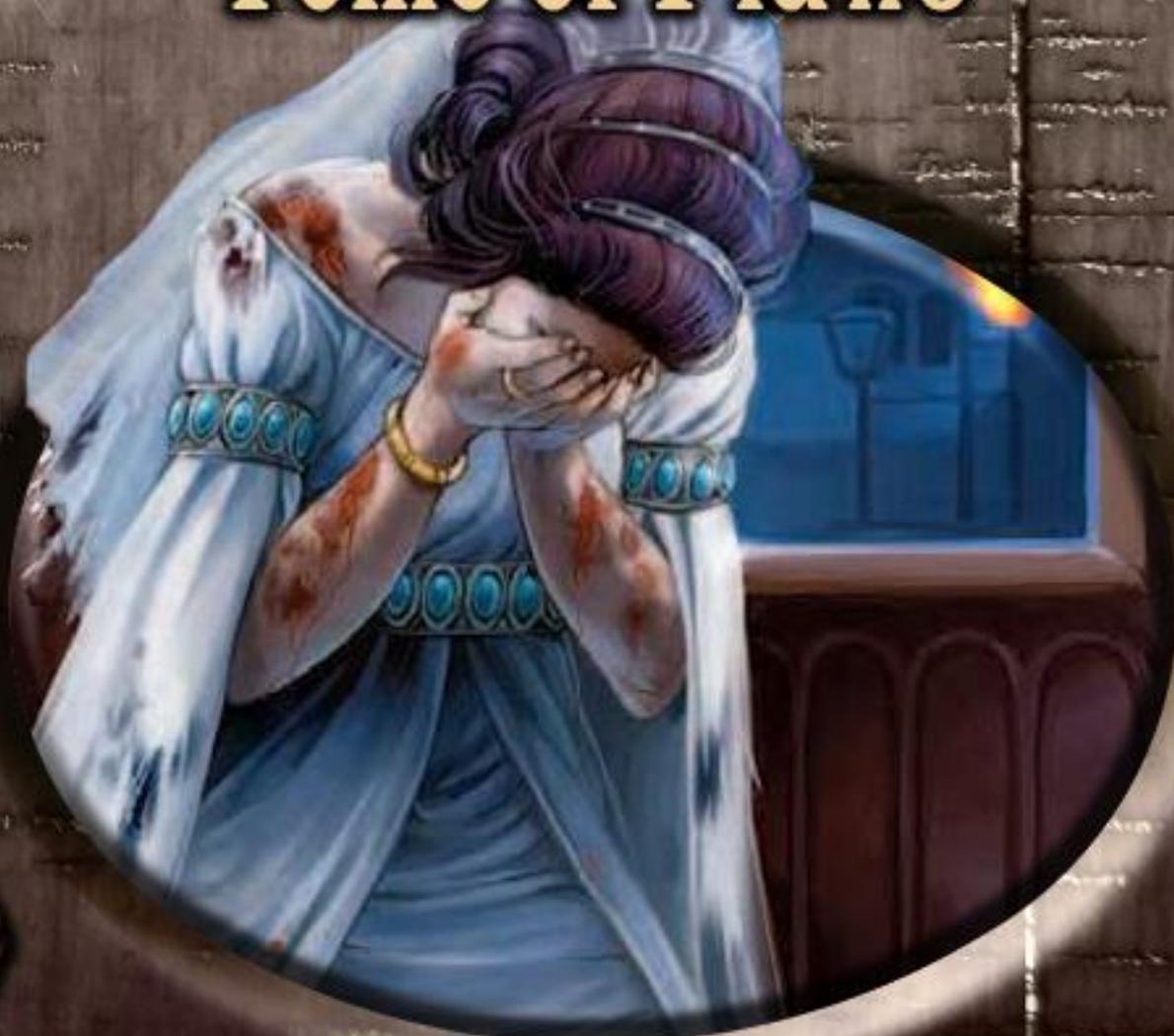


CHARACTER FOUNDATIONS

Tome of Flaws



OGL
3.5 SYSTEM COMPATIBLE

Created by Timothy Small

Tome of Flaws

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Tome of Flaws

HOW TO USE THE TOME OF FLAWS

This supplement to character creation that expands on the original Flaw system introduced in D&D 3.5 Unearthed Arcana.

The Tome of Flaws expands the Flaw system and introduces a random element to character creation.

Flaws are like the flip side of Feats and Talents are the middle ground between the two.

A Feat enables a character to be better than normal at performing a task (or even to do something that normal characters can't). A Flaw restricts a character's capabilities or imposes a penalty of some sort. A Talent has the ability to be negative or positive and is a mixture between the two.

A player may roll up to two Flaws when creating a character.

After 1st level, a character cannot take on additional flaws unless the DM specifically allows it and/or in-game actions/reactions call for it.

Each Flaw a player rolls entitles their character to a bonus Feat or an additional role on the Talent Table (see Tome of Talents). In other words, when you create a character, if you opt to have two flaws, you can also take two bonus Feats or two additional roles on the Talents Table beyond those your character would be normally entitled to. Unlike Talents (see Tome of Talents) or Feats, Flaws are entirely negative in their impact on a character's capabilities.

If a character does opt to take additional roles on the Table, these can be beneficial

or negative depending on the characters rolls.

Each of the flaws described here has a specific game effect. Most require a degree of roleplaying and can create situations that incur additional bonus experience points and negative experience points if the player embraces or ignores their Flaws.

Some flaws can only be taken by a character who meets a special requirement. If a character rolls a flaw that they cannot use, due to a specific requirement, the next Flaw in the list is chosen as their Flaw.

Before a Flaw can be rolled, the player will need to have their characters stats rolled, chosen a race, picked an alignment, and chosen a class. This is to prevent a reroll or selection of a Flaw that cannot be used.

This supplement is a random Flaw generator for the character and does not allow the player to choose a Flaw for their character.

You use the Flaw, Substance Addiction and Phobia Charts to determine the characters Flaws.

If you happen to roll a Phobia or Substance Addiction, these require an additional roll of those charts to determine the nature of their Phobia or Addiction. Substance Addiction and Phobias are not individually added to the Flaw Chart to prevent the overabundance of them in the Flaws.

Some Flaws, Substance Addiction and Phobias cause the character to further drill

Tome of Flaws

down on them, to iron out the specific Flaw.

To use these tables, you will need a D6 (a six sided die), a D8 (an eight sided die) and three D10s and a D20 to produce the various number ranges required.

D100 is produced by rolling two D10's and reading one as "tens" and reading the other as "ones".

D1000 is produced by rolling three d10s and you roll on the reading one as "hundreds", one as "tens" and reading the other as "ones".

Flaws do allow a player to iron out their characters feelings, wants and needs. It also gives the player and DM some great roleplaying experiences as well.

Choosing to gain the extra feats and talents from flaws has risks and a player can lose experience points by not roleplaying or acting on their Flaws.

To determine the Flaws, the player will want to decide if they want one or two Flaws.

After they decide on the number of Flaws that they want, you will want them to roll D1000 to determine their Flaw(s).

Consult the Flaw Chart to determine their Flaw(s) (see below).

Most players will take Flaws to further develop their roleplaying potential for a character. They also take them to create circumstances were the DM and player can have fun and exciting encounters.

Some players will take it solely for the additional Feat(s) or potential Talent bonuses.

Increasing the characters power with drawbacks has always been a staple in fantasy movies and books. If roleplayed properly can lead to memorable times with your friends that will be talked about well after the campaign has been finished.

Tome of Flaws

FLAW CHART

D000	: Name
001-004:	Airhead
005-008:	Alcoholic
009-012:	Aligned Devotion
013-016:	Almost Dead
017-020:	Amnesia
021-024:	Amputee
025-028:	Anchored Object
029-032:	Anger Issues
033-036:	Animal Attraction
037-040:	Animal Enemy
041-044:	Animal Head
045-048:	Animal Magnetism
049-052:	Antisocial
053-056:	Anxious
057-060:	Arcane Conundrum
061-064:	Arcane Performer
065-068:	Asthmatic
069-072:	Bad Leg
073-076:	Bad Seed
077-080:	Badly Drawn
081-084:	Beady Eyes
085-088:	Bestial Instinct
089-092:	Bestial Intellect
093-096:	Blind
097-100:	Blind Rage
101-104:	Blind, Partially
105-108:	Blood Lust
109-112:	Body Shy
113-116:	Bot Programming
117-120:	Brash
121-124:	Bravado
125-128:	Bring My Brown Pants!
129-132:	Brittle Bones
133-136:	Bully Vendetta
137-140:	Callous Variant
141-144:	Chivalrous
145-148:	Chivalrous Courtesy
149-152:	City Slicker

D000	: Name
153-156:	Clinically Depressed Robot
157-160:	Clumsiness
161-164:	Clumsy Build
165-168:	Code of Arms
169-172:	Cold-Blooded
173-176:	Combat Anxiety
177-180:	Combustible
181-184:	Command Word
185-188:	Command Word
189-192:	Constant Depression
193-196:	Corruptible
197-200:	Coughing Fit
201-204:	Coward
205-208:	Coward
209-212:	Crazy-Eyed
213-216:	Crippled
217-220:	Cursed in Sin
221-224:	Damage Magnet
225-228:	damned
229-232:	Dangerous Allergy
233-236:	Dastardly Nature
237-240:	Deaf
241-244:	Deep Scar
245-248:	Demanding Circadian Clock
249-252:	Desperation
253-256:	Ditzy
257-260:	Dyslexia
261-264:	Easily Confused
265-268:	Easily Distracted
269-272:	Easy Target
273-276:	EMP Vulnerable
277-280:	Energy Dependent
281-284:	Energy Vulnerability
285-288:	Ennui
289-292:	Excessive Bleeding
293-296:	Family Curse
297-300:	Far-Sighted
301-304:	Fearless

Tome of Flaws

D000 : Name
305-308: feeble
309-312: Flammable
313-316: Flat Feet
317-320: Floor is Lava
321-324: Fool
325-328: Fragile
329-332: Fragile Feelings
333-336: Fragile Lifeforce
337-340: Frail
341-344: Friendly Fire
345-348: Frozen Reflexes
349-352: Fumble Master (Flaw)
353-356: Garbledegoop
357-360: Gearworn Curse
361-364: Glass Jaw
365-368: Gloryhound
369-372: Go Last
373-376: Graceless Aging
377-380: Gullible
381-384: Haemophilia
385-388: Half-Blood Outcast
389-392: Hampered Decision Maker
393-396: Haunted
397-400: Haunted
401-404: Haunting Flashbacks
405-408: Headache Prone
409-412: Hemeralopia
413-416: High Metabolism
417-420: High Pressure Blood
421-424: Honest
425-428: Honorable Fighter
429-432: Hopeless Flirt
433-436: Hot-Blooded
437-440: Hungry
441-444: Hunted
445-448: Impatient
449-452: Imperial Marksmanship
453-456: inattentive
457-460: Incompetent
461-464: Incomprehensible Foe
465-468: Informal Training

D000 : Name
469-472: Insane
473-476: Insomnia
477-480: Into the Darkness
481-484: Jinxed
485-488: Kiss the Floor
489-492: Light Vulnerability
493-496: Living Curse
497-500: Logo Narcissist
501-504: Loquacious
505-508: Lost Past
509-512: Loud
513-516: Loudmouth
517-520: Love of Nature
521-524: Lovestruck
525-528: Ludomania
529-532: Lustful
533-536: Magic Corrupting Touch
537-540: Magical Drawback Curse
541-544: Magical Mania
545-548: Magical Overload
549-552: Magically Inept
553-556: Magnetic
557-560: Malformed Vocal Cords
561-564: Malfunctioning Limbs
565-568: Masochist
569-572: Meager Fortitude
573-576: Mental Breakdown
577-580: Merciful
581-584: Metafailure
585-588: Misanthrope
589-592: Missing Chakra
593-596: Monologuer
597-600: Motion sickness
601-604: Murky-Eyed
605-608: Music Hater
609-612: Music Lover
613-616: Mute
617-620: Mute
621-624: Mystical Taboo
625-628: Narcissistic
629-632: Narcolepsy

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D000	: Name
633-636:	Narcolepsy
637-640:	Near Sighted
641-644:	Need a Hero
645-648:	Nice Save
649-652:	Night Blindness
653-656:	NO Facial Hair
657-660:	Nobody Tells Me What To Do
661-664:	Non-Combatant
665-668:	Not Good Enough
669-672:	Nyctalopia
673-676:	Obese
677-680:	Obsessive Revenge
681-684:	Obvious Signature
685-688:	Old Wound
689-692:	One-Arm
693-696:	One-Armed
697-700:	One-Eye
701-704:	Ooo Shiny
705-708:	Out of Shape
709-711:	Overspecialized
712-713:	Overweight
714-715:	Painful Aberrant Mark
716-718:	Panic Button
719-721:	Paranoia
722-724:	Partially Blind
725-727:	pathetic
728-730:	Peculiar Talents
731-733:	Persistent Misfortune
734-736:	Personality Issues
737-739:	Petit Mal Seizures
740-742:	Phobia
743-745:	Polished Hand
746-748:	Ponderous Spellcaster
749-751:	Poor Divine Connection
752-754:	Poor Immune System
755-757:	Poor reflexes
758-760:	Poor Saves
761-763:	Poor Spatial Relations
764-766:	Possessed Item
767-769:	Power Focus
770-772:	Powerful Build

D000	: Name
773-775:	Pride
776-778:	Pride
779-781:	Privileged Youth
782-784:	Psionicist
785-787:	Psychotic Fighter
788-790:	Puffer Fish
791-793:	Purse Blind
794-796:	Quarter Elf
797-799:	Reckless Fighter
800-802:	Reincarnated Misfortune
803-805:	Reincarnated Misfortune
806-808:	Ridiculous Hat
809-811:	Ridiculous Voice
812-814:	Rigor Mortis
815-817:	Rotted Limbs
818-820:	Sadness
821-823:	Schizophrenic
824-826:	Seasickness
827-829:	Sensitive to Loud Noises
830-832:	shaky
833-835:	Shaky Resolves
836-838:	Short Attention Span
839-841:	Short Temper
842-844:	Skinny Dipper
845-847:	Slightly Hands
848-850:	slow
851-853:	Slow Recovery
854-856:	Smelly
857-859:	Speak Your Mind
860-862:	Spectral Haunting
863-865:	Squeamish
866-868:	Stiff
869-871:	Stone at Night
872-874:	Stubborn Pride
875-877:	Stutter
878-880:	Substance Abuse
881-883:	Substance Addiction
884-886:	Sunblind
887-889:	Surgical Scars
890-892:	Susceptible
893-895:	Taking it Easy

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D000 : Name
896-898: Temper Tantrum
899-901: Terrible Tumbler
902-904: The Barkening
905-907: Tourette syndrome
908-910: Traplover
911-913: Traumatic Flashback
914-916: True Form
917-919: Two Left Feet
920-922: Uncontrollable Phasing
923-925: Uncontrollable Spell Resistance
926-928: Unfavored Enemy
929-931: Unfocused
932-934: Unfocused Caster
935-937: Unhealing
938-940: Unholy Bloodline
941-943: Unlucky
944-946: Unlucky Friends

D000 : Name
947-949: Unorganized
950-952: unreactive
953-955: Unready
956-958: Unskill Focus
959-961: Unusually Formed Body
962-964: Vain
965-967: Vengeful
968-970: Violent Flashbacks
971-973: Vulnerable
974-976: Vulnerable to Trickery
977-979: Weak Point
980-982: Weak Stomach
983-985: Weak Will
986-988: Weakened Power
988-989: Weathered Wound
990-991: What'd You Say?
992-994: Wild Magic
995-997: Worst Luck
998-000: Wounded

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SUBSTANCE ADDICTIONS

Your character is addicted to an addictive substance. You can determine the addiction by rolling a D20 and consulting the Substance Addictions Chart on page 12.

Drugs function like poisons, allowing the user an initial and a secondary saving throws to resist their effects. Delay poison, neutralize poison, and similar effects negate or end a drug's effects, but they do not restore hit points, ability scores, or other damage caused by the substance.

A creature that willingly takes a drug automatically fails both saving throws. It is not possible to intentionally fail the initial save but attempt to save against the secondary damage, or vice versa. DCs are provided for situations in which a character is drugged against his will.

Drugs in Your Campaign: Depending on your campaign, drugs may be difficult or easy to obtain - the decision is a matter of taste. However, whether drugs are illegal (as might be the case in a restrictive but good-aligned civilization) or commonplace, pushers will exist.

Pushers are those who directly or indirectly want to see a drug dispersed into a population. Usually profit motivates them. A pusher's typical tactic is to offer the drug at only 1/10 of its normal price (or even free) to potential new customers, in hopes of addicting the customer to the drug. Once the customer seeks out the pusher for the drug (usually, once he or she is addicted), then the pusher charges full price for the drug, or even a premium.

Adding drugs into your campaign is probably most easily accomplished

through a nonplayer character (NPC) pusher. Player characters (PCs) cats expect to run into pushers illicitly in a civilization where drugs are outlawed, or in bazaars in a society where drugs are common. In a society where magic potions are commonplace, drugs might be legal, too.

Drug addiction functions much like diseases. Upon initial exposure (anytime a character imbibes or applies a drug with an addiction rating), the character must succeed at a Fortitude Save or become addicted, as shown below. Addiction proceeds like a disease - while addicted, the character takes ability score damage each day unless he succeeds at a Fortitude Save against the given DC.

Addiction Rating: Drugs are rated according to their addictive potential. For example, many popular stimulant drinks have a negligible addiction rating, but have addictive qualities all the same. Sometimes, an individual's long-term addiction increases a drug's addiction rating for that individual. Drugs with a negligible rating are not subject to this change. Stronger drugs increase their rating by one step for every two full months a character remains addicted to the drug. A character who recovers from an addiction and later becomes addicted again does so at the addiction rating the drug had just prior to his recovery.

Satiation: Each time a user takes a drug to which he is addicted, he is satiated and staves off withdrawal symptoms for the given period of time. After the satiation period wears off, the DC of the Fortitude

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Save to resist the effects of addiction increases by +5. The dose in which a character becomes addicted counts for satiation.

Damage: Addiction deals the listed damage each day unless the character succeeds at a Fortitude saving throw or is satiated. Ability score damage is temporary, and characters naturally heal 1 point in each ability score per day.

Recovery: If a character makes two successful saving throws in a row, he has fought off his addiction and recovers, taking no more damage. Of course, he can always become addicted again later by taking another dose of the drug and failing his Fortitude Save to resist addiction.

If the character is no longer addicted to the substance, they lose any bonus Feats or Talents associated with the Flaw. They regain the Feat or Talent if they become addicted again.

A lesser restoration or restoration spell may negate some or all of the ability score damage caused by an addiction, but on the next day the victim may accrue more ability score damage if he continues to fail his Fortitude Saves. Remove disease immediately causes the user to recover from the addiction, but it does not restore lost ability score points. Greater restoration or heal causes recovery and restores all ability score damage from the addiction. Characteristics are spelled out in a text entry for each drug. After a general description of the drug, the following characteristics are described in the following way:

ADDICTION NAME (ADDICTION)

Initial Effect: The effect of the drug if the initial saving throw is failed. If multiple effects are given, the result of one saving throw indicates whether all or none of these effects occur.

Secondary Effect: The effect of the drug if the secondary saving throw is failed. If multiple effects are given, the result of one saving throw indicates whether all or none of these effects occur.

Side Effects: Side effects, if any. These occur immediately upon taking the drug.

Overdose: What constitutes an overdose and the effects it has on a character.

Delivery: This explains the method that the drug is taken.

Addiction Rating: This refers to the Addiction Ratings Chart, which gives a Fortitude rating for the characters addiction and how often they need to take the drug.

Price: This explains the basic open market costs of the drug; this can go up and down depending on the availability of the drug.

Resistance DC: This is DC check for an unwilling character to take the drug.

Alchemy DC: This is difficulty rating in making the drug. Failing a roll to make a drug can cause side effects. This can make the drug deadly to use, make the user sick for hours or days and it can also have no effect at all.

If the maker of the drug fails the DC Check to make the drug, consult the following:

- **Failure by 1-5:** The drug has no effect.
- **Failure by 6-10:** The drug makes the user sick for 1d6 hours.

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• **Failure by 11-15:** The drug makes the user sick for 1d6 days.

• **Failure by 16-19:** The drug places the user fall into a coma for 1D6 days.

• **Failure by 20+:** The user is killed by the drug if they fail to make a Fortitude Check with a DC rating from the Addictions Rating Chart + their level.

