

Flaws for D&D Characters

NAME	DESCRIPTION	PREREQUISITE	EFFECT
Aligned Devotion	Your healing powers are only as effective for those whose alignment closely matches yours.	Ability to spontaneously cast <i>cure</i> spells	The spells from the healing subschool have reduced effect on those who don't share your alignment. Those that match your alignment exactly receive full benefit, those that are one step away are cured half the normal and all others gain no benefit from your healing at all. Your <i>cure</i> spell still does full damage to undead.
Arcane Conundrum	You are unable to use your inborn magical abilities.	Gnome, Charisma 10 or more	You may never use any spell-like abilities under any circumstances. -2 on saving throws versus spells from the illusion school.
Arcane Performer	You rely on your performance abilities to cast spells.	Ability to cast arcane spells without preparation and Perform 1 rank.	Perform check (DC 10 + spell level) to cast any spell. If you fail, you lose the spell.
Beady Eyes	You have narrow, beady eyes that do not catch the light as well as they should.	Darkvision	Your Darkvision ability is replaced by low-light vision. -2 on Search and Spot checks also.
Bestial Instinct	You prefer to meet your foes so close that you can smell their blood.	-	-2 on attack rolls unless using unarmed strikes or natural weapons.
Blind Rage	You cannot distinguish between friend and foe when you are raging.	Rage Ability	You cannot end your rage voluntarily. You rage for the complete duration and must attack a creature each round, if able. If not then either move towards any visible creature. If no creatures are visible you attack the nearest breakable object. DC 15 Will save each round on your turn to stop yourself attacking an ally. If any foes become visible you can attack them and engage them rather than an ally.
Brash	You move about without careful consideration of foes.	-	-6 on Armour Class against attacks of opportunity.
Bravado	You are rash in combat, refusing to back down from your enemies'	-	You don't gain any benefits from any kind of dodge bonus to your Armour Class. Spells, items

	blows.		and effects that provide a dodge bonus provide no benefit to you. You cannot use the withdraw action in combat.
Chivalrous Courtesy	You despise raising your hand against those of the opposite gender.	Good or Lawful Alignment	-4 on attack against creatures of obviously opposite gender.
City Slicker	You suffer from a lack of experience in the wilds.	Survival as a class skill	-4 to Handle Animal, Knowledge (nature) and Survival checks.
Claustrophobia	You are uncomfortable in enclosed spaces.	-	You are shaken in any space where 2 sides or more are only 10 ft. apart or the ceiling is 10 ft. high.
Code of Arms	You hesitate to attack unarmed opponents	Good or Lawful Alignment	-4 on attack rolls against creatures not armed with a melee/ranged weapon. This is negated if the creature has a natural attack.
Cold-Blooded	You were raised in an extremely cold environment and cannot tolerate heat.	-	Auto fail all Fort saves vs. high temperature effects. Fire-based effects deal +2 extra damage to you.
Coward	In dangerous circumstances, you are likely to run away.	-	Automatic fail versus fear effects. Any ability that grants immunity to fear lets you attempt a save at -4 instead.
Curious	You are easily distracted by the sights and sounds around you.	-	-2 on Spot and Listen checks. -2 on initiative rolls also.
Divine Gestures	Your religion requires elaborate gestures that cause you difficulty when wearing armour or using a shield.	Ability to cast Divine spells	You suffer the effects of spell failure chance when casting divine spells, just as if they were arcane spells.
Domain Devotion	You are limited to only one of your deity's domains.	Access to domains	You choose and have access to only one of your deity's domains. You may gain prestige domains from a prestige class as usual.
Elven Pride of Arms	You consider weapons not designed for use by the noblest of elves as an indignity.	Elven Blood	-4 on all attack rolls made when using a weapon other than a longsword, rapier or bow (long, short or composite). This includes unarmed and touch attacks (including ranged touch) and also natural weapons.

