

Role Play: Drinking Game

How To Play

- Roll 1d10. 1-5 adds a "drink point", 6-10 does not (safe).
 - /roll 1d10
- "Nat1" rolls add 2 *drink points* and a "bonus effect" at the discretion of the arbitrator.
- Drunk effects are added at 3, 6, and 8 drunk points.
- 10 drunk points is considered a blackout.
- Zeltrons have two livers, so they get advantage on drink rolls.
 - /roll +d10 (rolls with advantage)
- Drinking water can remove a *drink point* on a 6-9 roll. "Nat10" can remove a status entirely.

Example Effects (Not Limited to)

- You can roll a 1d20 for a random effect to be applied, or pick from or add to the list!

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| 1. Touchy-feely | 2. Blurred Vision | 3. Nausea | 4. Honesty |
| 5. Slurred Speech | 6. No filter | 7. Vertigo | 8. Aggressive assertive |
| 9. Fidgety | 10. Lowered Inhibitions | 11. Giggly | 12. No Volume Control |
| 13. Dramatic | 14. Philosophical | 15. Clumsy | 16. Liquid Confidence |
| 17. Melancholy | 18. Mood Swings | 19. Pessimistic | 20. Attention Seeking |