ADDICTION RATINGS CHART			
Addiction Rating	Fort DC	Satiation	Damage
Negligible	4	1 day	1d3-2 Dex (can be 0)
Low	6	10 days	1d3 Dex
Medium	10	5 days	1d4 Des, 1d4 Wis
High	14	2 days	1d6 Dex, 1d6 Wis, 1d2 Con
Extreme	25	1 day	1d6 Dex, 1d6 Wis, 1d6 Con
Vicious	36	1 day	1d8 Dex, 1d8 Wis, 1d6 Con, 1d6 Str

SUBSTANCE ADDICTIONS CHART

Roll	Drug Name
1 - 4	Agony
5 - 8	Barbweed
	Black Pudding
9 - 12	Paste
13 - 16	Bulls Head
17 - 20	Daccan
21 - 24	Fajah
25 - 28	Glue
29 - 32	Hakka
33 - 36	Halfling Herb
37 - 40	Koa
41 - 44	Lights Path
45 - 48	Maiden

49 - 52	Mole Sight
53 - 56	Mudders Embrace
57 - 60	Mushroom Powder
61 - 64	Purple Curse
65 - 68	Silver Eyes
69 - 72	Siminion
73 - 76	Splinter Sate
77 - 80	Tentacular Mist
81 - 84	Troll Spit
85 - 88	Un
89 - 92	Wizard's Ware
93 - 96	Yuk-Tee
97 - 100	Zelphin

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PHOBIAS

Your character is afraid of something.

When your character encounters a particular kind of object, creature or environment, as rolled from the list below, they become afraid. You are Shaken if you are aware of the presence of something that would trigger your Phobia within 30 ft. The condition lasts until the triggering situation is overcome, or 1d6 rounds if the trigger is an instantaneous event. If the trigger is an object or creature, you become Frightened if you touch (or are touched by) the object; or if the creature speaks or makes a cry directly to you.

After rolling a Phobia on the Flaw Chart (a roll of 715 to 718), you then determine the Phobia that your character gets. You do this by rolling a D100 and consulting the Phobia Chart below. You can find the effects of the Phobias in the Descriptions of Flaws and Phobias starting on page 24.

Phobias are described in the following way:

PHOBIA NAME (PHOBIA)

Trigger: Triggers are what causes the phobia to surface for the character.

Effect: Describes the stages and effects of the Phobia and DC checks related to it.

STAGES OF A PHOBIA

There are different levels of fear that a character has when they are affected by a Phobia. There are three stages to

Phobias and as the character continues to fail their DC checks against their fears, they continue to get more and more Frightened. The different stages of a Phobia are as follows:

- **Shaken:** A Shaken character takes a –2 penalty on attack rolls, saving throws, skill checks, and ability checks.

- **Frightened:** A Frightened creature flees from the source of its fear as best it can. If unable to flee, it may fight. A Frightened creature takes a –2 penalty on all attack rolls, saving throws, skill checks, and ability checks. A Frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

Frightened is like Shaken, except that the creature must flee if possible. Panicked is a more extreme state of fear.

- **Panicked:** A panicked creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It can't take any other actions. In addition, the creature takes a –2 penalty on all saving throws, skill checks, and ability checks. If cornered, a panicked creature cowers and does not attack, typically using the total defense action in combat. A panicked creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

Panicked is a more extreme state of fear than Shaken or Frightened.

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PHOBIA CHART

Roll : Phobia	Roll : Phobia
01 - 02: Achievemephoria	51 - 52: Haemophobia
03 - 04: Achondroplasiaphobia	53 - 54: Hagiophobia
05 - 06: Acrophobia	55 - 56: Haphephobia
07 - 08: Aichmophobia	57 - 58: Herpetophobia
09 - 10: Ailurophobia	59 - 60:
11 - 12: Alchluophobia	Hippopotomonstrosesquippedaliophobia
13 - 14: Androphobia	61 - 62: Hypochondria
15 - 16: Aquaphobia	63 - 64: Hypochondriasis
17 - 18: Arachnaphobic	65 - 66: Iatrophobia
19 - 20: Autophobia	67 - 68: Ichthyophobia
21 - 22: Bathmophobia	69 - 70: Illumiphobia
23 - 24: Catoptrophobia	71 - 72: Jiaolonphobia
25 - 26: Claustrophobia	73 - 74: Kinemortophobia
27 - 28: Claustrophobic	75 - 76: Ligyrophobia
29 - 30: Coimetrophobia	77 - 78: Lollypopguildophobia
31 - 32: Coulrophobia	79 - 80: Mimosphobia
33 - 34: Cryophobia	81 - 82: Necrophobia
35 - 36: Demiphobia	83 - 84: Pyrophobia
37 - 38: Demophobia	85 - 86: Scelerophobia
39 - 40: Entomophobia	87 - 88: Scoleciphobia
41 - 42: Equinophobia	89 - 90: Spectrophobia
43 - 44: Frigophobia	91 - 92: Theophobia
45 - 46: Gephyrophobia	93 - 94: Triskaidekaphobia
47 - 48: Gold metal	95 - 96: Trypophobia
49 - 50: Gynophobia	97 - 98: tyrannophobia
	99 - 100: Zoophobia

Tome of Flaws

DESCRIPTION OF ADDICTIONS, FLAWS AND PHOBIAS

ACHIEVEMENT PHOBIA (PHOBIA)

Trigger: Rolling a natural 20.

Effect: When the character rolls a natural 20, they must make a Will Save with a DC of 10+their level. If they are not successful, treat the result as a failure.

ACHONDROPLASIA PHOBIA (PHOBIA)

Trigger: Dwarves

Effect: When encountering dwarves and other similar folk of similar size (not Halflings), the character must make a Will Save equal to 10+ their level.

Each round the character is in the presence of their Phobia they must make a Will Save and it is increased by one each round.

If they fail their save, they suffer from the following effects:

The first time they fail their check they become Shaken.

The second time they fail their check, they become Frightened.

The third time they fail their check, they become Panicked.

A character that is no longer in the presence of their Phobia can make a DC check based off their last failed roll to remove the effects of the Phobia. They can only make this roll once every ten minutes.

ADDICTION (FLAW)

Description: You are physically dependent on some kind of addictive substance.

Effect: You are addicted to a substance or which, if not indulged in regularly, prevents you from functioning properly on a day-to-day basis. Consult the addiction table to determine what the specific substance is. As your level increases, so does your dependency on the substance and the amount you need to consume. You need to consume 5 gp x Character Level (or a predetermined amount determined by your DM) worth of the substance

daily. If you do not get your daily fix, you are Shaken. After two days without your fix, you are both Shaken and fatigued.

ACROPHOBIA (PHOBIA)

Trigger: Heights of 15' or greater

Effect: You climb at half normal climb speed.

Each turn that the character is more than 15 feet above the ground they must make a Will Save and it is increased by one each turn.

If they fail their save, they suffer from the following effects:

The first time they fail their check they become Shaken.

The second time they fail their check, they become Frightened.

The third time they fail their check, they become Panicked.

A character that is no 15 ft. or more from a flat surface can make a DC check based off their last failed roll to remove the effects of the Phobia. They can only make this roll once every ten minutes.

AGONY (SUBSTANCE ADDICTION)

Description: This thick, reddish liquid is the distilled from the blood of a Succubus.

Initial Effect: User is stunned for 1d4+1 rounds and can take only partial actions for 1d6 minutes after that.

Secondary Effect: 1d4+1 enhancement bonus to Charisma for 1d10+50 minutes.

Side Effects: Feelings of intense pleasure that last for 1d4 hours.

Overdose: If more than one dose is taken in a 24-hour period, the user immediately falls unconscious for 1d4 Rounds (Fort DC 18 negates).

Delivery: Drank.

Addiction Rating: Low

Price: 25 Gold per dose.

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Resistance DC: 18

Alchemy DC: 22

AICHMOPHOBIA (PHOBIA)

Trigger: Sharp weapon(s).

Effect: When encountering sharp weapons the character must make a Will Save equal to 10 or suffer the following effects.

Each round the character is in the presence of sharp weapons they must make a Will Save and it is increased by one each round.

If they fail their save, they suffer from the following effects:

The first time they fail their check they become Shaken.

The second time they fail their check, they become Frightened.

The third time they fail their check, they become Panicked.

A character that is no longer in the presence of sharp weapons can make a DC check based off their last failed roll to remove the effects of the Phobia. They can only make this roll once every ten minutes.

AILUROPHOBIA (PHOBIA)

Trigger: Cats or cat-like animals or magical beasts such as tigers or displacer beasts.

Effect: When encountering cats, cat-like animals or magical beasts the character must make a Will Save equal to 10+ the cats HD or suffer the following effects.

Each round the character is in the presence of different Cats or cat-like animals they must make a Will Save and it is increased by one each round.

If they fail their save, they suffer from the following effects:

The first time they fail their check they become Shaken.

The second time they fail their check, they become Frightened.

The third time they fail their check, they become Panicked.

A character that is no longer in the presence of a Cats or cat-like animals can make a DC check based off their last failed roll to remove the effects of the Phobia. They can only make this roll once every ten minutes.

AIRHEAD (FLAW)

Description: No matter your level of Intelligence you are always a bit of an airhead. You are always distracted by trivial matters and you tend not to think too much.

Effect: You roll twice whenever you make an Intelligence or Wisdom-based ability or skill check. You must take the lower of the two results.

Additionally you take a -4 penalty on Will Save made to avoid being fascinated.

A fascinated creature is entranced by a supernatural or spell effect. The creature stands or sits quietly, taking no actions other than to pay attention to the fascinating effect, for as long as the effect lasts. It takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat, such as a hostile creature approaching, allows the fascinated creature a new saving throw against the fascinating effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the fascinated creature, automatically breaks the effect. A fascinated creature's ally may shake it free of the spell as a standard action.

ALCHLUOPHOBIA (PHOBIA)

Trigger: Darkness

Effect: When in shadowy illumination or darkness, all spells with the shadow descriptor interact with you as if they were more real. You have a -4 to all rolls based on shadow spells, skills interacting with shadows and shadow based beings.

When a character is interacting with their Phobia they must roll a Will Saved with a DC of 10+their level.

Each round the character is in the presence of Phobia (animals, spells, natural effects and the like) they must make a Will Save and it is increased by one each round.

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If they fail their save, they suffer from the following effects:

The first time they fail their check they become Shaken.

The second time they fail their check, they become Frightened.

The third time they fail their check, they become Panicked.

A character that is no longer in the presence of their Phobia can make a DC check based off their last failed roll to remove the effects of the Phobia. They can only make this roll once every ten minutes.

ALCOHOLIC (FLAW)

Description: You need to drink to get through the day.

Effect: The character must drink during the time they are awake. Each hour they do not have a drink, they must make a Will Save with a DC rating of 10+ their level check to not become Fatigued. Each hour the difficulty rating is increased by 2, until they have a drink.

If the character continues to deny themselves a drink and fails their Will Save, they then become Exhausted.

To remove the Exhausted or Fatigued state, the character must have two drinks per failed Will Save.

ALIGNED DEVOTION (FLAW)

Prerequisite: Ability to spontaneously cast cure spells.

Description: Your healing powers are only as effective for those whose alignment closely matches yours.

Effect: Healing spells 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 cure spell still does full damage to undead.

ALMOST DEAD (FLAW)

Description: You keep dying. Seriously, why are you so sickly? Stop dying.

Effect: At the start of each day, you are affected by a random disease. You can have the ability damage cured, but it will come back after 1 hour. At the start of the next day, the damage from the disease is removed, and a new disease is applied.

Roll a D10 to determine the disease you're affected by:

1: Blinding Sickness: 1d4 Str damage.

2: Cackle Fever: 1d6 Wis damage.

3: Demon Fever: 1d6 Con damage.

4: Devil Chills: 1d4 Str damage.

5: Filth Fever: 1d3 Dex & 1d3 Con damage.

6: Mindfire: 1d4 Int damage.

7: Mummy Rot: 1d6 Con damage.

8: Red Ache: 1d6 Str damage.

9: The Shakes: 1d8 Dex damage.

10: Slimy Doom: 1d4 Con damage.

AMNESIA (FLAW)

Prerequisite: An Intelligence score.

Description: Who am I...

Effect: You start the game reduced down to 1 hit point, a critical head wound, no equipment, a permanent -1 to your Int and broke.

Due to the critical head wound, you are unaware of who you are, your name, family, friends and what you were doing.

Special: If you get your memory back, you lose the bonus Feat or Talent you gained.

AMPUTEE (FLAW)

Prerequisite: Your race must have a functional version of the selected limb.

Description: You are missing a limb.

Effect: The character takes a -2 on all charisma-based skill checks as most individuals are uncomfortable with or disgusted by the appearance of the deformity. Additionally, you also suffer the following penalties depending on the type of missing limb:

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Arm: The character cannot use ranged weapons that require two hands or two-handed weapons. All checks and activities that rely on using two hands (such as use rope, handle animal or similar) take a -6.

Leg: The character cannot gain the benefits of special boots or leggings. All checks and activities that rely on using two legs (such as balance, climb) take a -6.

Roll a D6 to determine what limb was lost:

- 1: Left leg at hip.
- 2: Left leg at the knee.
- 3: Left arm.
- 4: Right arm.
- 5: Right leg at the knee.
- 6: Right leg at hip.

ANCHORED OBJECT (FLAW)

Description: Your life force is tied to an object. If you get out of range of it, you suffer.

Effect: Select a non-consumable item. The item becomes masterwork if it wasn't already, and your life force is tied to the item. If the item ever leaves more than 10 ft. from your position, you take 2 negative levels (ignoring immunities). If it is further than 100 ft., you take 4 negative levels. If 1000 ft., you take 8 negative levels (and so on and so forth and so on). These negative levels can never kill you, and never go beyond your HD. Even if the object is brought in range, the spell slots and hp loss remain lost until healed naturally. You always know the direction to your anchored object. If it is not on the same plane you take half your HD in negative levels, and you know which plane it is on.

The item can be enhanced as normal, if it held it can be any weapon you are proficient with and if it occupy the body slot it can be any armor you are proficient with.

Special: If the item is lost or destroyed a 1 hour ritual can be performed once per day at the cost of your class level squared x 10 in gold pieces, doing so restore the item. This qualified as Power Focus for the purpose of pre-requisites.

ANDROPHOBIA (PHOBIA)

Trigger: Male humanoids

Effect: When encountering a male humanoid, the character must make a Will Save equal to 10+ the male humanoids HD or suffer from their Phobia.

When a character is interacting with their Phobia they must roll a Will Saved with a DC of 10+the male humanoids HD.

Each round the character is in the presence of their Phobia (animals, spells, natural effects and the like) they must make a Will Save and it is increased by one each round.

If they fail their save, they suffer from the following effects:

The first time they fail their check they become Shaken.

The second time they fail their check, they become Frightened.

The third time they fail their check, they become Panicked.

A character that is no longer in the presence of their Phobia can make a DC check based off their last failed roll to remove the effects of the Phobia. They can only make this roll once every ten minutes.

ANGER ISSUES (FLAW)

Description: U mad? Yeah, u mad bro.

Effect: You are easy to anger, and find it difficult to let go. Whenever you enter combat, or whenever you fail a skill or ability check in a stressful situation, you grow irate and take the penalties (but none of the benefits) of being in a barbarian rage (thus -2 AC). Unlike rage you can still perform tasks which require concentration, but you must succeed on a DC 15 Concentration check to perform it and it comes with a -4 penalty to any ability checks, skill checks, or spell DCs involved.

The penalties stack with actual rage. On a natural 1 (including with skill checks) that results in failure, you get really irate and the penalty increases by another -2. This penalty stacks. Penalties last until the end of the encounter, or 1 minute.

In addition, your anger makes you generally gruff and unlikable. You take a -2 penalty on Bluff and Diplomacy, and nonhostile creatures start out one step less friendly to you (to a minimum of unfriendly). This is only the starting mood, and may change over time.

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Special: Anger Issues helps in one situation, the Intimidation skill. You gain a +3 bonus to Intimidate checks.

ANIMAL ATTRACTION (FLAW)

Description: You attract animal attention, which can be good or ill. But it pretty much always annoying.

Effect: You are constantly bothered by animals squirrel sized and smaller. They constantly will attempt to get your attention or harass you for food. You may shoo them as a full-round action, granting you peace and suppress the effect of this flaw for 10 minutes. This flaw does not affect overland speed, instead after travelling through animal heavy area you become Fatigued at twice the normal rate from constant harassment.

Special: The effect of this flaw is not a [Fear]-effect, it derived from constant annoyance.

ANIMAL ENEMY (FLAW)

Description: Your character doesn't handle animals well.

Effect: Characters with this flaw suffer a -6 penalty to handle animal and ride skill checks. Additionally, they suffer a -2 competence penalty to AC when being attacked by wild animals and a -4 AC competence penalty to AC when being attacked by trained animals.

ANIMAL HEAD (FLAW)

Prerequisite: Must be able to talk.

Description: You've got the head of an animal. And the vocal cords of one too. That's going to put a damper on speaking.

Effect: Perhaps because of a curse, your head is that of an animal and you can only make animal noises. You can understand, but cannot speak intelligibly. You may still make verbal components for spells and abilities. Speak with animals functions as if you were an animal of the appropriate type.

Your unusual head tends to draw attention. You take a -4 penalty on Disguise and Hide checks.

Roll on the Animal Head Chart to determine the type of head the character has.



Animal Head Chart	
Roll	Animal
01 - 02	Alligator/Crocodile
03 - 04	Ape
05 - 06	Baboon
07 - 08	Badger
09 - 10	Bat
11 - 12	Bear
13 - 14	Bird
15 - 16	Bison
17 - 18	Boar
19 - 20	Camel
21 - 22	Cat
23 - 24	Cheetah
25 - 26	Cow
27 - 28	Coyote
29 - 30	Deer
31 - 32	Dog
33 - 34	Donkey
35 - 36	Eagle
37 - 38	Elephant
39 - 40	Fish
41 - 42	Fox
43 - 44	Hawk
45 - 46	Horse
47 - 48	Hyena

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49	-	50	:	Leopard
51	-	52	:	Lion
53	-	54	:	Lizard
55	-	56	:	Mandrill
57	-	58	:	Mongoose
59	-	60	:	Monkey
61	-	62	:	Mouse/Rat
63	-	64	:	Mule/Pony
65	-	66	:	Opossum
67	-	68	:	Owl
69	-	70	:	Porpoise
71	-	72	:	Rabbit
73	-	74	:	Raven
75	-	76	:	Rhinoceros
77	-	78	:	Shark
79	-	80	:	Sheep
81	-	82	:	Snail
83	-	84	:	Snake
85	-	86	:	Squirrel
87	-	88	:	Tiger
89	-	90	:	Toad
91	-	92	:	Turtle
93	-	94	:	Warthog
95	-	96	:	Weasel
97	-	98	:	Wolf
99	-	100	:	Wolverine

ANIMAL MAGNETISM (FLAW)

Description: How does Snow White manage it? You don't even have to sing, and the critters still come running. OW! GET AWAY!!

Effect: Animals REALLY love you. Any creature with the animal type that comes within 60 feet of you will move adjacent to you and remain there, moving with you if you move. Affected animals stare at you, make noises to attract your attention, and try to nuzzle up against you until you manage to shoo them away. Shooing an animal away is a full-round action that provokes attacks of opportunity. A shooed animal retreats to a 30 foot distance and stares longingly at you, making pitiful noises for 1 minute before wandering off, dejected and heartbroken. Shooed animals are not attracted to you again for 24 hours. Needless to say, a character with this flaw takes a cumulative -1 circumstance penalty to all skill checks; attack rolls and saves (to a maximum of -10) for every animal adjacent to him, as the animals are extremely distracting.

Suggested Random Animal Encounters	
D100	Animals Attracted
1-15	1d4 tiny animals or 1 small animal
16-30	1d8 tiny animals or 1d4 small animals
31-45	1d8 small animals
46-60	1d4 small animals or 1 medium animal
61-75	1d8 small animals or 1d4 medium animals
75-85	1d8 medium animals or 1-2 large animals
85-95	1d8 dire animals or 1d4 huge or larger animals
96-99	Any lower result, but the animals will attack any party members who get to close.
00	roll twice, combine results, ignore further rolls of 100

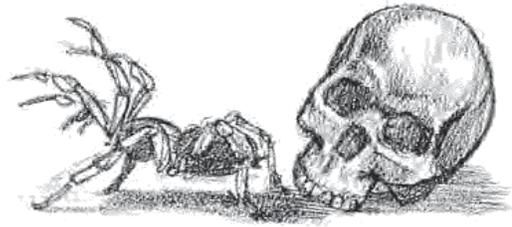
Below is a chart for determining how many animals are attracted to the character, to be rolled once every 4 hours or once per scene by the DM. Depending on the current environment, DMs are free to adjust the results as they see fit. Animals should be environment appropriate (for the most part).

ANTISOCIAL (FLAW)

Description: You have some sort of social awkwardness or hostility which makes it hard to work with you. You can still function in a team, but less so than most.

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Effect: You take a —6 penalty on Bluff and Diplomacy and may not place ranks in either skills and nonhostile creatures start out one step less friendly to you (to a minimum of unfriendly). This is only the starting mood, and may change over time. Additionally you may not take the Leadership or teamwork based feats.



ANXIOUS (FLAW)

Description: You have learned to speak quietly or been shown that speaking louder will get you into trouble.

Effect: Characters with this flaw suffer a -2 penalty to all Bluff, Diplomacy and Intimidate checks.

AQUAPHOBIA (PHOBIA)

Trigger: Water 1 ft. deep or greater, of area 5 ft. x 5 ft. or greater.

Effect: The presence of large enough body of liquid (anything larger than a bathtub) is unnerving.

When a character is interacting with their Phobia they must roll a Will Save with a DC of 10+their level.

Each round the character is in the presence of Phobia (animals, spells, natural effects and the like) they must make a Will Save and it is increased by one each round.