Exhausting Rage	Your rage is so powerful that you become exhausted once you calm down.	Rage Ability	At the end of your rage you become exhausted (instead of fatigued) for the duration of the encounter. Once you gain the rage tirelessly ability, you instead become fatigued after a rage.
Fool	Your excessively light-hearted nature grates on your companions.	Bardic Music	You lose inspire courage, inspire competence, inspire greatness and inspire heroics Bardic music abilities.
Forlorn of Men	You are uncomfortable in the presence of humanoid.	-	You are shaken if more than one humanoid is within 30 ft. of you, including members of your adventuring party or friends.
Frail	You become fatigued when your body is assaulted by magic or poison.	Constitution 11 or lower	Whenever you fail any Fortitude save you become fatigued, in addition to any other effects you may suffer. This lasts until you get 8 hours of complete rest. Failing a Fortitude save while you are fatigued causes you to become exhausted.
Free Spirited	You seek to live your life freely, unburdened by excessive material possessions.	Chaotic Alignment	The weight of any gear you carry is considered double for the purpose of determining your load. Any armour penalty checks are also doubles, or tripled in the case of swim checks.
Frivolous Performer	You have focused on performing rather than useful information.	Bardic Knowledge	-10 on all Bardic knowledge checks. Does not apply if used regarding Perform knowledge, this is only for the Perform in which you have the highest ranks though.
Fussy	You are uncomfortable ingesting anything but a small range of preferred foods and drinks.	-	You become sickened upon ingesting any sort of potion for the duration of its effect. If the duration is instantaneous you instead are sickened for an amount of time equal to the potion's caster level in minutes. -4 on saves versus ingested poisons also.
Glory-Hound	You fight recklessly to prove yourself in glorious combat.	Base Attack Bonus +1	-2 on your Armour Class during combat until you drop an opponent. Doesn't apply in combats against only one foe.

Grudge Keeper	You have difficulty letting go of grudges.	-	When damaged in combat you suffer a -2 on attack rolls, skill checks, saving throws and ability checks until you damage the foe that caused you harm. Doesn't apply if you cannot discern the source of the damage. This penalty disappears after the combat ends.
Gullible	You believe what you see, and you trust others more than you should.	-	-2 on saves to resist enchantment and illusion spells and effects. -4 on Sense Motive also.
Half-Blood Outcast	You despise your nonhuman side.	Any race that mixed blood with a human. Half-elf, half-orc etc.	-2 on all attack rolls, saving throws, and skill checks when within line of sight with a full blooded creature of your nonhuman side.
Haunted	You are unable to prevent the occurrence of strange noises in your vicinity.	Ability to cast spells	-4 on all Listen and Move Silently checks when you are awake/conscious. You cannot control these sounds.
Honourable Challenge	You only cross arms with those who willingly engage you.	Lawful Alignment	-4 on attack rolls to those who have not explicitly challenged or attacked you.
Honour of the Duel	You strongly believe in 1-on-1 combat to decide a fight.	Good or Lawful Alignment	DC 10 + your character level Will save to attack a creature in a square threatened by another of it's foes. -2 on attack rolls if you succeed. Action wasted if failed.
Hot-Blooded	You were raised in an extremely hot environment and cannot tolerate cold.	-	Auto fail all Fort saves vs. low temperature effects. Cold-based effects deal +2 extra damage to you.
Implacable	You refuse to retreat from even the most deadly of confrontations.	Base Attack Bonus +1	If you move out of melee combat, for any reason, you suffer a -2 on all attack rolls, skill checks and saving throws for 1 hour.
Insomniac	You have trouble achieving a full and restful sleep.	-	DC 15 Fortitude save to receive a regular nights sleep. If a disturbance wakes you while sleeping you must make an additional save to return to sleep. If you fail any of these checks you wake fatigued in the morning. If you are fatigued when attempting to sleep, you gain a +2 on your save. If you are exhausted you gain a +6 bonus instead.

			Comfortable conditions grant a +4 bonus on this save. Poor conditions make you suffer a -4 on your save. Even if you sleep poorly, you still may prepare arcane spells after 8 hours of fitful rest.
Light Sensitivity	You have difficulty seeing in bright conditions.	Darkvision	You become dazzled in bright sunlight or within the radius of a <i>daylight</i> spell. A dazzled creature takes a -1 on all attack rolls and Search and Spot checks.
Living Faith	Your religious practices give you no special powers over the undead.	Ability to turn or rebuke undead	You lose the ability to turn or rebuke undead. This does not extend to other creatures you might have the ability to turn or rebuke.
Loner	You do not have the ability to summon or gain a familiar or animal companion.	Ability to summon a familiar or animal companion.	You are never able to summon a familiar or gain an animal companion through any means. Multi-classing does not negate this flaw.
Loss of Heritage	You lose an ability granted by your race.	Race with at least two racial abilities	Choose a racial ability. You are never able to use that ability, unless granted through some other means, but such effects are temporary at best. The ability you lose cannot be restored permanently to you through the use of Wish, Miracle or any other such magic.
Loudmouth	You are a loud, obnoxious, boisterous and compulsive talker.	-	-4 on all Diplomacy and Move Silently checks.
Love of Nature	You do not wish harm upon any natural creature.	-	DC 12 for you to attack animals, plants or vermin or lose that action.
Magical Fascination	You have a tendency to become fascinated by spells and elaborate magical effects.	-	-2 penalty on attack rolls and skill checks when in sight of a visible magical effect with a duration greater than instantaneous.
Magical Overload	You have difficulty controlling powerful magic, preferring lower-level spells.	Ability to cast spells	One of your highest level spell slots must be spent to gain a spell of any other level. You effectively have one less of your highest level spells slots to gain a lower level spell slot. The highest spell slot changes as you gain levels.
Material Devotion	You are restricted to using magical	Access to domains	You may only use spell-trigger items (wands and

