7 strength. Triple Shot is a 5 size. DC10 + 7 + 5 = DC22. Must roll over DC22 or drop levels of Soberness.</i>	<i>Example – Dwarven Liquor is a 7 strength x 5%. Triple Shot is a 5 size x 5%. 75% - 35% - 25% = 10%. Must roll under 10% or drop levels of Soberness.</i>

Once you have determined what the players need to beat per round of drinking it is time to determine the levels of sobriety. The players can drink 1 level of Strength and Size per hour maintaining their level of sobriety. If they drink more than that they will automatically move to the next level of sobriety the following hour. For every hour they don't drink alcohol they regain a level of sobriety back. If the players get up to level 4 or higher in sobriety they will wake up the next day taking a penalty to all skill, and concentration checks.

STRENGTH OF DRINK		SIZE OF DRINK	
Value	Details	Value	Details
1	Flavored Beer, Sugared Wine	1	Small Glass
2	Beer, Ale, Cider, Wine	2	Pint, Glass
3	Mead, Elven Wine, Liquor	3	Large Glass, Shot
4	Halfling Brandy, Dwarven Ale	4	Quart, Double Shot
5	Elven Mead	5	Triple Shot
6	Dwarven Mead		
7	Dwarven Liquor		

LEVELS OF SOBRIETY	
LVL	Description
1	Buzzed or Tipsy : Perception and other related checks suffer a penalty that is up to the game master.
2	Slightly Inebriated: Damage dealt to the player is -1 off the total due to the early stages of numbness.
3	Drunk: Dexterity/agility or other related checks suffer a penalty that is up to the game master.
4	Extremely Drunk: charisma and other related checks suffer a penalty that is up to the game master.
5	Blitzed/Hammered: Double all penalties from previous levels but -2 damage from total dealt per rnd.
6	Gone: No longer able to perform any actions and must make checks to stay on feet. <ul style="list-style-type: none"> <li>• May need to make a check to prevent vomiting.</li> </ul>
7	Unconscious movement is 0