If they fail their save, they suffer from the following effects:

The first time they fail their check they become Shaken.

The second time they fail their check, they become Frightened.

The third time they fail their check, they become Panicked.

A character that is no longer in the presence of their Phobia can make a DC check based off their last failed roll to remove the effects of the Phobia. They can only make this roll once every ten minutes.

ARACHNAPHOBIC (PHOBIA)

Trigger: Spiders are creepy little things, and you're deathly afraid of them.

Effect: When encountering a spider, scorpion, or any other arachnid, an arachnaphobic character must make a Will Save equal to 10+ the monster's HD or suffer the following effects. As this is a cause of duress for the character, they may not take 10 on this check. Arachnids like creatures cause an arachnaphobic character to suffer the same effects as a normal spider.

Each round the character is in the presence of their Phobia (animals, spells, natural effects and the like) they must make a Will Save and it is increased by one each round.

If they fail their save, they suffer from the following effects:

The first time they fail their check they become Shaken.

The second time they fail their check, they become Frightened.

The third time they fail their check, they become Panicked.

A character that is no longer in the presence of their Phobia can make a DC check based off their last failed roll to remove the effects of the Phobia. They can only make this roll once every ten minutes.

ARCANE CONUNDRUM (FLAW)

Prerequisite: Gnome, Charisma 10 or more.

Description: You are unable to use your inborn magical abilities.

Effect: You may never use any spell-like abilities under any circumstances. -2 on saving throws versus spells from the illusion school.

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ARCANE PERFORMER (FLAW)

Prerequisite: Ability to cast arcane spells without preparation and Perform 1 rank.

Description: You rely on your performance abilities to cast spells.

Effect: Perform check (DC 10 + spell level) to cast any spell. If you fail, you lose the spell.

ASTHMATIC (FLAW)

Description: Afflicted with a respiratory condition marked by spasms in the lungs, causing difficulty in breathing.

Effect: Asthmatic characters cannot take the feat Endurance, nor any feat requiring Endurance as a prerequisite. You take -2 to Climb, Escape Artist, Handle Animal, Intimidate, Jump and Swim.

Whenever an asthmatic character does strenuous activity for more than a number of hours equal to half your Constitution score, they become Shaken and take receive 1 Constitution ability damage for every 5 minutes they continue. If the character continues with the strenuous activities after 1d4 x 5 minutes, the character collapses and remains unconscious for 1d6 hours. After this, the character is fatigued until the character rests for at least 8 continuous hours, or the effect is otherwise dispelled.

AUTOPHOBIA (PHOBIA)

Trigger: Being alone.

Effect: The character must make a DC10 check every hour. The difficulty of the check increases by +1 per level of the character for each hour that passes that they are alone.

The first time they fail their check they become Shaken.

The second time they fail their check, they become Frightened.

The third time they fail their check, they become Panicked.

A character that is no longer alone can make a DC check based off their last failed roll to remove the effects of the Phobia. They can only make this roll once every ten minutes.

BAD LEG (FLAW)

Prerequisite: Must have legs or limbs for locomotion.

Description: You have a bad leg, which slow you down a bit and make it awkward to run. If you fall though, you will feel it.

Effect: You take 50% extra falling damage and your land speed decrease by 5 ft, additionally when you take the Run action you only move three time your speed (or twice your speed in heavy armor or while carrying a medium load or heavier). You take a -4 penalty against being tripped, bull rushed or otherwise moved against your will.

BAD SEED (FLAW)

Description: It's hard to be good when you're tainted by evil. The character suffers from being easily tempted.

Effect: You take a -4 penalty on any Wisdom or Charisma Skills' opposed rolls and a -4 penalty to Will Saves vs any Charm or Language-Dependent spells, spell-like abilities, or effects. This penalty is doubled if it is applied by a creature with the Evil subtype.

BADLY DRAWN (FLAW)

Description: You are badly drawn; that's what you get for getting involved in that Cult when you were younger. Your proportions change from day to day, with various penalties.

Effect: At the start of the day, roll on the Badly Drawn Penalties Chart below, gaining a random body distortion which affects you for the next 24 hours. You also take a -2 penalty on Diplomacy and Intimidate due to triggering many people's disgust at your proportions.

Badly Drawn Penalties Chart		
D8	Name	Effect

Tome of Flaws

1	Covered in Pouches	Your pockets have pockets; drawing items take one step longer to complete (free becomes move, move becomes standard, standard becomes full-round, full-round becomes 1 round, and so forth).
2	Distorted Neck	Your neck practically fuses into your body seamlessly, and you can't turn your head correctly. Flanking creatures gain a +4 bonus to attack against you instead of +2, and you take a -4 penalty on Spot checks.
3	Extreme Costume	Your clothes were ripped right out of the 90s, all grimdark and spiky and absurd. All the absurd belts and zippers increase your armor check penalty by 6 and arcane spell failure by 15%.
4	Grittied Teeth	You can't stop making grimacing faces. You suffer a 20% chance each round whenever you attempt to speak or use vocal components, or your words are muffled. If you fail, the penalties last for 1 round.
5	Teeny Tiny Feet	Your feet are far too small for your massive legs. You take a -10 penalty on Balance checks, and your speed is reduced as if wearing heavy armor.

6	T-Rex Arms	Your reach is reduced as a creature one size smaller, and your weapon damage becomes as a weapon one size smaller.
7	Youngblood's Disease	Your eyes are squinted and you are half blind. Everyone has 20% concealment to you.
8	Roll twice, ignore 8s	

BARBWEED (SUBSTANCE ADDICTION)

Description: Leaves from the Assassin Vine plant are dried and rolled into a tobacco like substance and smoked.

Initial Effect: 1 point of Wisdom damage.

Secondary Effect: The smoker gains a +2 alchemical bonus to Strength for 1d3 hours. The bonus effects of the drug do not stack, though the duration will be extended.

Side Effects: A creature under the effect of Barbweed is easily confused and acts skittish (treat as Shaken).

Overdose: None.

Delivery: Smoked.

Addiction Rating: Medium.

Price: 2 Gold per dose.

Resistance DC: 12

Alchemy DC: 12

BEADY EYES (FLAW)

Prerequisite: Darkvision

Description: You have narrow, beady eyes that do not catch the light as well as they should.

Effect: Your Darkvision ability is replaced by low-light vision. -2 on Search and Spot checks also.

BESTIAL INSTINCT (FLAW)

Description: You prefer to meet your foes so close that you can smell their blood.

Tome of Flaws

Effect: -2 on attack rolls unless using unarmed strikes or natural weapons.

BESTIAL INTELLECT (FLAW)

Prerequisite: Cannot be Mindless.

Description: You're just a dumb beast.

Effect: You automatically fail knowledge checks and cannot gain any ranks in Knowledge skills or speak language. You only know how to perform certain actions as listed in the Alter Program ability of the Bot Subtype except the mimic action is not an option, use handle animal instead of program, and automatically know how to use any special abilities due to race or class and well as self-preservation and identify creature and identify object.

Special: Detect thoughts and mindreading effects only register you as an animal. Speak with animal's enables communication as if you were an animal.

BLACK PUDDING PASTE (SUBSTANCE ADDICTION)

Description: This black paste is boiled down Black Pudding to a fine smooth paste. Other herbs and ingredients are added to improve the flavor and reduce the acids effects.

Initial Effect: The user starts to hallucinate and sees strange objects, beings and other things near them. It takes 1 hour before the drug takes affect and the hallucinations begin. The effects last for 2D8 hours.

Secondary Effect: The character is less effective and unresponsive to normal stimuli. They suffer a -10 penalty to Spot checks and similar skills.

Side Effects: The character has hard time understanding what is going on around them; they are easily confused and manipulated while under the influence of the Black Pudding Paste.

Overdose: For each dose taken in the same day, the character has a 5% chance to stay under the effects for an additional D6 hours.

Delivery: Eaten.

Addiction Rating: Low

Price: 1 Gold per dose.

Resistance DC: 15

Alchemy DC: 30

BLIND (FLAW)

Prerequisite: Your race must have functional eyes.

Description: You are blind.

Effect: You are permanently blinded. Because you have grown accustomed to this state, the associated penalties to AC and skill checks are halved. You can move at three-quarters your normal speed.

BLIND, PARTIALLY (FLAW)

Prerequisite: Your race must have functional eyes.

Description: You're as blind as a bat.

Effect: -6 to all Spot and Search checks

BLIND RAGE (FLAW)

Prerequisite: Rage Ability.

Description: You cannot distinguish between friend and foe when you are raging.

Effect: You cannot end your Rage voluntarily. You Rage for the complete duration and must attack a creature each round, if able. If there are no available creatures to attack within melee range, then you must move towards any visible creature. If no creatures are visible you attack the nearest breakable object. If the only thing left to attack is friendly units, you must attack them.

You get a Will Save of 15 DC 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.

BLOOD LUST (FLAW)

Prerequisite: Character must have the Rage ability.

Description: See that thing over there? It has a knife. It has GOT to DIE.

Effect: When threatened, as soon as your character is able, they must become enraged.

Tome of Flaws

During each unique combat encounter they experience they must use one of their daily rage allotments until they have none left.

BODY SHY (FLAW)

Description: Your character doesn't like being exposed or seen.

Effect: When your character is within 20ft of any non-ally, and is not benefiting from concealment or from total concealment they become Shaken.

BO'T PROGRAMMING (FLAW)

Prerequisite: Must be a construct or augmented construct.

Description: You're not a normal construct; you are much more limited in scope when it comes to your programming.

Effect: You gain the bot subtype. You start with five programs plus one additional program per point of Intelligence or Wisdom bonus plus the Identify Creature and Identify Object programs, and you cannot learn the Mimic program. In order to take an action that is not allowed by your programming (such as attacking without the attack program), you must make a Will Save (DC 8 + your character level); even if you succeed, you take a -4 penalty to that action. If an action is not covered by a program, then it is allowable by default (by example, using Bluff would only require communication $\times 2$, not a special bluff program). You can be pushed to take action through the Program skill like a normal bot, although you can resist it by making a Will Save (DC 15 + your character level). Because of a special failsafe, you are unable to use the Program skill on yourself.

BRASH (FLAW)

Description: You move about without careful consideration of foes.

Effect: -6 on Armor Class against attacks of opportunity.

BRAVADO (FLAW)

Description: You are rash in combat, refusing to back down from your enemy's attacks.

Effect: You don't gain any benefits from any kind of dodge bonus to your Armor Class. Spells, items and effects that provide a dodge bonus provide no benefit to you. You cannot use the withdraw action in combat.

BRING MY BROWN PANTS! (FLAW)

Prerequisite: Must have a functional digestive tract.

Description: You are prone to soiling yourself whenever a situation turns dire. This makes you smell bad, chafes your buttocks, and ruins your pants. And let's not go into what happens if you don't have pants.

Effect: Whenever you take damage or are subjected to a fear effect, you must make a Fortitude Save (DC = damage dealt or save DC of fear effect; if both apply to the same effect, use the higher value). If you fail this save, you immediately soil yourself right then and there.

If you are not wearing any clothing that covers your buttocks, you just drop the contents of your bowels right on the space where you stand. The poop smells awful, and all with a functioning olfactory system (read: sense of smell) who approach within a distance of that square equivalent to your natural melee reach (e.g. not adjusted by reach weapons) must succeed on a Fortitude Save (DC = 10 + $\frac{1}{2}$ your HD + your Constitution modifier) or immediately become sickened for as long as they remain in the area and for 5 rounds afterwards. You are immune to being sickened by your own poop for 2 minutes, after which you, too, must make a Fortitude Save if you remain in the area. Regardless of a save's success or failure, creatures are immune to being sickened by that poop pile for 24 hours afterwards. In addition, the square with the poop pile becomes slippery terrain for 10 minutes; while its movement cost is not increased, any land-bound creature passing through the square with the poop must succeed on a DC 15 Balance check or else pratfall, causing them to fall prone, lose all remaining movement and actions in that round, and take damage as though they fell 10 feet.

If you are wearing clothing that covers your buttocks, the poop gets stuck in there. This makes you smell awful; all creatures, friend or foe, with a functional olfactory system (read: sense of smell) that enter your natural melee reach must succeed

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on a Fortitude Save (DC = 10 + ½ your HD + your Constitution modifier + # of times you've soiled yourself) or immediately become sickened for as long as they remain near you and for 5 rounds thereafter. Regardless of success or failure, creatures subjected to your stench cannot be affected again for 24 hours or until the next time you soil yourself, whichever comes first. You also take a -3 penalty on Diplomacy and Handle Animal checks per time you've soiled yourself when dealing with creatures that are able to smell, because nobody likes a stinker. The poop in your pants is also really, really uncomfortable. You take a -1 penalty to attack rolls, skill checks (except for Concentration, Diplomacy, Handle Animal, and Knowledge), and saving throws (except for Fortitude) for each time that you've soiled yourself. You are also distracted by the poop in your butt, and must succeed on a Concentration check as if subjected to violent motion in order to do anything (the DC is increased by 1 for each time that you've soiled yourself). These effects remain until you are able to change into a fresh set of underpants.

You can only soil yourself up to five times per hour, plus one per size category above Medium or minus one per size category below Medium. After that, whenever you would soil yourself, you instead take 1 point of nonlethal damage as your anal sphincter exerts itself fruitlessly.

Special: If you are immune to fear effects, you are not at risk of soiling yourself when subjected to a fear effect. Bonuses and penalties to saves against fear effects also apply to saves to avoid defecating at inappropriate moments.

BRITTLE BONES (FLAW)

Description: You can feel things in your bones, and not in a good way.

Effect: Your weight is 75% of the minimum weight of your race. You take a -1 penalty to AC. Your threshold for massive damage is 25 hit points, rather than 50.

BULLS HEAD (SUBSTANCE ADDICTION)

Description: This rare drug is derived from the armor of a Bullete. They are ground to a fine powder mixed with other herbs. This can be turned into a paste as well.

Initial Effect: The character becomes immune to fear effects for the next hour.

Secondary Effect: The character has an increased chance to fumble due to their poor coordination. Increase the character's chance to fumble by one for the next hour.

Side Effects: After the drug wears off, the character is Shaken for 1d4 hours.

Overdose: If the drug is taken more than once in a 24-hour period, the character becomes shaken for an additional 4 hours per dose taken.

Delivery: Snorted (powder) or eaten (paste).

Addiction Rating: High.

Price: 1 Gold per dose.

Resistance DC: 15

Alchemy DC: 25

BULLY VENDETTA (FLAW)

Prerequisite: You cannot kill without reason, may not take killing flaws, and you must NEVER bully another character or NPC or attempt an Intimidate Check.

Description: You will not stand for bullying.

Effect: You cannot kill without reason, no killing flaws, and you must NEVER bully another character or NPC, intimidate checks of all kind are off limits. You were bullied all your life, and, now, you have the power to stop them. But you go too far and often overreact to bullying. If you notice an NPC bullying some living thing, person, animal, etc., your status towards them becomes hostile. If a PC bullies some living thing, you become unfriendly and immediately attempt to stop them.

Understand you HATE all bullying and cannot stand seeing someone overpower someone weaker than them. This means that you are just as likely to come to the aid of an evil being as a good, as long as they are not your enemy. You may attempt to ignore an instance of bullying with a Will Save DC 15 plus 1/2 your hit dice; however, you cannot ignore two instances of bullying that are within an hour of each other, even if they are unrelated. Ignoring an act of bullying puts you in a really bad mood. You suffer a -2 penalty on diplomacy, sense motive, and bluff checks. Also, you are considered distracted. These negatives stay in place until you

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do something about the bullying or stop another act of bullying.

For example, you find yourself at the business end of the guard's long sword. Maybe slapping him because he bullied the recently captured thief may not have been the best idea. You see a paladin about to strike down an evil cleric, but before he does so, he pushes the cleric to the ground and kicks him onto his back. The paladin, now cursing your name, is doing everything he can to regain his sight and attack you. Your blinding color surge did the trick.

CALLOUS VARIANT (FLAW)

Description: You are insensitive to others' feelings, sometimes outright trampling them without notice.

Effect: You take a -4 penalty to all Sense Motive and Diplomacy checks.

CATOPTROPHOBIA (PHOBIA)

Trigger: Mirrors

Effect: When encountering mirrors and other reflective surfaces, the character must make a Will Save equal to 10+ their level.

Each round the character is in the presence of their Phobia (animals, spells, natural effects and the like) they must make a Will Save and it is increased by one each round.

If they fail their save, they suffer from the following effects:

The first time they fail their check they become Shaken.

The second time they fail their check, they become Frightened.

The third time they fail their check, they become Panicked.

A character that is no longer in the presence of their Phobia can make a DC check based off their last failed roll to remove the effects of the Phobia. They can only make this roll once every ten minutes.

CHIVALROUS (FLAW)

Description: Whether due to a vow or natural inclination, you do not fight women.

Effect: You may not attack (or aid another in attacking) a female of your race. Furthermore, you take a -4 penalty to attacks against female humanoids of any sort.

CHIVALROUS COURTESY (FLAW)

Prerequisite: Good or Lawful Alignment

Description: You despise raising your hand against those of the opposite gender.

Effect: -4 on attack against creatures of obviously opposite gender.

CITY SLICKER (FLAW)

Prerequisite: Survival as a class skill

Description: You suffer from a lack of experience in the wilds.

Effect: -4 to Handle Animal, Knowledge (nature) and Survival checks.

CLAUSTROPHOBIA (PHOBIA)

Trigger: Enclosed space with surfaces 10 ft. or less on two or more sides of you or a ceiling of 10 ft. or less above you.

Effect: When the character is in a tight space, they make a Will Save equal to 10+ their level. They must make this roll for each ten minutes that they are in the tight space. If they fail their roll, they suffer the following effects:

The first time they fail their check they become Shaken.

The second time they fail their check, they become Frightened.

The third time they fail their check, they become Panicked.

A Shaken, Frightened or Panicked character can roll a Will Save to remove the effect, if they are no longer in a tight space. They can only make this roll once every ten minutes.

CLINICALLY DEPRESSED ROBOT (FLAW)

Prerequisite: Construct type, Intelligence 18+

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Description: You are a construct that has an intense depression beyond that of any human, because you have an intelligence beyond that of any human.

Effect: You receive a -10 penalty to gather information checks, a -5 penalty to ride and handle animal checks, and automatic rolls of 1 on bluff checks, diplomacy checks, disguise checks to act in character, intimidate checks, and perform checks. The diplomacy and gather information penalties do not apply against other constructs with this flaw.

Additionally, you are susceptible to morale effects, but only if they impose a penalty rather than a bonus; your perpetual state of self-pity can only ever get worse. However, you do receive any morale bonus that would affect you due to learning the final message from a creator deity to his creation.

CLUMSINESS (FLAW)

Prerequisite: Your race must have functional eyes and limbs.

Description: You have terrible coordination between your eyes and limbs.

Effect: You take a -4 competence penalty to all Climb, Craft, Balance, Jump, Perform, Psicraft, Spellcraft, Move Silently, Tumble, Use Magic Device and Use Psionic Device skill checks.

CLUMSY BUILD (FLAW)

Description: "Oops. Uh... I can pay for that."

Effect: Clumsy Build causes you to count as a creature one size larger ONLY when it would be Disadvantageous to do so. For example: a medium creature with this flaw would take -1 size penalty to AC, -1 to attacks, -4 to Stealth, must pay for large sized armor (though he still only wields weapons sized for a medium creature), have trouble squeezing through narrower passageways, need a huge or larger mounts for riding, etc.

Special: A character who takes the Clumsy Build flaw cannot have Powerful Build.

CODE OF ARMS (FLAW)

Description: You hesitate to attack unarmed opponents.

Effect: -4 on attack rolls against creatures not armed with a melee/ranged weapon. This is negated if the creature has a natural attack.

COIMETROPHOBIA (PHOBIA)

Trigger: Cemeteries and Tombs

Effect: When encountering cemeteries or tombs, the character must make a Will Save equal to 10+ their level.

Each round the character is in the presence of their Phobia (animals, spells, natural effects and the like) they must make a Will Save and it is increased by one each round.

If they fail their save, they suffer from the following effects:

The first time they fail their check they become Shaken.

The second time they fail their check, they become Frightened.

The third time they fail their check, they become Panicked.

A character that is no longer in the presence of their Phobia can make a DC check based off their last failed roll to remove the effects of the Phobia. They can only make this roll once every ten minutes.

COLD-BLOODED (FLAW)

Description: You were raised in the arctic and cannot tolerate heat.

Effect: You automatically fail all Fortitude Saves made to overcome the effects of high temperatures. Fire-based effects deal an additional 2 points of fire damage to you, per die of damage if applicable.

COMBAT ANXIETY (FLAW)

Prerequisite: Must not have immunity against fear effects.

Description: You can't handle the pressure of combat.

Effect: Whenever threatened by 2 or more foes, characters with combat anxiety must make a Will Save roll with a DC of 20. If they fail this check, they will be unable to fight normally. They may still

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fight defensively if they are cornered, but must otherwise either flee or fully defend themselves. They are not affected by fear by this flaw and can be made Frightened normally.