	objects created with your deity's domains in mind.		staffs) that cast spells on your domain spell lists. Other spell-trigger items fail you.
Metal Intolerance	You are allergic to metals.	-	+1 damage taken from metal attacks.
Meticulous Performer	You get lost in your performances.	Bardic Music	Initiating or maintaining any Bardic music ability is a full-round action.
Mounted Warrior	You are only comfortable fighting from a saddle.	Ride 1 rank	-2 on attack rolls when not riding a mount.
No Time for Book Learning	You put no faith in the written word.	-	You are illiterate. You can never learn to read any language. -2 on all Knowledge checks excluding Knowledge (nature).
Phantom Sparks	Your body emits bursts of bright coloured light.	Ability to cast spells	-4 on all Hide and Spot checks when you are awake/conscious. You cannot use these as a light source.
Ponderous Spellcaster	Your spells take additional time to cast.	Ability to cast spells	Casting time for all spells is doubled. Single action spells become full-round actions. Free action spells require a standard action to cast.
Pride of Arms	You have let your training in weapons not designed for war to atrophy.	Proficiency in Martial Weapons	-4 on attack rolls made with exotic and simple weapons, unarmed and touch attacks.
Quarter Elf	Elven blood is not particularly strong in your veins and its features are barely noticeable.	Half-Elf	You are not immune to <i>sleep</i> spells and do not gain a racial bonus on saving throws versus enchantment spells or effects. You are not considered to have Elven blood.
Quick Burning Rage	Your rages don't last very long.	Rage Ability	Your rage only last for a number of rounds equal to your improved Constitution modifier.
Restricted Sorcery	Your magical powers manifest within a limited realm of effects.	Ability to cast spells without preparation	Choose two restricted schools of magic. You can never learn or cast spells from these two schools, you cannot choose divination as a restricted school.
Short Attention Span	You have little patience, causing you to have difficulty concentrating on repetitive tasks.	-	-2 on all skill checks made to retry an action that you previously failed. This is cumulative granting a -2 on each failed attempt. You cannot take 20 on any skill check.
Slow Healing	You do not heal quickly.	Constitution 13 or lower	You do not normally recover hit points or

			temporary ability damage through natural healing. If you undergo complete bed rest for a full day, you may either recover 1 hit point or 1 ability point of damage. Any conjuration (healing) spell cast upon you works at only half its caster level.
Slow to Anger	It takes you longer to get worked up.	Rage Ability	Entering a rage requires a full-round action.
Solitary Paragon	You prefer to fight alone.	-	-4 on attack rolls against enemies you flank.
Stubby Fingers	Your fingers are not well suited for grasping.	Dwarf, Gnome or Halfling	-4 on all attack rolls when you use a light or one-handed weapon. -4 on all Disable Device, Open Lock, Sleight of Hand and Use Rope checks.
Superstitious	You fear magic and avoid it when possible.	Inability to cast spells	Whenever you see an item, effect, or location obviously created by magic, you become frightened. This lasts only till it is no longer visible.
Trivial Performer	Your performance is light-hearted and has little effect on others.	Bardic Music	The save DC against your fascinate, <i>suggestion</i> , and <i>mass suggestion</i> abilities is half normal (round down). Your 'inspire...' Bardic music abilities stop any benefits as soon as you stop performing.
Uncontrollable Rage	You have no ability to control your rage.	Rage Ability	You cannot enter a rage voluntarily. If something in the previous round dealt you damage, grappled or immobilized you, or you fail a saving throw against a spell you may enter a rage; if you don't want to you must succeed versus a DC 15 Will save or rage involuntarily. You can't rage more than you would normally be able to for the day.
Warrior of the Phalanx	You have difficulties when fighting alone.	-	-4 on attack rolls when not adjacent to an ally.
Weapon Bound	You are only attuned to your deity's weapon and no other.	Devotion to a specific deity	You lose all proficiency with weapons except the favoured weapon of your deity. This flaw doesn't grant you proficiency with that weapon however.