COMBUSTIBLE (FLAW)

Description: In short, when the material that you are comprised is exposed to a very high temperature it violently combusts in the form of a dramatic explosion. You have learned to like rather cool places as a result.

Effect: If the PC touches flame for longer than one round (including magical flame), or is damaged by a powerful shock (dragon's breath, call lightning, etc. - any shock dealing capable of dealing 2d6 damage or more) you burst into flames. If these flames persist for more rounds than your Constitution modifier, you violently explode, dealing 10d6 damage to yourself and everything in a 15 foot sphere around you. Also, you may not ever gain fire resistance or immunity.

COMMAND WORD (FLAW)

Prerequisite: Must have living construct or construct type.

Description: You have a secret command word, known to yourself and your creator, that forces you do the bidding of whoever speaks it.

Effect: When someone speaks your command word, they can order you as per the suggestion spell (8th level caster), but without the need to sound reasonable or convincing. You can never be ordered to directly kill or harm your creator, yourself or the person who spoke your command word. Only one person can speak your command word at a time, in a group the first person to say it gains control and maintains control for the duration of the effect.

Special: You are constantly aware of your command word and are free to tell it to anyone. Additionally, the detect thoughts spell, or any similar effect, can detect this word as it is constantly in your surface thoughts.

COMMAND WORD (FLAW)

Prerequisite: Living Construct, Construct or cursed.

Description: You have a command word that controls you; everyone who knows the command word has control over your actions.

Effect: When someone speaks your command word, he can direct an order to you. Treat this as a Suggestion spell (8th level caster, no save).

CONSTANT DEPRESSION (FLAW)

Description: Perhaps your heart broke, maybe something real bad happened in your past or perhaps your dream just flew you by. You are depressed, which make you sluggish and your morale tend to be low.

Effect: Your constant depression make you sluggish, you take a -2 penalty to your AC and all your speeds are reduced by 5 feet. You halves any morale bonus you receive as well as their duration.

CORRUPTIBLE (FLAW)

Prerequisite: Any non-good alignment.

Description: The character is easily led astray, even to the potentially fatal detriment of other party members.

Effect: You take a -4 penalty to Will Saves against mind-affecting and compulsion effects. Furthermore, you are not granted additional saves when confronted with a suggestion that might conflict with your ethics or morals, nor do spells automatically fail when if you are compelled to harm something or someone, such as with the suggestion spell.

COUGHING FIT (FLAW)

Description: You keep coughing, which is highly disruptive for surviving as an adventurer.

Effect: Whenever you attempt to speak (be it from talking, vocal components, or other events), you have a 15% chance that you will enter a coughing fit. For 1d4 rounds, you are staggered and unable to speak as you keep coughing. If you roll a 4, roll again. If you have rolled another 4, you are nauseated instead of staggered. Both effects bypass normal immunities.

This also takes place whenever you need to hold your breath, lose your breath (such as from the stolen breath spell), and whenever you initially

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become fatigued or exhausted, as you are forced to catch your breath and may start coughing. If you were holding your breath, this will cause you to inhale.

COULROPHOBIA (PHOBIA)

Trigger: Clowns

Effect: When encountering Clowns, Jesters and like characters, the character must make a Will Save equal to 10+ their level.

Each round the character is in the presence of their Phobia (animals, spells, natural effects and the like) they must make a Will Save and it is increased by one each round.

If they fail their save, they suffer from the following effects:

The first time they fail their check they become Shaken.

The second time they fail their check, they become Frightened.

The third time they fail their check, they become Panicked.

A character that is no longer in the presence of their Phobia can make a DC check based off their last failed roll to remove the effects of the Phobia. They can only make this roll once every ten minutes.

COWARD (FLAW)

Prerequisite: Must not be immune to fear.

Description: You are susceptible to fear.

Effect: You have a -6 penalty on all saves against fear effects. Even if you succeed on such a save, you are still Shaken for 1 round.

Special: If the effect would normally leave you Shaken on a successful save, then you become Frightened, instead. If the effect would normally leave you Frightened on a successful save, you become panicked. This flaw overrides any class features, such as a Paladin's aura of courage, should they come into conflict.

COWARD (FLAW)

Prerequisite: Must not be immune to fear.

Description: You are very, very susceptible to fear.

Effect: You have a -5 penalty on all saves against Fear effects. Even if you succeed on such a save, you are still At Bay for 1 round. The Shaken penalty given by this flaw does not stack with itself, though it does with effects from other sources.

CRAZY-EYED (FLAW)

Prerequisite: Must have at least one eye.

Description: You look like you are about to kill someone.

Effect: You suffer a -2 to your Cha based rolls.

NPCs don't trust you, they don't want to talk to you, and they just don't want to die.

All lower level friendly NPCs will attempt to avoid you in social settings. If you interact with them they are Shaken if they fail a Will Save with a DC of 10+your current level.

Special: You gain a +2 to Intimidate, as long as they can see your eyes.

CRIPPLED (FLAW)

Prerequisite: Must be from a race with a move speed.

Description: You cannot walk and doing physical activities is borderline impossible.

Effect: You do not have a move speed and cannot gain one, although you can benefit from a wheelchair. You may still move through spell, powers and whatnot. In any case taking any physical action end your turn after the action resolve, be it to move, cast a spell with somatic components, attack or etc.

CRYOPHOBIA (PHOBIA)

Trigger: Cold

Effect: When encountering cold or ice (including creatures, objects, ect.), the character must make a Will Save equal to 10+ their level.

Each round the character is in the presence of their Phobia (animals, spells, natural effects and the like) they must make a Will Save and it is increased by one each round.

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If they fail their save, they suffer from the following effects:

The first time they fail their check they become Shaken.

The second time they fail their check, they become Frightened.

The third time they fail their check, they become Panicked.

A character that is no longer in the presence of their Phobia can make a DC check based off their last failed roll to remove the effects of the Phobia. They can only make this roll once every ten minutes.

CURSED IN SIN (FLAW)

Description: Because of your actions and the action of your ancestors, you became gravely cursed; the mark of your imperfection is apparent, the divine shun you, and you are harder to bring back from the dead.

Effect: You have a mark somewhere visible on your body that behaves like the one given by the brand heretic [evil] spell that never heals (this includes the hit point loss). You take a -4 penalty on all Charisma checks against creatures that see your mark assuming they can recognize it (DC 12 Knowledge (The Plans) check). Additionally, the Gods themselves shun you; you take a -2 penalty on all saving throw against [Evil] spells and gain spell resistance 11 + character level, but this spell resistance only applies against divine spells that are beneficial to you and cannot be voluntarily lowered.

Whenever you die, you are sent to a lower plane, no matter your actual alignment. You can still be raised from the dead as normal.

DACCAN (SUBSTANCE ADDICTION)

Description: This pasty substance is dried and kept as a powder or sometimes left as a paste. The ingredients are numerous and difficult to obtain.

Initial Effect: 1d4 points of Strength damage.

Secondary Effect: 1d4+1 enhancement bonus to Dexterity for 1d10-15 minutes.

Side Effects: Those under the effect of Daccan take a -4 circumstance penalty on saving throws

involving Strength Checks for 2d4 hours after using this mild hallucinogen.

Overdose: If more than one dose is taken in a 24-hour period, the user immediately takes 2d6 points of damage and the side effect is doubled.

Delivery: Snorted (powder) or Eaten (paste).

Addiction Rating: High

Price: 1 Gold per dose.

Resistance DC: 18

Alchemy DC: 22

DAMAGE MAGNET (FLAW)

Description: You attract damage.

Effect: You have an empathic connection to the world, to your bane. Any damage done within your reach deals half the damage to you. The damage is untyped. This does mean that melee combat is a dangerous thing for you, as you would take half the damage you are dealing.

Special: You gain a +2 bonus to Handle Animal, Sense Motive, and Wild Empathy checks because of your empathy in addition to a bonus feat.

DAMNED (FLAW)

Prerequisite: Must have a soul, spirit, etc.

Description: A being from the lower planes owns your Soul/Spirit when you die.

Effect: When your character dies, they cannot be resurrected or reincarnated. Your indebted to a being from the lower planes from a foolish bargain you took as a child.

DANGEROUS ALLERGY (FLAW)

Prerequisite: Must have a Con score.

Description: You are dangerously allergic to a common substance.

Effect: Roll a common substance on the Allergy Chart. If you come in contact with said substance it acts like a deadly poison, DC 15 + HD, 1d6 Con/1d6 Con. It bypasses immunity to poison and immunity to ability damage. Even coming into secondary contact, such as only a light dusting of

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pollen or food which has nut residue, has a dangerous effect. For ingested items, unless food or drink is specifically prepared as such there is usually a 15% chance that any ingested item invokes secondary contact. The DC for these diluted allergens is 10 + HD, and 1d3 Con/1d3 Con.

Allergy Chart	
d8	Allergy
1	Milk
2	Eggs
3	Peanuts
4	Tree nuts, like walnuts, almonds, pine nuts, brazil nuts, and pecans
5	Soy
6	Wheat and other grains with gluten, including barley, rye, and oats
7	Fish
8	Shellfish

DASTARDLY NATURE (FLAW)

Description: You're the Starscream of the group.

Effect: Whenever an ally of yours is in trouble and needs your help, you must make a Will Save (DC 15 + 1/2 HD) or refuse to help, often gloating on how you will take over the ally's position. Your untrustworthy nature gives you a -2 penalty on Bluff, Diplomacy, and Gather Information. Plus, your allies don't trust you, so there's that. Why do they keep you around?

DEAF (FLAW)

Prerequisite: Your race must have functional ears or equivalent organs.

Description: You cannot hear.

Effect: You are considered to be permanently deafened.

Special: You cannot cure your deafness, through any mundane or magical means except by casting a limited wish, miracle or wish spell, which thereafter removes this flaw.

DEEP SCAR (FLAW)

Description: You have suffered a deep wound somewhere on your body that prohibits you from partaking in greatly strenuous activities.

Effect: Whenever the character fails a strength check by 4 or more, they aggravate the old wound and is Shaken for 1d4 rounds. Furthermore, they take a -2 penalty to all fortitude and Reflex Saves.

DEMANDING CIRCADIAN CLOCK (FLAW)

Prerequisite: Must require sleep.

Description: Its night, time to sleep. No matter what.

Effect: There are two versions of this flaw: time based, and light based. Roll a D6 to determine which Flaw the character suffers from:

1-3: Lighting Based: Whenever you are rendered blinded, you start becoming sleepy. Once per round you must make Fortitude Save, DC 15 + 1/2 HD, or become fatigued until you are no longer blind. If you fail a second save while fatigued from this flaw, you are rendered exhausted. If you are exhausted, you are rendered semiconscious. If you are semiconscious, you then fall asleep unconscious and helpless. When you are no longer blind, each round you revert to the previous status by one step (unconscious to semiconscious to exhausted to fatigued to normal).

4-6: Time Based: Whenever it becomes night time, you start becoming sleepy. Once per hour you must make a Fortitude Save, DC 15 + 1/2 HD, or become fatigued until it is no longer night time. If you fail a second save while fatigued from this flaw, you are rendered exhausted. If you are exhausted, you are rendered semiconscious. If you are semiconscious, you then fall asleep unconscious and helpless. When it is no longer night time, each round you revert to the previous status by one step (unconscious to semiconscious to exhausted to fatigued to normal).

DEMIPHOBIA (PHOBIA)

Trigger: Demihumans

Effect: When encountering demi-humans, the character must make a Will Save equal to 10+ their level.

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Each round the character is in the presence of their Phobia they must make a Will Save and it is increased by one each round.

If they fail their save, they suffer from the following effects:

The first time they fail their check they become Shaken.

The second time they fail their check, they become Frightened.

The third time they fail their check, they become Panicked.

A character that is no longer in the presence of their Phobia can make a DC check based off their last failed roll to remove the effects of the Phobia. They can only make this roll once every ten minutes.

DEMOPHOBIA (PHOBIA)

Trigger: Twelve or more humanoids.

Effect: When encountering a large crowd the character must make a Will Save equal to 10+ the number of humanoids in the group.

If they do not leave the large crowd, every ten minutes they must make an additional roll with an increase at +1 per 10 minutes they are in the crowd.

If they fail their save, they suffer from the following effects:

The first time they fail their check they become Shaken.

The second time they fail their check, they become Frightened.

The third time they fail their check, they become Panicked.

A character that is no longer in a large can make a DC check based off their last failed roll to remove the effects of the Phobia. They can only make this roll once every ten minutes.

DESPERATION (FLAW)

Description: Your morale is easy to break, and in situations of struggles, you often find yourself in great desperation.

Effect: Whenever you are under half of your hit points, you fall under the effect of crushing despair.

If you fall below one-third of your hit points, you also become staggered.

Special: The effects of this flaw bypass immunity to staggered and mind-affecting effects.

DITZY (FLAW)

Description: You demonstrate a measure of airheadedness that can make even saints lose patience.

Effect: You take a -4 penalty to all Concentration, Disguise, Gather Information, Knowledge, Listen, Spot and Search checks.

DYSLEXIA (FLAW)

Prerequisite: You must be literate.

Description: Although you learned to read and write, reading can be difficult, and writing is commonly misspelled. This has affected you throughout your life.

Effect: You take a -4 penalty on all Decipher Script, Forgery, Knowledge, Spellcraft (Copying Spells) and Use Magic Device (Scrolls) checks. Classes that use a spellbook take twice as long to prepare spells. Learning a new language via the speak language skill requires double the amount of skill points invested.

EASILY CONFUSED (FLAW)

Description: You are not sure of what is going on.

Effect: During the first round of every battle, you are confused, although you may decide before rolling to babble incoherently. For the purpose of this confusion, the nearest hostile creature is counted as the caster, and you may choose to babble incoherently instead of attacking the nearest creature. You take a -2 penalty on all saving throws against effects that would confuse you. You are also extremely vulnerable to trickery, taking a -5 penalty on Bluff and Sense Motive checks.

EASILY DISTRACTED (FLAW)

Description: "Where'd the other shipment of dru...OOH A BUTTERFLY!!"

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Effect: You receive a -4 penalty on any saves to resist. This includes abilities like fascinate, distract, prismatic spray, color spray, hypnotism and hypnotic pattern, and any other effects that rely on capturing your attention.

Additionally, you receive a -2 penalty to initiative rolls and a -4 penalty on concentration checks.

EASY TARGET (FLAW)

Description: When you are not at your best you are much easier to hit.

Effect: Your flat-footed AC and touch AC are no higher than $10 + 1/2$ Hit Dice. Additionally any temporary penalties you take to your AC (such as being stunned) is doubled.

EMP VULNERABLE (FLAW)

Prerequisite: Construct type

Description: You're susceptible to EMP blasts.

Effect: Whenever you take electric damage equal to $10 + HD$ or greater, or whenever in direct contact or influence of a strong magnetic effect (such as industrial magnets or the effect of spells and powers like magnetic oscillation), you must make a Fortitude Save equal to the effect's save DC, or $DC 15 + 1/2 HD$, whichever is higher. If you fail the save, you are dazed. You can break free from the dazing effect by making a save attempt at the start of your turn each round. The dazing bypasses immunity to dazing.

A creature with ranks in the Knowledge (Xeno) or Program skill can take a standard action to reboot you, using their check result as your effective save against the dazing.

Special: If you become permanently immune to electric damage, you lose the benefit of this flaw.

ENERGY DEPENDENT (FLAW)

Prerequisite: Construct type

Description: You depend on a limited energy supply; eventually, you will run out. Furthermore, sufficiently powerful blows can cause you to short out.

Effect: Your limited supply of energy forces you to 'sleep' for 8 hours each day, or half of that if you are plugged in an energy source. If you fail to recharge you become Staggered until you can recharge properly. You are also vulnerable to power failures, whenever a creature roll a natural 20 and confirm a critical hit against you (even if you are immune to critical hit) you become staggered for 1 round.

Additionally you need to maintain your power core, every year the single Fusion Cell within it must be replaced, which take around 5 minutes of work. If it not done you are constantly staggered until it is properly changed.

Special: The Staggered status inflicted by this flaw bypass immunity.

ENERGY VULNERABILITY (FLAW)

Description: You take extra damage from an energy type.

Effect: You gain energy vulnerability in an energy type (acid, cold, electricity, or fire), taking an additional 50% damage to the energy attack. Even resistances you pick up seem less effective; halve any resistances to the chosen element you gain. For example, if resist energy would give you 30 resistance, you only gain 15.

Special: If you ever become permanently immune to your chosen energy type you lose the benefits of the bonus feat gained via this flaw.

ENNUI (FLAW)

Description: You are constantly bored, especially if your life isn't on the line. You may have resigned to a life of tedium, or perhaps you seek thrill in all it form.

Effect: You take a -2 penalty to AC and are At Bay from all hostile creatures you are currently engaged in combat with within 60 feet of you. This is not a fear-effect, it simply stem from you not taking the situation seriously. This end the moment a creature deal damage to you, at which point this flaw no longer applies to this creature. If you at least lose 20% of your hit points in an encounter the effect of this flaw are suppressed for the encounter.

Your ennui outside of thrilling situation make you unable to concentrate well on simple task, outside

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of life-threatening or otherwise interesting situations you cannot take 10 and take a -2 penalty to all skill checks.

ENTOMOPHOBIA (PHOBIA)

Trigger: Insect swarm, or single insect of Small size or greater.

Effect: When encountering insects or insect like creatures, the character must make a Will Save equal to 10+ the insects combined HD.

The character must make a role every round they are in the presence of the insect(s) that they can see.

If they fail their save, they suffer from the following effects:

The first time they fail their check they become Shaken.

The second time they fail their check, they become Frightened.

The third time they fail their check, they become Panicked.

A character that is no longer in the presence of insects can make a DC check based off their last failed roll to remove the effects of the Phobia. They can only make this roll once every ten minutes.

EQUINOPHOBIA (PHOBIA)

Trigger: Horse-like animals and magical beasts such as horses and Pegasus.

Effect: When encountering horse-like animals, the character must make a Will Save equal to 10+ the horse-like HD.

Each round the character is in the presence of Horse/Horse-Like being they must make a Will Save and it is increased by one each round.

If they fail their save, they suffer from the following effects:

The first time they fail their check they become Shaken.

The second time they fail their check, they become Frightened.

The third time they fail their check, they become Panicked.

A character that is no longer in the presence of horse/horse-like beings can make a DC check based off their last failed roll to remove the effects of the Phobia. They can only make this roll once every ten minutes.

EXCESSIVE BLEEDING (FLAW)

Prerequisite: Must have blood.

Description: When you bleed, you bleed a lot.

Effect: If you take any piercing or slashing damage, you begin to bleed 1 hp each round, plus an additional hp at 5 HD and every five HD beyond. This bleeding lasts until you make a DC 15 Heal check as a standard action or you receive any amount of healing.

Effects which cause bleeding or drain blood are super effective. You take a -2 penalty on any saving throws against them.

For the purposes of bleed out, you count your Constitution 6 points lower than normal.

FAJAH (SUBSTANCE ADDICTION)

Description: Powdered bones of a mummy is normally sprinkled onto a bleeding, self-inflicted wound. Then the wound is sealed either with magical healing or tightly wound bandages.

Initial Effect: 1 point of ability score damage to all ability scores.

Secondary Effect: The character gains a +2 alchemical bonus to all ability scores for 1d2 hours.

Side Effects: For the first minute of application, the user feels intense pain. During the time that the secondary effect is in effect, the user is immune to pain (including the effects of spells such as symbol of pain). The character takes damage as normal, but may not react normally to that damage.

Overdose: Those who take this drug more than once in 24 hours must make a separate save (Fort DC 25 negates) or over the next 1d4 hours they lose 1/2 their levels (rounded down). The character is in terrible pain during the overdose.

Delivery: Through a wound.

Addiction Rating: Extreme.

Price: 5 Silver per dose.

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Resistance DC: 20

Alchemy DC: 25

FAMILY CURSE (FLAW)

Description: Someone in your family did something to earn the vengeful curse that has been placed on you all.

Effect: The character suffers -2 penalty on all skill checks.

Special: This curse is not applied specifically to a single character or an item on the character's person, and therefore cannot be removed by remove curse.

FAR-SIGHTED (FLAW)

Prerequisite: Must be able to see.

Description: You have poor vision 10 feet and closer.

Effect: Your Spot checks, melee attacks and other close visual checks are at a -1 per three levels of your character 10 feet closer.

In addition, your ability to read is hampered and takes you twice as long to read any item. If you do not make a Will Save with a DC of 10 +1 per level, you read the material wrong.

FEARLESS (FLAW)

Description: Your courage and overconfidence are extreme to the point of foolhardiness.

Effect: You cannot use the fighting defensively, withdraw, casting defensively or total defense actions.

FEEBLE (FLAW)

Description: You are unathletic and uncoordinated.

Effect: You take a -2 penalty on Strength-, Dexterity-, and Constitution-based ability checks and skill checks.

FLAMMABLE (FLAW)

Description: Stay away from flames.

Effect: You are very flammable. You always catch fire when exposed to 1 or more points of fire damage. The flames burn particularly bright with you as fuel, and fire damage from being caught on fire ignores fire resistance. You also have damage susceptibility (fire) equal to your HD.

Special: If you ever become permanently immune to fire, you lose the benefits of this feat.

FLAT FEET (FLAW)

Description: You can be a little slow on the pickup, taking a moment longer than most people to find your feet.

Effect: You never act during a surprise round, and at the start of combat you remain flatfooted for one round longer than you normally would (minimum of one round), even if you would not normally be flatfooted.

FLOOR IS LAVA (FLAW)

Prerequisite: Must not have a hover or fly speed.

Description: The floor is lava, don't touch it!

Effect: The floor is lava (for you). This illusory lava does affect you. If you spend more than 3 rounds on non-elevated ground compared to ground level, at the beginning of the 3rd round you take 1d6 nonlethal damage a round. If you go unconscious, you begin to take lethal damage instead. Beds, chairs, and pogo sticks all count as elevation. Even the ground on higher floors in a building are lava, but as long as you are suspended above the ground at least 3 inches, you will be fine.

You can gain temporary hover and fly speeds, but cannot have a permanent fly speed that cannot be dispelled.

Somehow real lava isn't as bad for you. It only deals 1d6 damage on contact (10d6 submerged) and deals nonlethal before it deals any lethal damage.

Special: Perhaps it is a wizard's curse. Perhaps it is a childhood game that has gone on too long. But you simply must not be on the ground at any time.

FOOL (FLAW)

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Prerequisite: Bardic Music

Description: Your excessively light-hearted nature grates on your companions.

Effect: You lose inspire courage, inspire competence, inspire greatness and inspire heroics Bardic music abilities.

FRAIL (FLAW)

Prerequisite: You must have a Constitution of 4 or higher to take this flaw.

Description: You are thin and weak of frame.

Effect: Effect: Subtract 1 from the number of hit points you gain at each level. This flaw can reduce the number of hit points you gain to 0 (but not below).

FRAGILE (FLAW)

Description: You are frail and susceptible to attacks.

Effect: You gain 1 less hit point per hit dice (to a minimum of 1). Additionally any attacks that dealt damage made against you deal 1 additional point of damage after immunities, reduction and resistance are calculated.

FRAGILE FEELINGS (FLAW)

Prerequisite: Must be able to suffer from Daunt

Description: Your feelings are so easily hurt, like extremely easily.

Effect: Whenever someone says something mean to you or about you, be it a comment, an insult, or a goad (no matter how minor or childish), you take a single daunt level. This Daunt level overlaps with itself and does not stack on multiple insults; additionally, it does not cause you to lose your will to fight. If the comment, insult, etc. is particularly offensive or effective against the character, you instead take two daunt levels with the same limitations as above.

FRAGILE LIFEFORCE (FLAW)

Prerequisite: Cannot be undead or a construct.

Description: Negative energy hurts you really, really badly.

Effect: Whenever you would be subjected to a negative energy effect, the effects are doubled. For instance, you take double damage from negative energy attacks, take twice as many negative levels from an energy drain attack, and suffer doubled penalties from a negative energy area (such as the area of a desecrate spell). In addition, you suffer the effects of anti-natural auras (such as a barrow-wight's nature rejection) as though you were a fey or animal. You suffer a -2 penalty to saves against negative energy effects; this penalty is increased to -4 if the effect can't be made any stronger than it already is, such as a [Death] effect.

If you find yourself on the Negative Energy Plane or another negative-energy-dominant area for any reason, you must immediately make a Fortitude Save, DC 30, or die; on a success, you take 10d6 damage and 2d6 Constitution damage (this damage is not doubled by this flaw, nor do you take a penalty to the save from this flaw). This save must be repeated once per hour. You must also make this save against instant death if you make contact with a creature whose body contains massive amounts of negative energy, such as a nightshade or Yveltal.

Special: If you are immune to negative energy, both that immunity and the usual effect of this flaw are negated (basically, the immunity and vulnerability cancel each other out).

FRIENDLY FIRE (FLAW)

Description: When an ally is in range of your attacks, be careful or you're apt to hit them by accident.

Effect: When an ally is in range of your attack, you must take a -4 penalty to attack rolls or otherwise face a 50% chance of hitting your ally instead of your intended target. Precise Shot does not apply to this, as it is a separate penalty.

Spells and effects which are area effect or targeted, you have a 50% chance of targeting allies instead of enemies in the area (or vice versa) when applicable unless you take a -4 penalty on caster level.

Special: You probably limit yourself to melee to keep your allies out of range of your attacks.

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Familiars and animal companions are considered to be part of you.

FROZEN REFLEXES (FLAW)

Description: Like a deer in the headlights, you fail to move out of the way of obvious danger.

Effect: Whenever you fail a Reflex Save for half damage, you take 50% more damage than usual. On a successful save, you take normal damage. This ability is a sort of anti-evasion; if you obtain evasion, you now take normal damage on a failed save and half damage on a successful save. If you gain improved evasion, you now take normal damage on a failed save and no damage on a successful save.

FUMBLE MASTER (FLAW)

Description: If Jerry Lewis was a D&D character you would put him to shame with your antics.

Effect: You have an increased chance to fumble. You add 1 to any chances for a fumble. If attacking with a weapon that can only fumble on a 1, you can now fumble when a one or two is rolled.

Additionally, when rolling for action based skills, you can fumble on a roll of 1.

GARBLEDEGOOP (FLAW)

Description: Due to a habit of rambling, thick accent, or just a fat tongue, your words tends to geut mickkins apu n'oote ven b'oendarestude...

Effect: When you speak any message more than 5 words long, you have a 20% of speaking gibberish, losing the meaning of anything you say this round. If you cast a spell with vocal components, it has a 20% chance to be affected by misspell.

GEARWORN CURSE (FLAW)

Prerequisite: Corporeal

Description: You can't put things down.

Effect: After 2 rounds, any gear/inanimate object you wear or wield cannot be put down or taken off due to a deep-rooted curse. A remove curse spell cast on the held item allows you to drop or remove it within 1 minute before your curse reasserts a hold

on it. The curse only applies to items that weigh less than your light load, thankfully. Carried gear that isn't worn or wielded isn't affected by this curse.

Special: You cannot become immune to curses. If you become incorporeal, you lose the access to the granted feat until you qualify again.

GEPHYROPHOBIA (PHOBIA)

Trigger: Crossing bridges and tunnels.

Effect: When attempting to cross bridges or tunnels, the character must make a Will Save equal to 10+ their level.

Each round the character is in the presence of their Phobia they must make a Will Save and it is increased by one each round.

If they fail their save, they suffer from the following effects:

The first time they fail their check they become Shaken.

The second time they fail their check, they become Frightened.

The third time they fail their check, they become Panicked.

A character that is no longer in the presence of their Phobia can make a DC check based off their last failed roll to remove the effects of the Phobia. They can only make this roll once every ten minutes.

GLASS JAW (FLAW)

Prerequisite: Cannot be immune to critical hits by virtue of type or subtype.

Description: When you're hit hard, you're hit REALLY hard.

Effect: Opponents gain a +6 bonus to confirm critical hits against you. In addition sneak attacks against you deal an additional +1 damage per die.

GLORYHOUND (FLAW)

Description: You want glory, prestige or maybe just a real good fight. A gloryhound will typically risk everything for the glory of a challenge. You may be

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virtuous or wicked but the call of glory truly captures your heart.

Effect: You are unable to take the Withdraw action and you are Shaken for 1 round after you disengage from melee with any opponent you did not defeat. Your thirst for glory makes you accept challenge ability (such as a Sublime Samurai's Challenge) unless the challenge would force you to act against your nature. Whenever someone issue a reasonable challenge (that is not an ability) you must make DC 15 Will Save or must accept it, you only need to do this once per particular challenge.

Special: Additionally you are more vulnerable to being provoked; you take a -4 penalty on saving throws, checks, or DC made to resist being provoked by ability such as the Goad feat.

GLUE (SUBSTANCE ADDICTION)

Description: This yellowish paste is rubbed on the hands of the user. It is derived from a mold that is found under rocks in temperate forests. Once rubbed over the palm and fingers, the drug takes effect in 10 turns.

Initial Effect: The drug causes the users hands to remain in fists until the drug wears off in 4 hours. They are unable to ungrasp their fingers from clinched fists.

Secondary Effect: None.

Side Effects: After the drug wears off, their Str and Con suffer 2 damage for the next hour.

Overdose: None.

Delivery: Skin Contact.

Addiction Rating: Low.

Price: 1 Silver per dose.

Resistance DC: 30

Alchemy DC: 25

GO LAST (FLAW)

Prerequisite: Dex 15

Description: You don't take the initiative.

Effect: Your initiative is always the lowest Initiative -1.

GOLD METAL (PHOBIA)

Trigger: If you touch gold you become Shaken until you can no longer see the item.

Effect: You cannot handle gold; it will consume your will if you do.

If they do not leave the presence of the gold, every round they must make an additional roll with an increase at +1 per round they are near the gold (within 30 feet).

If they fail their save, they suffer from the following effects:

The first time they fail their check they become Shaken.

The second time they fail their check, they become Frightened.

The third time they fail their check, they become Panicked.

A character that is no longer near gold can make a DC check based off their last failed roll to remove the effects of the Phobia. They can only make this roll once every ten minutes.

GRACELESS AGING (FLAW)

Prerequisite: Must be Middle Age or older for your race, must be a race with ability score adjustments for age.

Description: Age penalties, no age bonuses

Effect: You do not gain bonuses to your mental ability scores for any increases to your age category.

Special: If you gain a class feature that negates aging adjustments (Such as the Monk's "Timeless Body"), you lose the benefits of the feat granted by this flaw.

GULLIBLE (FLAW)

Description: You are so extremely gullible. I mean, the town guard did say the only way to save the world was to bring him a beer, and the barkeeper did say the price of a beer was 20 gold, and the money changer DID say a platinum was worth two golds. They can't be wrong, right?

Effect: You take a -2 penalty to Sense Motive checks, and whenever a non-hostile creature

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successfully uses Bluff to make you do something, you are compelled to do it as the suggestion spell (with the same restriction). You are allowed a Will Save (DC equal to 10 + 1/2 bluffer's HD + bluffer's Charisma modifier). This is an extraordinary effect. You do not need to carry out any order which is contrary to your nature even if they are not obviously harmful.

If you succeed on the save or the original Sense Motive check, you are immune to the effect of this flaw against that creature for 24 hours. If the creature attempts to make you do something outright suicidal, or if the task had a very, very clear negative effect, you are immune to the effect of this flaw against that creature forevermore.

GYNOPHOBIA (PHOBIA)

Trigger: Female humanoids

Effect: When encountering a female humanoid, the character must make a Will Save equal to 10+ the female humanoids HD or suffer they suffer from their Phobia.

Each round the character is in the presence of female humanoid they must make a Will Save and it is increased by one each round.

If they fail their save, they suffer from the following effects:

The first time they fail their check they become Shaken.

The second time they fail their check, they become Frightened.

The third time they fail their check, they become Panicked.

A character that is no longer in the presence of a female humanoid can make a DC check based off their last failed roll to remove the effects of the Phobia. They can only make this roll once every ten minutes.

HAEMOPHILIA (FLAW)

Prerequisite: Must have a Constitution score

Description: Your blood does not form clots normally.

Effect: When you are dying, you only have a 1% change of becoming stable. In addition, you cannot restore Constitution damage naturally.

HAEMOPHOBIA (PHOBIA)

Trigger: Blood.

Effect: You may assume that critical hits on warm-blooded creatures draw blood.

When a character is interacting with their Phobia effects they must roll a Will Saved with a DC of 10+their level.

Each round the character is in the presence of Phobia (animals, spells, natural effects and the like) they must make a Will Save and it is increased by one each round.

If they fail their save, they suffer from the following effects:

The first time they fail their check they become Shaken.

The second time they fail their check, they become Frightened.

The third time they fail their check, they become Panicked.

A character that is no longer in the presence of their Phobia can make a DC check based off their last failed roll to remove the effects of the Phobia. They can only make this roll once every ten minutes.

HAGIOPHOBIA (PHOBIA)

Trigger: Holy symbols.

Effect: When encountering a holy symbol, the character must make a Will Save equal to 10+ the level of the holy symbols maker or suffer the following effects.

Each round the character is in the presence of a holy symbol they must make a Will Save and it is increased by one each round.

If they fail their save, they suffer from the following effects:

The first time they fail their check they become Shaken.

The second time they fail their check, they become Frightened.

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The third time they fail their check, they become Panicked.

A character that is no longer in the presence of a holy symbol can make a DC check based off their last failed roll to remove the effects of the Phobia. They can only make this roll once every ten minutes.

HAKKA (SUBSTANCE ADDICTION)

Description: This derived from a cactus located in most deserts. The flowers are ground to a paste and dried. The drug is usually smoked with a pipe. It causes the character to feel relaxed and reduces their ability to concentrate. The effects of the drug lasts 1d4 hours per dose.

Initial Effect: Relaxes the character and causes paranoid feelings.

Secondary Effect: Reduces their perception and intelligence based rolls by -2.

Side Effects: When the effect ends, the character has a craving to eat.

Overdose: Reduces their perception and intelligence based rolls by -2 per dose taken within a 24-hour period.

Delivery: Smoked.

Addiction Rating: Low.

Price: 1 Copper per dose.

Resistance DC: 10

Alchemy DC: 5

HALF-BLOOD OUTCAST (FLAW)

Prerequisite: Any race that mixed blood with a human. Half-elf, halforc etc.

Description: You despise your nonhuman side.

Effect: -2 on all attack rolls, saving throws, and skill checks when within line of sight with a full blooded creature of your nonhuman side.

HALFLING HERB (SUBSTANCE ADDICTION)

Description: This herbs grown on the base of small hills is extremely common. Once lit, it must

be smoked for at least one round, and will take two rounds to activate.

Initial Effect: The character is buzzed and feels relaxed. This effect lasts for one hour.

Secondary Effect: The character under the effects of Halfling Herb has a -2 to all Skill Checks and Intelligence Checks.

Side Effects: Character is thirsty and desires to drink.

Overdose: None.

Delivery: Smoked.

Addiction Rating: Low

Price: 1 Copper per dose.

Resistance DC: 10

Alchemy DC: 5

HAMPERED DECISION MAKER (FLAW)

Description: You trust your gut over any puny logic or reasonable choices; your instinct rules you, and that's what makes you terrible.

Effect: You make terrible decisions, all the time, whether in combat or out. Whenever you fail a skill check, you produce the opposite of the desired outcome, such as diplomacy making a creature more unfriendly or a knowledge check producing false, harmful information. This outcome can never be positive; it is always to your detriment. In combat, your terrible decision-making skill often results in poor tactical decisions; you roll miss chances due to concealment twice, taking the worse result.

Special: You may only select a [fighter] bonus feat when taking this flaw, because that's a terrible choice.

HAPHEPHOBIA (PHOBIA)

Trigger: Touched harmlessly with a natural appendage, such as a hand or tentacle. You are also Shaken if you touch another creature.

Effect: You fear being touched by natural appendages that are not humanoid. You also fear touching non humanoid creatures.

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Each round the character is in the being touched by an appendage that is not human, they must make a Will Save and it is increased by one each round.

If they fail their save, they suffer from the following effects:

The first time they fail their check they become Shaken.

The second time they fail their check, they become Frightened.

The third time they fail their check, they become Panicked.

A character that is no longer in the being touched by an appendage that is not human can make a DC check based off their last failed roll to remove the effects of the Phobia. They can only make this roll once every ten minutes.

HAUNTED (FLAW)

Description: Boo!

Effect: You are constantly followed by an incorporeal spirit that cannot be exorcised, turned or otherwise attacked. It always hovers within 10' of you, moving through solid objects and teleporting if required.

- It glows in the dark whenever you want to hide. It emits a dim light to a 5 foot radius and you take a -2 penalty to Hide checks.
- It moans whenever you want to be quiet. You take a -2 penalty to Move Silently checks.
- It corrupts your food when you try to eat. You become sickened for 1 hour after every meal.
- It disturbs your dreams. You are fatigued for 1 hour after you wake from sleep.
- It scares animals. You take a -2 penalty to Handle Animal and Ride checks.

HAUNTED! (FLAW)

Description: You're haunted by a spooky force, and it keeps messing with your gear.

Effect: Objects seem to shuffle around in the corner of your eye, and you keep hearing voices and seeing things. You're haunted! Items take one action longer to draw (Free to Swift, Swift to Move,

Move to Standard, Standard to Full Round, Full Round to 1 Round, and so forth). You can't draw a weapon as part of a move action if you have BAB +1, it has to be its own move action.

The distracting voices and images also provoke a -2 penalty on Spot and Listen checks.

HAUNTING FLASHBACKS (FLAW)

Prerequisite: Intelligence 3+

Description: You're occasionally met with flashbacks that hinder your ability to function normally.

Effect: "She stood, wavering and muttering about a field of sunflowers she once visited in her childhood as the arrows rained down upon us."

A character with haunting flashbacks, from time to time, encounters something that perplexes their senses as if overwhelmed by memories or a sensation of déjà vu. At the start of every encounter (right after rolling for Initiative), there is a 25% chance that they notice something that triggers a recollection to a vague, hazy, lost or stolen memory. If this happens, they takes a -2 morale penalty on ability DCs, attacks, saves, skill checks and ability checks for 1 round and thereafter takes a -1 morale penalty until they snap out of it by concentrating as a full-round action.

HEADACHE PRONE (FLAW)

Prerequisite: Must not be immune to pain.

Description: You tend to have those really annoying headaches.

Effect: You have a constant headache, it can be suppressed as normal but come back within 1d4 minutes. Whenever you would get an headache you get a migraine instead.

HEMERALOPIA (FLAW)

Prerequisite: Must not be a race that already has light sensitivity, and must not have the daylight adaptation feat.

Description: You cannot see in bright light.

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Effect: You are dazzled in areas of bright light, such as within bright sunlight or within the radius of a daylight spell.

HERPETOPHOBIA (PHOBIA)

Trigger: Reptilian animals such as lizards and snakes.

Effect: When encountering reptile or reptile like creatures, the character must make a Will Save equal to 10+ the reptiles combined HD or suffer the following effects.

Each round the character is in the presence of reptile or reptile like creature they must make a Will Save and it is increased by one each round.

If they fail their save, they suffer from the following effects:

The first time they fail their check they become Shaken.

The second time they fail their check, they become Frightened.

The third time they fail their check, they become Panicked.

A character that is no longer in the presence of a reptile or reptile like creature can make a DC check based off their last failed roll to remove the effects of the Phobia. They can only make this roll once every ten minutes.

HIGH METABOLISM (FLAW)

Prerequisite: Must be a race that requires eating regularly.

Description: You burn calories at a greater rate than average, though you gain no additional weight from such consumption.

Effect: You require twice the amount of daily food for a creature of your size (2 pounds for a Medium creature) and begin to feel the effects of starvation in half the time a normal creature would (1.5 days).

HIGH PRESSURE BLOOD (FLAW)

Prerequisite: Must have blood.

Description: Every time you take damage from piercing or slashing weapons, you gain 1 point of bleed out.

Effect: Every time you take damage from piercing or slashing weapons, you gain 1 point of bleed out. This stacks with any bleed out being done by the attack itself.

HIPPOPOTOMONSTROSESQUIPPEDALIOPHOBIA (PHOBIA)

Trigger: You suffer from a fear of big/long words

Effect: When faced with speaking a long word (six or more letters), you must make a Will Save. The longer the word, the more difficult it is say and not suffer the effects. For every letter add +1 to the DC check. If the character fails the check, they are unable to speak for a minute for each letter in the word. When they attempt to speak, they stutter and stammer and are incomprehensible.

HONEST (FLAW)

Description: You cannot lie, and are disturbed when others do so.

Effect: You cannot make Bluff checks. Furthermore, any ally within sight of you takes a -5 penalty to Bluff checks.

HONORABLE FIGHTER (FLAW)

Description: You fight honorably, to the excess.

Effect: You only fight honorably; you cannot disarm a creature in combat, nor can you attack a prone, unarmed creature (unless you know it can defend itself while unarmed) or a creature who is under a status effect which make it unable to defend itself unless you inflicted that condition upon it yourself in combat. Finally you cannot Coup de Grace a helpless creature that you did not previously defeated in combat.

If breach your code of honor you take a -1 penalty to attack and damage roll for 24 hour, multiple breaches of honor are cumulative to a maximum penalty of -5.

HOPELESS FLIRT (FLAW)

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Prerequisite: Be attracted to a gender.

Description: You just can't fight the fairer sex.

Effect: Choose a gender. When fighting a creature of that gender, you take penalties as if you had 2 negative levels (including attack rolls, saves, caster level, and so forth, but not hp or spell slot loss and you can't die from these pseudo-negative levels).

Special: Maybe you have a personal rule about not hitting girls. Maybe you can't help but flirt with everything and everyone. Yes, even that Ogre Princess... what, she was curvy!

HOT-BLOODED (FLAW)

Description: You were raised in the desert and cannot tolerate cold.

Effect: You automatically fail all Fortitude Saves to overcome the effects of low temperatures. Cold-based effects deal an additional 1 point of cold damage to you, per die of damage, if applicable.

HUNGRY (FLAW)

Prerequisite: Must eat or drink.

Description: Your metabolism is too high, and you get hungry and thirsty all the time.

Effect: You take the following penalties:

- You get hungry and thirsty easier. You begin to dehydrate after a number of hours equal to your Constitution modifier (minimum 1). You begin to starve after 1 day. See Starvation and Thirst for details.
- Food is very distracting. Whenever food is within 60 ft. you are dazzled and must make a Will Save DC 15 + your 1/2 HD, or seek to acquire the food. If you are starving or dehydrated, you may seek to acquire the food by any means required. A successful save makes you immune to the compulsion for 1 hour. You take a -4 penalty on other effects which would compel you to eat or drink, such as suggestion.
- Your fast metabolism renders you easily fatigued. You take a -4 penalty on saves against fatigue and exhaustion.

HUNTED (FLAW)

Description: You have enemies who will stop at nothing to find you, enemies to whom you are vulnerable.

Effect: When you select this flaw, your DM chooses one race or group common to your campaign. Members of this group have a +2 competence bonus to Gather Information, Spot, Listen and Sense Motive checks made to locate or identify you; and to attack rolls made against you.

HYPOCHONDRIA (FLAW)

Description: You believe, rightly or wrongly (mostly wrongly), that your body is playing host to hordes of diabolical diseases.

Effect: At the beginning of each day, roll d100. You take ability damage according to the disease the die indicates (and any other relevant effects) as if you had failed the initial save allowed against the disease. This ability damage does not progress (there is no need to make further saves), and it cannot be healed by effects which normally restore ability score damage.

Hypochondria Chart	
D100	Disease
1-8	Blinding Sickness
9-16	Cackle Fever
17-25	Cascade Flu
26-34	Cerebral Parasites
35-42	Demon Fever
43-51	Devil Chills
52-59	Filth Fever
60-68	Mindfire
69-76	Mummy Rot
77-84	Red Ache
85-92	Shakes
93-100	Slimy Doom

Whenever your character has to make a Fortitude Save, regardless of the success or failure of the save, roll d100. This new result displaces the old one, removing the effects of whatever disease the character believed they were carrying and replacing it with new damage, unless the same disease comes up, in which case the character takes damage as if the disease had progressed. Similarly,

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at the beginning of each day the d100 roll can either signal the presence of a new disease or the 'progression' of a pre-existing one.

A character's ability scores may not be reduced to zero as a result of this flaw.

The character also gains a +2 insight bonus on Heal checks.

HYPOCHONDRIASIS (PHOBIA)

Trigger: You are constantly worried of becoming sick and every bodily function is heavily scrutinized.

Effect: At the beginning of each day, roll d100. You take ability damage according to the disease the die indicates (and any other relevant effects) as if you had failed the initial save allowed against the disease. This ability damage does not progress (there is no need to make further saves), and it cannot be healed by effects which normally restore ability score damage.

Hypochondriasis Chart	
D100	Disease
1-8	Blinding Sickness
9-16	Cackle Fever
17-25	Cascade Flu
26-34	Cerebral Parasites
35-42	Demon Fever
43-51	Devil Chills
52-59	Filth Fever
60-68	Mindfire
69-76	Mummy Rot
77-84	Red Ache
85-92	Shakes
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Whenever your character has to make a Fortitude Save, regardless of the success or failure of the save, roll d100. This new result displaces the old one, removing the effects of whatever disease the character believed they were carrying and replacing it with new damage, unless the same disease comes up, in which case the character takes damage as if the disease had progressed. Similarly, at the beginning of each day the d100 roll can either signal the presence of a new disease or the 'progression' of a pre-existing one.

A character's ability scores may not be reduced to zero as a result of this flaw.

The character also gains a +2 insight bonus on Heal checks.

LATROPHOBIA (PHOBIA)

Trigger: Clerics, Healers and other heal based characters.

Effect: When encountering beings who have a knack for healing, the character must make a Will Save equal to 10+ their level.

Each round the character is in the presence of their Phobia they must make a Will Save and it is increased by one each round.

If they fail their save, they suffer from the following effects:

The first time they fail their check they become Shaken.

The second time they fail their check, they become Frightened.

The third time they fail their check, they become Panicked.

A character that is no longer in the presence of their Phobia can make a DC check based off their last failed roll to remove the effects of the Phobia. They can only make this roll once every ten minutes.

ICHTHYOPHOBIA (PHOBIA)

Trigger: Aquatic creatures.

Effect: When encountering aquatic or aquatic like creatures, the character must make a Will Save equal to 10+ the aquatic creatures combined HD or suffer their Phobia.

Each round the character is in the presence of aquatic or aquatic like creatures they must make a Will Save and it is increased by one each round.

If they fail their save, they suffer from the following effects:

The first time they fail their check they become Shaken.

The second time they fail their check, they become Frightened.

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The third time they fail their check, they become Panicked.

A character that is no longer in the presence of aquatic or aquatic like creature can make a DC check based off their last failed roll to remove the effects of the Phobia. They can only make this roll once every ten minutes.

ILLUMIPHOBIA (PHOBIA)

Trigger: Light from a magical source.

Effect: When encountering a magical light source, the character must make a Will Save equal to 10+ the casters level in HD or suffer the following effects.

Each round the character is in the presence of their Phobia they must make a Will Save and it is increased by one each round.

If they fail their save, they suffer from the following effects:

The first time they fail their check they become Shaken.

The second time they fail their check, they become Frightened.

The third time they fail their check, they become Panicked.

A character that is no longer in the presence of magical light can make a DC check based off their last failed roll to remove the effects of the Phobia. They can only make this roll once every ten minutes.

IMPATIENT (FLAW)

Description: You find it simply unbearable to wait any longer than necessary.

Effect: You take a -4 penalty to all craft, move silently and hide checks and cannot delay actions. Furthermore, any spells with a casting time greater than instantaneous are cast with a -1 penalty to caster level.

Imperial Marksmanship

Description: Hey, those ARE the rebels you're looking for! Too bad you can't seem to hit them...

Effect: You received your training from an institution that cared more about putting warm

bodies in uniforms than on individual competence. Maybe they thought there'd be enough of you all firing that eventually you'd hit something. Or maybe you just decided that "spray and pray" was the ranged philosophy for you.

You incur a 50% miss chance on all ranged attacks. Other effects that create a miss chance stack with the penalty from this flaw, up to a maximum of 90%. This penalty applies even if you possess abilities that would normally let you ignore miss chances, though such abilities may still be applied towards other forms of miss chance – in other words, your miss chance can never drop below 50% regardless of your abilities.

If you possess the ability to re-roll miss chance, you make the second roll at an additional -10% penalty.

INATTENTIVE (FLAW)

Description: You are particularly unaware of your surroundings.

Effect: You take a -4 penalty on Listen checks and Spot checks.

INCOMPETENT (FLAW)

Description: This person can't be trusted to do anything, save sabotaging the enemy. This character can never get it right. If they ordered soup, he gives them salad.

Effect: You cannot provide a flanking bonus for friendly creatures or take an aid another action. You never gain bonuses to skill checks from skill synergies.

INCOMPREHENSIBLE FOE (FLAW)

Description: You just can't see that duck.

Effect: Roll a common creature type from the Common Creature Chart. These creatures are naturally invisible to sight and sound to you. If you somehow obtain the ability to see or hear invisible, you still can't quite comprehend its form allowing you to see its location with a 50% miss chance.

Common Creature Chart			
Roll			Animal
01	-	02	: Alligator/Crocodile

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03	-	04	:	Ape
05	-	06	:	Baboon
07	-	08	:	Badger
09	-	10	:	Bat
11	-	12	:	Bear
13	-	14	:	Bird
15	-	16	:	Bison
17	-	18	:	Boar
19	-	20	:	Camel
21	-	22	:	Cat
23	-	24	:	Cheetah
25	-	26	:	Cow
27	-	28	:	Crab
29	-	30	:	Deer
31	-	32	:	Dog
33	-	34	:	Duck
35	-	36	:	Eagle
37	-	38	:	Elephant
39	-	40	:	Fish
41	-	42	:	Fox
43	-	44	:	Hawk
45	-	46	:	Horse
47	-	48	:	Hyena
49	-	50	:	Leopard
51	-	52	:	Lion
53	-	54	:	Lizard
55	-	56	:	Manta Ray
57	-	58	:	Mongoose
59	-	60	:	Monkey
61	-	62	:	Mouse/Rat
63	-	64	:	Mule/Pony
65	-	66	:	Octopus
67	-	68	:	Owl
69	-	70	:	Porpoise
71	-	72	:	Rabbit
73	-	74	:	Raven
75	-	76	:	Rhinoceros
77	-	78	:	Shark
79	-	80	:	Sheep
81	-	82	:	Snake
83	-	84	:	Squid

85	-	86	:	Squirrel
87	-	88	:	Tiger
89	-	90	:	Toad
91	-	92	:	Turtle
93	-	94	:	Weasel
95	-	96	:	Whale
97	-	98	:	Wolf
99	-	100	:	Wolverine

INFORMAL TRAINING (FLAW)

Description: Though you learned the basics of fighting, you lack the skill and flexibility to apply your techniques properly in battle. When faced with a situation you didn't train for, you don't know what to do.

Effect: Whenever you are subject to an attack with a weapon you are not proficient in (including natural weapons), you are considered flat-footed and therefore lose any and all dodge bonuses to AC against the attack, including those provided by fighting defensively or total defense.

Special: This flaw overrides uncanny dodge.

INSANE (FLAW)

Prerequisite: Int of 10+.

Description: You're insane.

Effect: You easily become irrational. When you enter into stressful situations, roll a Will Save with a DC of 10+your current level. If you fail the Will Save, determine what you do on the table below:

01-10: Attack the nearest person with your fists for the next two rounds. If you have a melee weapon equipped, you attack them with that. You are unable to use Feats or Skills for the next two rounds.

11-20: Act normally.

21-50: Do nothing but babble incoherently for the next round.

51-70: Run in random directions, screaming like a madman.

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71-100: Attack nearest creature (for this purpose a familiar counts as part of the subject's self).

Special: Being insane has its perks too; you are immune to mind reading spells and effects.

In addition, you gain +1 to your Intimidate and similar skills.

INSOMNIA (FLAW)

Prerequisite: Must need to sleep.

Description: You can't sleep, and it is not pleasant.

Effect: Whenever you attempt to rest, there is a 50% chance that your insomnia will Fatigue you (Even if you're immune to fatigue or exhaustion) and prevent you from sleeping for the next 24 hours. Sleep spells affect you as normal, but you do not gain any of the benefits of rest while in magically induced sleep.

Note: Insomnia can also be induced by a Bestow Curse spell; characters that gain Insomnia this way do not gain a bonus feat.

INTO THE DARKNESS (FLAW)

Description: You have an ancient curse which will cause your inevitable doom when not standing in the light, all source of magical light seem to shun you and reality itself is hostile to you in the dark.

Effect: You lose 1 hit point per character level each hour you stand in shadowy illumination, this increase to once each minute in total darkness. You cannot be healed, either mundane or magical unless standing in bright illumination. In total darkness everything become very unreal for you, all terrain become difficult terrain and all creatures you attack have unreality against your attacks and abilities. If you die in darkness your body vanish, leaving only you equipment in it wake.

Special: All shadowy illumination count as 3rd level magical darkness for the purpose of dispelling any magical light centered on you or any item you carry, in total darkness this increase to 9th. This does not affect mundane source of light.

JINXED (FLAW)

Description: When you fail, something bad tends to happen.

Effect: When you miss a roll that can fumble, there is a 0.5% chance per level that you fumble instead.

KINEMORTOPHOBIA (PHOBIA)

Trigger: Zombies

Effect: When encountering Zombies of any type, the character must make a Will Save equal to 10+ their level.

Each round the character is in the presence of their Phobia they must make a Will Save and it is increased by one each round.

If they fail their save, they suffer from the following effects:

The first time they fail their check they become Shaken.

The second time they fail their check, they become Frightened.

The third time they fail their check, they become Panicked.

A character that is no longer in the presence of their Phobia can make a DC check based off their last failed roll to remove the effects of the Phobia. They can only make this roll once every ten minutes.

KISS THE FLOOR (FLAW)

Description: You can never fly, and falling is very harsh for you.

Effect: Gravity likes you a bit too much. You can never fly or possess a fly speed, though you can still be carried by another creature with a fly speed. If you fall, you take 1d10 damage plus 1d10 damage per 10 feet fallen (instead of 1d6), maximum 20d10 at 200 ft. This means if you fall prone even from 0 ft, you take 1d10 damage. Finally, standing up from prone is a standard action.

Special: Effects which negate falling damage (such as feather fall) instead do minimum damage.

KOA (SUBSTANCE ADDICTION)

Description: This sickly green mold is found in most caverns that have a water system. It can be

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dried out and turned into a smoked drug. Once lit, it must be smoked for at least one round, and will take two rounds to take effect.

Initial Effect: The user is able to barley breathe underwater for the next 1D6 hours.

Secondary Effect: While underwater they can breathe, but they are Shaken.

Side Effects: If the character remains out of water for more than a turn, they become Panicked until they submerge.

Overdose: If the character uses an additional dose while under the effects of their initial dose, they can barely breathe above water and become Shaken while they remain unsubmerged.

Delivery: Smoked.

Addiction Rating: Medium.

Price: 1 Silver per dose.

Resistance DC: 15

Alchemy DC: 22

LIGHT VULNERABILITY (FLAW)

Prerequisite: Any race without a pre-existing vulnerability to light.

Description: You are vulnerable to light, and take penalties or extra damage when exposed to it.

Effect: You gain light blindness. Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. Such creatures are dazzled as long as they remain in areas of bright light.

You cannot benefit from any healing, natural or otherwise, nor can you relieve fatigue or exhaustion in light above shadowy illumination.

You cannot cast any spells with the [Light] descriptor. In addition when affected by a [Light] spell that deals extra damage or other effects to certain creatures (such as against vampires) you always take the worst result.

Special: Perhaps the blood of vampires run within you, or maybe you just sunburn really easily.

LIGHT'S PATH (SUBSTANCE ADDICTION)

Description: This green plant is dried and sold in pouches, similar to tobacco. As with tobacco, it is smoked, the exhaled smoke is a pale shade of silver. Once lit, it must be smoked for at least one round, and will take two rounds to take effect.

Initial Effect: The character gains 1d4 in Wisdom for two hours.

Secondary Effect: The character loses 1D4 in Strength for the two hours.

Side Effects: After the drug wears off, the character has a 1% chance to lose one Strength permanently.

Overdose: If the drug is taken more than once in a 24-hour period, they fall into a coma for 1d10 hours.

Delivery: Smoked.

Addiction Rating: Medium.

Price: 10 Gold per dose.

Resistance DC: 10

Alchemy DC: 28

LIGYROPHOBIA (PHOBIA)

Trigger: Being yelled at.

Effect: When the character is being yelled at, they must make a Will Save with a DC check of 10 + the level of the character yelling at them or suffer from the following effects:

- Failure by more than 10 causes the character to cower in fear each round until they make a successful save.
- Failure by less than 10 but more than 5 causes the character to be panicked until they make a successful save.
- Failure by less than 5 causes the character to become Shaken until they make a successful save.
- A character that makes a successful save does not need to make another save.

LIVING CURSE (FLAW)

Description: You are a curse.

Effect: Some part of you is a curse. When struck with dispel magic or in an area of antimagic, you become sickened for 3 rounds or until you leave the area. When affected by effects that remove or

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break curses (such as remove curse or break enchantment), you become nauseated for 1 round and then sickened for 3 rounds. Mage's disjunction on you also functions as disintegration of the same caster level.

Special: These negative effects bypass any special protection, resistances or immunities you otherwise might have.

LOGO NARCISSIST (FLAW)

Prerequisite: Must be able to appreciate the significance of symbolism (Int score of 3 or higher).

Description: You have created some sort of symbol that represents you, and you absolutely must plaster it all over everything you make... even when it could bite you in the ass, such as by blowing your cover or making your creations easier to subvert (such as climbing a wall you've built or conjured).

Effect: When you take this flaw, you must design some sort of symbol that represents you. This symbol could be a letter from your name, a stylized depiction of your face, a symbol representing some ideal that you treasure... the details don't matter, they're totally up to you. What matters is that you have a pathological need to put this symbol on everything that you own — your home, your sword, your armor, your clothing, your vehicles, documents you write, envelopes you mail, everything. If you happen to have an army, then your army's uniform needs to include your symbol. If you have designated some area as your territory, you must put your symbol all over the landscape — whether it be putting it up on signposts, painting it on walls, carving it into trees, or chiseling it on mountains, you must see to it that at least one instance of your symbol can be seen from anywhere in your territory. Even affects you generate, such as spells that you cast, need to have your symbol; for instance, any wall of force you conjure will have your symbol on it, and all Symbol spells you cast (or other magical writings you generate, such as explosive runes and sepia snake sigil) must incorporate your symbol. Your symbol is applied to affects you generate as part of the process of generating those effects, so you don't have to go to any special lengths to, say, make a lightning bolt form the shape of your symbol, or chisel your symbol into a wall of iron that you conjure.

You can choose not to put your symbol on something; for instance, your symbol doesn't have to appear on spells that you cast. However, if you do not put your symbol on something that you could consider to be yours (or the symbol is later defaced or removed), and you are aware that your symbol is missing, you become surly and disheartened, taking a -1 penalty to attack rolls, saving throws, and checks for each instance of a missing symbol. These penalties stack with one another and do not go away until you have applied your symbol to the symbol-devoid article(s) or you no longer own them. (If you fail to put your symbol on something that exists for 1 round or less, such as an instantaneous effect, you only take a penalty for 1 round.) You do not have to put your symbol on something you couldn't possibly put a symbol on, or that it wouldn't stick to — for instance, you don't need to put your logo on a body of water (or similar medium that couldn't hold a symbol for any appreciable length of time), unless you happen to have some means of actually forcing your symbol into that medium.

Of course, putting your symbol on everything has its disadvantages. The main disadvantage is that it is absolutely, positively not subtle or discreet. When you've got a symbol and put it all over everything, it is blatantly obvious where you've been and what you consider to be yours. As such, you can't really disguise your operations as something clandestine and harmless, especially not if you're well-known as someone who makes trouble. Furthermore, how you choose to put your symbol on things might affect their functionality — potentially in a way that your enemies might find helpful. A glowing arcane mark, for instance, would be very difficult to sneak around with, especially in the dark, and would also be detectable by detect magic as well. A lightning bolt made to form your symbol would have its range reduced by the gyrations, and so would be less effective at long range. A symbol carved into a wall or cliff face would slightly undermine its structural integrity (which might make it a little easier to smash through), and the carved-out symbol would also serve as a handhold, making the wall easier to climb. (This is not good when you're making a wall that should not be easy to climb, such as a wall of force.)

LOLLYPOPGUILDOPHOBIA (PHOBIA)

Trigger: Halflings

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Effect: When encountering halflings and other small folk of similar size (not dwarves), the character must make a Will Save equal to 10+ their level.

Each round the character is in the presence of their Phobia they must make a Will Save and it is increased by one each round.

If they fail their save, they suffer from the following effects:

The first time they fail their check they become Shaken.

The second time they fail their check, they become Frightened.

The third time they fail their check, they become Panicked.

A character that is no longer in the presence of their Phobia can make a DC check based off their last failed roll to remove the effects of the Phobia. They can only make this roll once every ten minutes.

LOQUACIOUS (FLAW)

Description: For you, talking is not a free action.

Effect: You are far too wordy for your own good, and even a simple point you make is lost among a sea of rambling. Talking (beyond base grunts and similar vocalizations) is a move action for you. Spells with verbal components require a move action to be spent (swift action and immediate action spells are unaffected). Without taking the move action, you ramble on without saying anything.

In addition, any diplomacy checks to improve mood take twice as long as normal.

LOST PAST (FLAW)

Description: You've lost your memory, and with it your experience suffers.

Effect: You effectively always suffer from one negative level which you cannot be immune to or remove. You take a -1 penalty on all skill checks and ability checks, attack rolls, and saving throws, and one effective level or Hit Die (whenever level is used in a die roll or calculation, minimum 1). You also lose one spell slot of the highest level you can cast (or enough power points for the highest level power you can manifest). You do not lose 5 hp, nor

to you lose spells or powers known like a normal negative level. This negative level can't kill you, so you won't die immediately starting at 1st level.

Special: Your fragmented flashes of memory sometimes well up in your briefly. You may make untrained skill checks as if you were trained. In addition you are immune to effects which cause further memory loss, such as the effect of the waters of Lethe or some uses of modify memory. This is in addition to the bonus feat gained from this flaw.

LOUD (FLAW)

Description: You are loud in some fashion: Perhaps you can't help but speak your thoughts aloud, or maybe you are heavy-footed.

Effect: You suffer a -2 penalty to Move Silently and Hide skill checks.

LOUDMOUTH (FLAW)

Description: You are a loud, obnoxious, boisterous and compulsive talker.

Effect: -4 on all Diplomacy and Move Silently checks.

LOVE OF NATURE (FLAW)

Description: You do not wish harm upon any natural creature

Effect: When attacking a creature with the animal, plant, or vermin type, you may only make attacks that deal nonlethal damage.

LOVESTRUCK (FLAW)

Description: You love someone with your whole heart and it shows when they're not around.

Effect: Nominate one other player character to be lovestruck with. If you are further than 60' away from your lover, or if your lover is at 0 hit points or less, you are Shaken. In addition, such is your sympathy with your lover, that if he or she is sickened, nauseated, fatigued or exhausted, you also suffer from that condition.

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LUDOMANIA (FLAW)

Description: You like to gamble and have a hard time walking away from it.

Effect: When you see gambling of any kind occurring, you feel the need to join. You can make a Will Save with a DC of 10 + 1 per gold that you have on you to resist the urge.

If you start gambling, you can stop if you make a Will Save with a DC of 20 +1 per gold you have on you. If you double the amount of gold that you have on you, you can stop gambling with a Will Save with a DC of 10 +1 for each HD you have.

LUSTFUL (FLAW)

Description: You are easily manipulated by people you are attracted to, this can lead to some pretty embarrassing situations.

Effect: Upon taking this flaw, choose a sex, creature of that sex and with a similar body shape to yours gain several advantages against you. You take a -1 penalty on attack roll and AC against creatures of the chosen sex. You also take a -4 penalty on saving throws against a Bard's fascinate ability, if the bard match your chosen sex.

Out of combat you are vulnerable to flirt, in social situation a creature of the chosen sex may make a Charisma check (DC 12 + your own Wisdom or Charisma modifier, whichever is worse). If it succeeds you behave as a charmed toward the charmer for the entire interaction and 10 minutes thereafter. You gain a +4 bonus on opposed Charisma checks if the creature attempt to make you do actions that you would normally not do. The charm breaks if the creature attempts to make you do any action against your nature, harmful or suicidal action or become hostile toward you. If the creature break the charm because of it action you cannot be charmed by the same creature again. If the creatures fails it check it must not retry until 24 hours passed.

If a creature of the chosen sex has the Too Hot trait gain a +4 bonus on all Charisma checks and skill check against you.

Special: If you select both sex this flaw may grant bonus feats of up to High balance range.

MAGIC CORRUPTING TOUCH (FLAW)

Description: You corrupt magical items that you touch.

Effect: A magic item that you touch, wear, or otherwise utilize for the first time has a 25% chance of becoming cursed. This roll is made in secret by the DM. If the item is cursed, the type of curse is chosen at random or selected by the DM. If the item was cursed prior to you touching it, it develops an additional curse.

Magical Drawback Curse

Description: You bring out the worst in magical items, granting you random drawbacks.

Effect: Every magical worn or wielded item, gains a random drawback, but just for you. The same item always provides the same drawback for you unless the item is already cursed or has a drawback. If you have no worn magical items, you gain a new random drawback which changes every 24 hours and lasts until you don a magical item. When you gain a drawback from having no worn magical items, any reference on the chart to changes to the item apply to you instead.

Special: You cannot become immune to curses. On the chart, ability damage and negative levels instead deal penalties of equal value without the actual loss.

MAGICAL MANIA (FLAW)

Prerequisite: Ability to cast arcane spells.

Description: You are particularly touched by the arcane to the point of it shaking your mind.

Effect: You suffer a -4 penalty to concentration, and have an innate 10% chance of arcane spell failure. This is in addition to any penalties you have from casting while wearing armor.

MAGICAL OVERLOAD (FLAW)

Prerequisite: Ability to cast spells.

Description: You have difficulty controlling powerful magic, preferring lower level spells.

Effect: 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.

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MAGICALLY INEPT (FLAW)

Prerequisite: Able to cast spells (not spell-like abilities).

Description: You can't cast as many spells.

Effect: You can cast one spell less of every spell level you know per day.

MAGNETIC (FLAW)

Prerequisite: You must be wholly or partially made of a ferromagnetic material such as iron or steel.

Description: You are very attractive, but not in the way you might have hoped.

Effect: You suffer a -1 penalty to your AC against attacks made with metallic weapons. Furthermore, all melee and ranged attacks made with metallic weapons (or metal heads, such as arrows and spears) act as if they are seeking weapons when targeting you. Finally, your armor check penalty increases by 2 when wearing metal armor.

MAIDEN (SUBSTANCE ADDICTION)

Description: The Maiden is a drug made from a Mu Spores and is boiled into a paste with other herbs. The drug causes the character feel as though they are falling. The drug starts to take effect the next round after it is inhaled. The effect is very strong and lasts 1d4 hours.

Initial Effect: The feeling of falling causes the character to suffer a -2 on all Dexterity related skills, checks and bonuses.

Secondary Effect: If performing complex maneuvers, the character has a 10% chance of falling down.

Side Effects: When the effect ends, the character loses 1/2 their hit points as subdual damage. They call this effect the sudden stop.

Overdose: If more than one dose is taken within a 24-hour period, the character has a 10% chance per dose to be unable to stand.

Delivery: Inhaled with a pipe.

Addiction Rating: Low

Price: 1 Gold per dose.

Resistance DC: 10

Alchemy DC: 12

MALFORMED VOCAL CORDS (FLAW)

Prerequisite: Must be able to cast spells and must have a breath weapon.

Description: In gaining the breath weapon, somehow your vocal cords were altered so that you speak exclusively in draconic.

Effect: You suffer an innate 10% chance of spell failure with any spell with a verbal component. You cannot speak any language other than draconic, even if you know and understand other languages.

MALFUNCTIONING LIMBS (FLAW)

Prerequisite: Construct or Undead

Description: You have limbs which can malfunction when you are heavily damaged or take a serious hit.

Effect: If you are heavily damaged your limbs are prone to malfunctions, whenever you are brought below 60% of your maximum hit point and once again at below 30% a random limb malfunction. If the attack was against a specific limb (such as a called shot, at the GM's discretion) it disable the targeted limb instead. A natural 20 on attack roll which confirm also cause one of your limbs to malfunction, even if you are immune to critical hit.

If one of your arms malfunctions it goes limp, it cannot be used to perform skills or wield weapon and any weapon it held is dropped. You also suffer a 10% arcane spell failure on any spell with somatic component, this affect even divine spells. If both arms goes limp you cannot use spells or ability which require somatic component.

If one of your leg malfunction it jitters and break, cutting your speed in half. You also take a -4 penalty against checks made to forcibly move you. If both legs malfunction you lose your land speed and fall prone, you can still crawl.

If you are healed past 60% and 30% you do not regain the use of your limb, on the flip side you do not lose another limb if you cross the threshold again until you are fully repaired. You recover the use of your limbs after healing back to full hit point

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and taking a full-round action to properly reconnect with your limbs.

MASOCHIST (FLAW)

Prerequisite: Chaotic alignment.

Description: You are incapable of spending a day without **having** pain inflicted upon you from another creature.

Effect: At least once per day, typically upon waking or beginning a journey (Essentially once per session), you must inflict at least 1d4 damage or 1d8 of non-lethal damage to yourself. If undone, you suffer a -4 on constitution and Fortitude Saves for the entire day. A party member cannot inflict this pain for you.

MEAGER FORTITUDE (FLAW)

Description: You are sickly and weak of stomach.

Effect: You take a -3 penalty on Fortitude Saves.

MENTAL BREAKDOWN (FLAW)

Description: Some event can cause you enter a completely different state of mind.

Effect: Choose a triggering event, when exposed to such a trigger you enter a different state of mind, you may become irrationally angry, extremely sad or simply weird. Choose two other flaws, when exposed to the triggering event you take the penalties of both of those flaws for 10 minute or until the triggering event end, whichever last longer.

Special: The bonus feat granted by this flaw is directly proportional to how often you risk being exposed to the triggering event, for low occurrence (facing a vampire in a normal campaign) only a Moderate balance range or lower balance feat may be taken, for high occurrence (seeing oneself in a mirror) you may take a feat of any balance level.

MERCIFUL (FLAW)

Prerequisite: Good alignment.

Description: Many times you don't have it in your heart to kill.

Effect: Whenever you or an ally you can see deals enough damage to an animal, dragon, giant, fey, humanoid, magical beast or monstrous humanoid to bring it below 0 hit points and dying, but not killed, you feel compelled to save that creature's life. You are Shaken until you or an ally makes a first aid check to stabilize that creature. If you or an ally willingly kills the creature, or you are otherwise unable to tend to it, you remain Shaken for the rest of the day.

METAFailure (FLAW)

Prerequisite: Any Spellcasting

Description: Your metamagic tends to fumble.

Effect: You mess up your metamagic spells. When you cast a metamagic spell, there is a 15% chance each time the spell will not carry the metamagic effects on it. You still pay the level-adjusted cost as if it had metamagic.

Special: The bonus feat obtained can only be a metamagic feat.

MIMOSPHOBIA (PHOBIA)

Trigger: Chest, trunk, ect.

Effect: You cannot open, be around or look at chests. If you are around a chest more than a few minutes, you being to fidget, become uneasy and fearful of the contents. You cannot be around when a chest is opened as well.

When a character is interacting with their Phobia they must roll a Will Saved with a DC of 10+their level.

Each round the character is in the presence of Phobia (animals, spells, natural effects and the like) they must make a Will Save and it is increased by one each round.

If they fail their save, they suffer from the following effects:

The first time they fail their check they become Shaken.

The second time they fail their check, they become Frightened.

The third time they fail their check, they become Panicked.

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A character that is no longer in the presence of their Phobia can make a DC check based off their last failed roll to remove the effects of the Phobia. They can only make this roll once every ten minutes.

MISANTHROPE (FLAW)

Prerequisite: Non-Good

Description: You hate members of your own race.

Effect: You have a severe hatred for your own people. When you interact with members of your own race, all interactions begin at hostile, as anyone close enough to see your face can sense your seething hatred. You also take a -4 penalty on Charisma-based skills dealing with social interaction with your race. These are usually Bluff, Diplomacy, Disguise, Gather Information, and Perform; the only exception is Intimidate, which is not affected because you are not trying to be friendly.

MISSING CHAKRA (FLAW)

Prerequisite: Must be able to use magic items.

Description: Some of your magic item slots are missing...

Effect: Choose four of your magic item slots. You no longer possess these magic item slots. You can wear items there, but they will have no effect.

Special: Perhaps you were born without the correct flow of arcana, or you somehow burned out your magic slots in a terrible accident.

MOLE SIGHT (SUBSTANCE ADDICTION)

Description: This blueish liquid is crushed Brain Mole brains mixed with various other drugs to enhance it.

Initial Effect: The user can read the thoughts of beings that they look at for 1d4 hours.

Secondary Effect: The character is unable to control what thoughts that they understand from the being. If they don't speak same language all they hear is gibberish.

Side Effects: The character has hard time understanding what is going on around them; they suffer a -4 check to all skills and has a -4 to hit in

combat. Overdose: If more than one dose is taken within the same day, starts hearing the voices of all those around them as though they were being screamed at by everyone. The character cannot function normally and suffers a -8 check to all skills and to hit in combat.

Delivery: Drank.

Addiction Rating: Low.

Price: 1 Silver per dose.

Resistance DC: 18

Alchemy DC: 25

MONOLOGUER (FLAW)

Prerequisite: Must be able to speak.

Description: It seems like every BBEG has this flaw; you can't help but monologue for a bit.

Effect: Whenever you enter a stressful situation or when initiative is rolled, you must spend your first move action to monologue, and you cannot take any offensive actions or attacks (such as anything that would break invisibility). If you are somehow prevented from speaking your monologue (such as a silence effect), you are automatically Shaken until you can make your monologue. This bypasses usual immunities, but does not stack.

MOTION SICKNESS (FLAW)

Description: You have a hard time getting around, on anything else but your feet

Effect: Any time you move more than 15 feet, you become sickened until the end of the round. This effect is constantly in effect when riding on an animal or vehicle until dismounting.

MUDDERS EMBRACE (SUBSTANCE ADDICTION)

Description: This derived from a flower located in most plains. The flowers are ground to a paste and dried. The drug is usually smoked with a pipe. Once lit, it must be smoked for at least one round, and will take two rounds to take effect.

Initial Effect: The character becomes Shaken.

Secondary Effect: None.

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Side Effects: None.

Overdose: None.

Delivery: Smoked.

Addiction Rating: Negligible.

Price: 1 Copper per 10 doses.

Resistance DC: 10

Alchemy DC: 10

MURKY-EYED (FLAW)

Prerequisite: The ability to see.

Description: Your vision is obscured.

Effect: In combat, every time you attack an opponent that has concealment, roll your miss chance twice. If either or both results indicate that you miss, your attack fails.

MUSHROOM POWDER (SUBSTANCE ADDICTION)

Description: Taken from a rare blue mushroom, this powder must be inhaled. It is popular among arcane spellcasters.

Initial Effect: +2 alchemical bonus to Intelligence and Charisma for 1 hour.

Secondary Effect: 1 point of Strength damage for two hours.

Side Effects: This is a mild hallucinogen. The user takes a -2 alchemical penalty to Wisdom for 1d4 hours and a -2 alchemical penalty to Strength and Constitution for 2d4 hours.

Overdose: If more than one dose is taken in a 12-hour period, the user takes 2d6 points of damage. Using it more than three times in any 24-hour period deals 4d6 points of damage and paralyzes the user for 2d4 hours.

Delivery: Smoked.

Addiction Rating: Medium.

Price: 5 Silver per dose.

Resistance DC: 18

Alchemy DC: 12

MUSIC HATER (FLAW)

Prerequisite: Character must have ears or similarly functioning organs.

Description: You cannot stand the noise of performed melodies.

Prerequisite: Character must have ears or similarly functioning organs.

Effect: You take a -4 penalty to saving throws against special attacks that are described as using song or music (such as a harpy's captivating song), and against bardic spells. In addition, you suffer a -4 penalty to concentration and a -2 penalty to general reflex saving throws when your character can hear song or music.

MUSIC LOVER (FLAW)

Description: You absolutely love to listen to music

Effect: You take a -4 penalty to saving throws against special attacks that are described as using song or music (such as a harpy's captivating song). In addition, if you go for a whole day without hearing song or music being performed by someone with at least 1 rank in Perform, you are Shaken until you hear such an artist.

MUTE (FLAW)

Prerequisite: Must be a race which can speak.

Description: You are unable to speak.

Effect: Be it from mental trauma or a lack of tongue, you can't speak. You're unable to communicate with allies, make verbal components, or make vocal noise beyond the sound of breathing. While it is possible to learn and use sign language, sign language is unaffected by spells such as tongues, requiring knowledge of the actual language to communicate and understand. You can also pantomime, which is a bluff check DC 15 with a sense motive check for the receiver to pass a secret message, though you can only communicate broad concepts.

Special: If you ever gain telepathy or another similar communication method, you lose the benefit of this flaw. Spellcasters who take the Silent Spell feat may apply it to their spells without increase the casting time or spell level.

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MYSTICAL TABOO (FLAW)

Description: You have strange spellcasting traditions with strange and unusual restrictions on which spell you can or cannot cast and some restrictions on how you can act.

Effect: You have taboos associated with your spellcasting. First and foremost, you must choose two schools of magic that are not prohibited to you; they become disfavored schools. You cannot cast a spell that is in a disfavored school in your highest or second-highest level spell slots.

Secondly, you choose at least three taboos, such as not cutting your hair, not showing your ankles, praying facing east, etc. Whenever you violate one of these taboos, you lose a single spell slot as if you took a negative level.

Special: Alternatively another spell which affects only your spellcasting may be taken as a bonus feat.

NARCISSISTIC (FLAW)

Description: Your devotion to your own beauty tends to be distracting.

Effect: Whenever you see yourself in a reflective surface, you are fascinated by it for 1d4 rounds. Additionally, if you take a full HD's worth of damage (for example, if a Wizard takes 4 damage) in one attack, you become Shaken until you spend a standard action to check themselves to see if they've been made any less beautiful from the attack. Failure to do so will leave the character Shaken until they do. Characters with different HD values must use their lowest value HD for this purpose.

NARCOLEPSY (FLAW)

Description: You have difficulty staying awake.

Effect: You suffer a -6 penalty to any saves against sleep effects; When you fail a save against a sleep effect, the duration is doubled. You lose any immunity to sleep effects, and cannot gain immunity to sleeping effects by any means.

NARCOLEPSY, GREATER (FLAW)

Prerequisite: Must be a race which sleeps.

Description: You keep falling asleep...

Effect: You keep falling asleep. During any period of non-strenuous activity, you have a cumulative 10% percent chance each hour of falling asleep. For example after 5 hours of crafting you have a 50% chance of falling asleep. You stay asleep for 8 hours, or until woken up.

Even in combat, you start to feel drowsy. You are semiconscious in the first round of combat.

You take a -4 on saves against sleep, and even on a successful save you are rendered semiconscious for the duration or until you take a standard action to wake yourself up. You cannot be immune to sleep, but immunity instead negates the penalty and gives you a +2 bonus on saves against sleep.

NEAR-SIGHTED (FLAW)

Description: Character finds it hard to see things at greater distances.

Effect: The penalty for Spot checks increases to -3 per 10 feet of distance. Also due to their inability to see things coming they get a -2 penalty to Initiative Checks.

Normal: Spot checks have a penalty of -1 per 10 feet.

NECROPHOBIA (PHOBIA)

Trigger: Corpses, including animated corpses (zombie, skeleton); furnishings associated with death (such as coffins or gravestones).

Effect: When undead and undead-like creatures, the character must make a Will Save equal to 10+ the undead creatures combined HD or suffer from their Phobia.

Each round the character is in the presence of undead they must make a Will Save and it is increased by one each round.

If they fail their save, they suffer from the following effects:

The first time they fail their check they become Shaken.

The second time they fail their check, they become Frightened.

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The third time they fail their check, they become Panicked.

A character that is no longer in the presence of undead they can make a DC check based off their last failed roll to remove the effects of the Phobia. They can only make this roll once every ten minutes.

NEED A HERO (FLAW)

Description: You need a hero, otherwise your resolve falter and your fighting skills suffer from it.

Effect: When not within 10 feet of an allied creature of your CR or greater you are At Bay from all hostile creatures.

Special: A character with this flaw cannot declare any creature an ally for the purpose of this flaw. Only creatures who are fighting alongside the character count.

NICE SAVE

Description: You epically fail all over the place.

Effect: You can critically fail skill checks, automatically failing on a roll of one. In addition, when you fail a skill check the degree of failure is always one worse than your result would suggest. A critical failure always creates the worst possible result for that skill use.

NIGHT BLINDNESS (FLAW)

Prerequisite: Must have eyes. Cannot have darkvision or low-light vision.

Description: Your night vision is horrible due to a birth defect.

Effect: A character takes double the normal penalties within darkness conditions.

NO FACIAL HAIR (FLAW)

Prerequisite: Dwarven race or another race that ties their social standings with facial hair.

Description: You're unable to grow a beard.

Effect: You are unable to grow a beard. You have -4 to your Cha when dealing with other dwarves and -2 to other races who know what a dwarf is.

Your social standing is impacted by the lack of a beard and your family is deeply embarrassed by you.

NOBODY TELLS ME WHAT TO DO (FLAW)

Description: You are being contrarian.

Effect: "Nobody tells Magneto what to do!"

Whenever someone tells you that you can't, don't, or shouldn't do something you must make a save as if the speaker cast suggestion (DC 10 + 1/2 HD + Charisma modifier). If you fail, you follow through with what they said not to do. This bypasses any immunity to mind-affecting or compulsion.

Special: You're contrarian as all hell. People can abuse this to make you do things.

NON-COMBATANT (FLAW)

Description: You are not used to be in the fray of conflict, causing your fighting skills to stagger considerably.

Effect: The base attack bonus from all classes you take is lowered by one step; full becomes medium, medium becomes poor, and poor becomes nothing (yeah, you don't get any base attack bonus at all).

NOT GOOD ENOUGH (FLAW)

Description: You have an inferiority complex which affects you for real. You're good sometimes, but never the best.

Effect: Whenever you roll a d20, treat it as a natural roll one lower. This means a natural 2 becomes a fumble, and you can never roll a natural 20.

NYCTALOPIA (FLAW)

Prerequisite: Must have functional eyes.

Description: You cannot see in the dark.

Effect: You treat shadowy lighting as dark lighting. You can never benefit from darkvision or low-light vision.

OBESE (FLAW)

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Prerequisite: Dexterity 13 or lower

Description: Let's just say you enjoy a good feast. Ten times a day.

Effect: Your weight is the maximum possible value for your race. Half of your weight contributes towards your load. Normal armor, clothing and outfits do not fit you and must be custom-made for twice the normal cost.

OBSESSIVE REVENGE (FLAW)

Description: You really, really hate one particular group of people, who may or may not have wronged you in the past. You are restless when you don't make sure those bastard pay.

Effect: Choose a group **present** in the setting, you take penalties as if you had 1 negative levels (including attack rolls, saves, caster level, and so forth, but not hp and you can't die from these pseudo-negative levels) when not directly opposing this group (either in combat or out of combat). If you have not pursued your revenge for 24 hours you become fatigued (bypassing immunity to fatigue) as you become restless and uneasy.

OBVIOUS SIGNATURE (FLAW)

Description: You place your signature symbol or mark everywhere, you just can't help it.

Effect: All of your crafted items, spells, and attacks leave a signature mark behind which is obvious to everyone. It may be carving a Z in a creature with your sword, having all your spells accompanied by screaming skulls and leaving behind white feathers, or all of your crafted gear is curiously bat-shaped. In any case witnessing these marks leaves no questions about who you actually are, breaking disguises and revealing you are responsible for the things in question. In addition you take a -6 penalty to Bluff checks for the purposes of acting, Disguise, and Perform Acting as you instinctively start making your sign everywhere.

If you have a special feat or class ability which gives you alternate egos or any sort, the signature can be associated with your alter ego rather than your base self.

OLD WOUND (FLAW)

Prerequisite: Must be able to feel pain.

Description: You have an old wound, be careful not to aggravate it.

Effect: You have an old wound which can become aggravated when subject to trauma. When subject to a critical hit (regardless if you are immune to critical hits or not) you are wracked with pain from your wound, taking a -4 penalty on attack rolls, AC, skill checks, and ability checks until you make a DC 15 Concentration or Heal check as a full attack action to settle the pain back down. Lastly you suffer a -2 penalty on saves against pain effects.

ONE-ARM (FLAW)

Prerequisite: A race with two arms normally.

Description: You only have one arm by birth or accident.

Effect: You only possess a single arm, hampering your ability to manipulate the world. Tasks which require two hands to perform automatically fail, and all other tasks which require the hands take a -2 penalty on their checks.

For your bonus feat you may also select EinhanderPHB2, using other limbs to substitute for your "off hand".

ONE-ARMED (FLAW)

Prerequisite: Must have two or more functional hands.

Description: You spent so much time working on one arm's strength that your other arm has suffered from lack-of-use.

Effect: You have one strong arm, which allows you to use two-handed weapons with one hand, but because your other arm is basically limp and has shrunk in size, you cannot wield any weapon with two-hands, and thus do not gain a bonus to strength from doing so. Furthermore, you suffer a -8 penalty on checks related to tasks that would require two hands (climbing, rope use, siege equipment, balance, ride, etc.).

ONE-EYE (FLAW)

Prerequisite: Your race must normally have two or more eyes.

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Description: Through an accident or simple misfortune, you only have one eye.

Effect: You only have one eye, and as such have no depth perception. The Medium and Long ranges of all of your spells, powers, and similar abilities are only half as far as normal. Additionally, you halve the range increment of all ranged weapons you use.

OOO SHINY (FLAW)

Description: You are easily distracted by valuable things.

Effect: When within 30 ft of glittery or shiny objects not in possession of yourself or your allies, you are dazzled. In addition, pick one particular shiny object or substance of at least semi-common nature, such as a handful of coinage, swords, mirrors, jewels, or similar. When in range of these items you must make a Will Save (DC 15 + 1/2 HD) or become fascinated for 5 rounds. If you are in the middle of combat, the DC drops by 5.

Special: If you are subject to compulsion (such as by suggestion) to acquire a shiny object, you take a -2 penalty on the save, or -5 if it's the chosen favored shiny object.

OUT OF SHAPE (FLAW)

Description: You haven't worked out in a while, and your physical abilities suffer for it.

Effect: You suffer a -2 penalty to any physical score of your choice (Str, Dex, or Con), and suffer from "Anti-Endurance", taking a -4 penalty on anything Endurance would apply to. You also become fatigued if you sleep in any armor. Lastly, choose one of the following from below:

- **Overweight:** You take movement penalties as if wearing heavy armor, and cannot use evasion and other abilities unable to be used in heavy armor.
- **Tiring:** After 3 rounds of any stressful situation, you are rendered Fatigued or Exhausted after 5 rounds, bypassing normal immunities. This fatigue is removed after 15 minutes of rest.
- **Weakened:** The -2 penalty to ability scores applies to all three physical ability scores instead.

OVERSPECIALIZED (FLAW)

Prerequisite: Spellcasting.

Description: You lose even more spell schools than normal.

Effect: You lose two spell schools known, as a specialist wizard, but gain none of the benefits. You must maintain a caster level equal to 1/4th of your character level or lose the benefits of this flaw.

OVERWEIGHT (FLAW)

Prerequisite: You must weigh at least 50% more than what is the norm for your species, height, and build.

Description: You are very heavy set.

Effect: Due to your heavy weight, you are always encumbered, even when you carry no equipment, and you have overall poor physical fitness. You are treated as carrying a medium load even when your load is light, and you take a -4 penalty to all Constitution checks made to continue performing strenuous activities, like travel, running, or holding your breath.

Every time you are forced to make a skill check that applies armor check penalty, you must make a DC 10 Constitution check to avoid fatigue or exhaustion. The check DC increases by a cumulative +1 for every such skill check undertaken until at least one hour of uninterrupted rest resets it to 10.

PAINFUL ABERRANT MARK (FLAW)

Prerequisite: Aberrant Dragonmark(ECS)

Description: Your aberrant mark is especially painful to use.

Effect: Whenever you use your aberrant dragonmark's power, you take 1d4 damage per spell level. This cannot be resisted or negated by damage resistance or reduction. Any damage sustained by this effect can be healed naturally.

PANIC BUTTON (FLAW)

Prerequisite: Cannot be immune to fear

Description: You tend to have an exaggerated response to fear

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Effect: Whenever you are affected by a fear effect, the fear effects as if it were more intense. Thus, effects that result in Shaken leave you Frightened, and effects that resulted in Frightened leave you panicked. If an effect would normally leave you panicked, then you sh*t yourself and fall unconscious for a number of rounds equal to the DC of the fear effect.

PARANOIA (FLAW)

Description: Trust no one!

Effect: I told you, they're not on our side. They're out to get us, and how much you want to bet that tomorrow we'll have MORE assassins waiting for us!

You're paranoid, often about a particular subject, but find yourself generally twitchy. You find yourself clashing with threats both real and imagined. You take a -4 penalty to Diplomacy and Sense Motive checks.

PARTIALLY BLIND (FLAW)

Prerequisite: Must have eyesight.

Description: You are partially blind, making movement and combat, specially ranged combat, very difficult.

Effect: You count as blinded to any attacks or effects originating from at least 30 feet away from you. Beyond 60 feet all checks and activities that rely on vision (such as reading and spot checks) automatically fail, you still see vague blur allowing you to navigate correctly. Your poor vision confer you a -2 penalty to AC (do not stack with the penalty from being blinded) and lower your speed to 3/4th.

PATHETIC (FLAW)

Prerequisite: Description: You are weaker in an attribute than you should be.

Effect: Reduce one of your ability scores by 2 randomly. Roll a 1D6 and determine the ability score that is affected:

1: Strength

2: Constitution

3: Dexterity

4: Intelligence

5: Wisdom

6: Charisma

PECULIAR TALENTS (FLAW)

Description: You are skilled in things that do not make you a better adventurer.

Effect: You must spend at least 2 or half (whichever is less) skill points per level (or 8 at 1st level) on ranks in Appraise, Craft (non-practical only), Perform or Profession.

PERSISTENT MISFORTUNE (FLAW)

Description: Negative status conditions last twice as long as normal, while positive conditions have their durations cut in half.

Effect: Life just won't cut you a break. When you are under a negative status condition with a duration, the duration is twice as long as normal. When you are under a positive status condition with a duration, the duration is halved, minimum 1 round.

For example, a creature with this flaw is hit by a 5th level slow, but he is slowed for 10 rounds. He's also poisoned, and the poison lasts for 2 minutes instead of 1, provoking another secondary save against poison at the end of the 2nd minute. His friends cast a 6th level mage armor on him, but for him it'll only last 3 hours.

PERSONALITY ISSUES (FLAW)

Prerequisite: Charisma 16 or more.

Description: You have major personality issues, which make it very, very hard to interact with people well. Maybe you are extremely shy, maybe a huge asshole.

Effect: You do not add your Charisma modifier to any Charisma-based ability check or skill check. You don't deal well with people and whenever you are forced into a social situation you take a daunt level.

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Special: A character with this Flaw now bases their Intimidate skill on their Strength instead of her Charisma.

PETTY MAL SEIZURES (FLAW)

Description: You have a neurological disorder than can be quite the interruption.

Effect: Whenever you fail a skill or ability check by 5 or more, you have an absence epileptic seizure and are stunned for one round.

PHOBIA (PHOBIA)

Description: You are afraid of something.

See the Phobia information and Phobia Charts on pages 14 and 15.

POLISHED HAND (FLAW)

Prerequisite: Character must have more than one hand.

Description: Two hands are better than one, so why didn't you train both of them?

Prerequisite: Character must have more than one hand.

Effect: Characters with this flaw take a -2 attack penalty when wielding a weapon in their offhand(s), and when wielding a weapon with more than one hand. They also take a -1 AC penalty when wielding a shield in their offhand(s).

PONDEROUS SPELLCASTER (FLAW)

Prerequisite: Ability to cast spells.

Description: Your spells take additional time to cast.

Effect: Casting time for all spells is doubled. Single action spells become full-round actions. Free action spells require a standard action to cast.

POOR DIVINE CONNECTION (FLAW)

Prerequisite: Must be a full prepared divine caster.

Description: You and your deity have a rather poor connection. You ask for consecrate, he sends you

combust. It's almost like he uses Comcast for his divine channeling work.

Effect: You cannot spontaneously convert your spell slots (like a cleric to cure and inflict or druid into summon nature ally). Whenever you prepare your spells, half of your spell slots (rounded up) are prepared with random spells of the same level.

Special: With this flaw, you must maintain full divine spellcasting or else lose its benefits.

POOR IMMUNE SYSTEM (FLAW)

Description: You are easily harmed by diseases and poisons.

Effect: Whenever you are subject to a disease, the disease effects takes place immediately instead of its usual incubation time after which, you are subject to the disease as normal.

Poisons have their secondary effects kick in after 3 rounds instead of 1 minute.

You take a -4 penalty on saves against disease and poison, and you cannot become immune to disease and poison.

Special: If you gain immunity to disease or poison the -4 penalty is lifted, but immunity is not granted.

POOR REFLEXES (FLAW)

Description: You often zig when you should have zagged.

Effect: You take a -3 penalty on Reflex Saves.

POOR SAVES (FLAW)

Description: Bad things happen to you: it's rather unfortunate.

Effect: You suffer a penalty to all saves equal to one-quarter your character level, to a minimum of -1.

POOR SPATIAL RELATIONS (FLAW)

Description: You keep running into walls, provoking attacks of opportunity, and getting caught in fireballs.

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Effect: You count as having the space of a creature one size category larger whenever it would be disadvantageous to you. Additionally, enemies count as having the space and reach of a creature one size category larger whenever it would be beneficial for them against your attacks.

POSSESSED ITEM (FLAW)

Description: You have a possessed piece of gear, it tend to curse you and has a grating personality. The worst part about it is that you could decide not to wear it, but you need that Bonus feat.

Effect: You have a possessed item which is bound to your soul. You decide if the possess item is haunted by a celestial, fiend of undead, it detect as a creature of that kind with a CR equal to your HD. The piece of possessed gear must either be worn in a magic item slot or wielded, it is a master crafted item of it kind.

When not wearing it you cannot benefits from any other piece of gear which would take the same magic item slot. If it a weapon you may still wield other weapon, however you take a -2 penalty to attack and damage. If the piece of gear is lost or destroyed you inexplicably find it again on your travel. The piece of possessed gear also forces a random Drawback, which change every 24 hours. If the random drawback would kill the character (negative level) it is rerolled, none of the drawback gained by this flaw are permanent. The item also possesses an annoying personality which acts like a reversed psycrystal personality.

Special: The Bonus Feat granted by this flaw is directly tied to the piece of possessed gear, if the piece is removed the feat gained by this flaw and all feat which use said feat as a prerequisites are temporarily rendered unusable until the piece is worn again. Like a normal item the piece of gear can be enhanced and even made into an Object Familiar.

POWER FOCUS (FLAW)

Prerequisite: 1st Level only.

Description: You gained all your powers and abilities through a single artifact you found at the start of your career.

Effect: Choose one class you have class level in, that class need to have supernatural abilities, spell-

like abilities or spellcasting. You gain an item during character creation that occupies one body slot of your choice (chosen when this flaw is taken).

You cannot use any of the chosen class's supernatural, spell-like and spellcasting abilities unless you wear the item. Additionally you cannot have more level of another class than the chosen or any class which advance it abilities.

The item can be enhanced as normal, if it held it can be any weapon you are proficient with and if it occupy the body slot it can be any armor you are proficient with. The initial value of the armor or weapon can be no higher than 2000 gp.

Special: If the item is lost or destroyed a 1 hour ritual can be performed once per day at the cost of your class level squared x 10 in gold pieces, doing so restore the item.

POWERFUL BUILD (FLAW)

Prerequisite: Strength 17 or more

Description: The flip side of Weak Build, characters with this flaw were huge and ungainly from birth. They accidentally crushed their toys, broke furniture, ripped their clothes and never really learned to function properly in a world sized for people smaller than they are.

Effect: Any frail items that are easily broken (arrows, dishes, glassware, etc.). The character must make Strength Check whenever they handle a fragile or frail item. They break the item on a successful DC check for the item.

For example: A character grabbing an arrow from their quiver, rolls their strength check and it is successful for a DC15. They snap the end of the arrow off when they grab it, making it useless.

Special: A character who takes the Clumsy Build flaw cannot have Powerful Build.

PRIDE (FLAW)

Description: No matter the odds, you refuse to retreat from battle due to your overwhelming pride and honor.

Effect: During combat, if you move further away from all enemies you are aware of, willingly or otherwise, you become Shaken. This effect lasts

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until you move adjacent to an enemy in combat (even if this isn't until sometime later).

PRIDE, GREATER (FLAW)

Prerequisite: Cha 13.

Description: Your arrogance is your downfall.

Effect: You don't take failure well. Whenever you fail at a d20 roll (be it an attack, save, or skill) your shame gives you a -1 penalty on subsequent checks of that sort for 1 round. The effect is cumulative (to a maximum of -5).

If the failure is a natural 1, the -1 applies to all d20 rolls and lasts for 24 hours (still to a maximum of -5).

Rolling a natural 20 reduces the penalty by 1, to a minimum of -1.

PRIVILEGED YOUTH (FLAW)

Prerequisite: Must be of born noble or royal or at least from a very rich family.

Description: You have never known an existence other than privilege and abundance, almost assuredly spoiled rotten. You dress impeccably, always expect luxury and treat people of lower station either poorly or dismissively.

Effect: If you wear anything but a Noble's Outfit or Royal Outfit, you suffer a -2 armor check penalty from the scratching an itching. If you do not wear at least 100 g.p. worth of jewelry and luxury item per character level on yourself you take -1 morale penalty to all d20 check (the noble outfit and royal outfit count toward that amount). If you rest in a substandard place you take a -1 morale penalty to d20 checks for the next day, this penalty stack with the previous penalty (this include places without access to washing station, a comfortable beds and similar amenities).

Additionally nonhostile creatures of lower and middle class start out one step less friendly to you (to a minimum of unfriendly). This is only the starting mood, and may change over time.

PSIONICIST (FLAW)

Prerequisite: Must be able to manifest psionic powers.

Description: You manifest your powers like a spell caster cast a spell.

Effect: Your powers work like spell and thus need somatic and verbal components in order to function; you gain arcane spell failure from armor and other effect.

Special: You must maintain your manifester level to at least half your character level; otherwise you lose the benefits of the feat granted by this flaw.

PSYCHOTIC FIGHTER (FLAW)

Prerequisite: Any Non-Evil.

Description: You have a strange tendency, whether because of a supernatural effect or a personality flaw, to become psychotic and dangerous during a fight. You can hold yourself, but sometime you must stop holding back.

Effect: You start any encounter with two Daunt levels, unlike a normal Daunt levels it does not result in your becoming Staggered if they are your only daunt levels.

At any point past the first round of combat you may remove it as a free action, as long you dealt damage to a creature or a creature dealt damage to you. Upon doing so you become temporarily Chaotic Evil and you become unable to deal non-lethal damage willingly. You count as both your original alignment and as chaotic evil whenever doing so would be disadvantageous. This effect last for the encounter and 5 rounds thereafter.

PUFFER FISH (FLAW)

Prerequisite: A Str of 15 or less.

Description: You appear much stronger then you actually are and NPCs like to challenge you.

Effect: You appear to have a STR of 18.

NPCs like to test their strength against you above anyone else in your party. Bar fights, tests of strength and similar always happen to you. There is a 1% chance per level that a NPC will want to test their strength against yours.

Special: You add a +2 to Intimidate and similar skills

PURPLE CURSE (SUBSTANCE ADDICTION)

Tome of Flaws

Description: The Purple Curse is made from the Violet Fungus. It is dried, mixed with various herbs and ground into a powder. It causes the character to enter into a violent rage that lasts 3d4 turns. It takes 1d4 rounds for the effects to start. The drug is a powder that has a bright purple color.

Initial Effect: The creature gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will Saves, and a -2 penalty to AC.

Secondary Effect: After the drug takes effect, the character starts attacking enemies in front of them. They will not cease attacking under the duration of the drug and will not follow any commands. Allies can be attacked as well; there is a 25% chance that if an ally is in front of them, they will attack them.

Side Effects: After the drug wears off, the character is exhausted.

Overdose: If more than one does is taken within a 24-hour period, the character has a 10% chance per dose to suffer 1 Hit Point of damage each round, until they are unconscious.

Delivery: Inhaled through the nose.

Addiction Rating: Vicious.

Price: 1 Copper per dose

Resistance DC: 20

Alchemy DC: 20

PURSE BLIND (FLAW)

Description: You're bad with money and trade.

Effect: Your character suffers a -6 penalty on appraisal skill checks, and -3 on sense motive skill checks when bartering to buy or sell an item.

PYROPHOBIA (PHOBIA)

Trigger: Fire.

Effect: When encountering fire, the character must make a Will Save equal to 15 or suffer from their Phobia.

Each round the character is in the presence of fire they must make a Will Save and it is increased by one each round.

If they fail their save, they suffer from the following effects:

The first time they fail their check they become Shaken.

The second time they fail their check, they become Frightened.

The third time they fail their check, they become Panicked.

A character that is no longer in the presence of fire can make a DC check based off their last failed roll to remove the effects of the Phobia. They can only make this roll once every ten minutes.

QUARTER ELF (FLAW)

Prerequisite: Half-Elf.

Description: Elven blood is not particularly strong in your veins and its features are barely noticeable.

Effect: You are not immune to sleep spells and do not gain a racial bonus on saving throws versus enchantment spells or effects. You are not considered to have Elven blood.

RECKLESS FIGHTER (FLAW)

Description: Your fighting style has a particular and dangerous flaw, whenever you attack you leave yourself open for counterattack. Perhaps this is because of your own impatience, a purposeful flaw impacted by a cruel master or simply a voluntary high risk high reward combat style.

Effect: Whenever you make an attack you take a cumulative -1 penalty to AC until the start of your next turn. If you cast a spell you cannot cast defensively.

REINCARNATED MISFORTUNE (FLAW)

Prerequisite: Must have been affected by Reincarnate, or some other means of reincarnation

Description: Things in this life remind you of things from your last, and these things make you sad.

Effect: From time to time, the character sees something that reminds him of his former lives. At the start of every encounter, there is a 25% chance that he notices something that causes him to recall his past. If this happens, he is dazed for 1 round and thereafter is Shaken until the encounter is resolved.

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REINCARNATION MISFORTUNE (FLAW)

Description: Reincarnation does strange things when used on you.

Effect: Before rolling for what race the character comes back as, there is a 1 in 4 chance that the character comes back as an animal instead. If they become an animal, they maintain all their intelligence and experiences as if they were a brought back with a normal resurrection spell. Use the Reincarnation Creature Chart to determine the animal that they come back as:

Reincarnation Creature Chart		
Roll		Animal
01	- 02	: Alligator/Crocodile
03	- 04	: Ape
05	- 06	: Baboon
07	- 08	: Badger
09	- 10	: Bat
11	- 12	: Bear
13	- 14	: Bird
15	- 16	: Bison
17	- 18	: Boar
19	- 20	: Camel
21	- 22	: Cat
23	- 24	: Cheetah
25	- 26	: Cow
27	- 28	: Crab
29	- 30	: Deer
31	- 32	: Dog
33	- 34	: Donkey
35	- 36	: Eagle
37	- 38	: Elephant
39	- 40	: Fish (Aquatic Only)
41	- 42	: Fox
43	- 44	: Hawk
45	- 46	: Horse
47	- 48	: Hyena
49	- 50	: Leopard
51	- 52	: Lion
53	- 54	: Lizard
55	- 56	: Manta Ray (Aquatic Only)

57	- 58	: Mongoose
59	- 60	: Monkey
61	- 62	: Mouse/Rat
63	- 64	: Mule/Pony
65	- 66	: Octopus (Aquatic Only)
67	- 68	: Owl
69	- 70	: Porpoise(Aquatic Only)
71	- 72	: Rabbit
73	- 74	: Raven
75	- 76	: Rhinoceros
77	- 78	: Shark (Aquatic Only)
79	- 80	: Sheep
81	- 82	: Snake
83	- 84	: Squid
85	- 86	: Squirrel
87	- 88	: Tiger
89	- 90	: Toad
91	- 92	: Turtle
93	- 94	: Weasel
95	- 96	: Whale (Aquatic Only)
97	- 98	: Wolf
99	- 100	: Wolverine

RIDICULOUS HAT (FLAW)

Prerequisite: Must be able to wear an hat.

Description: You have a ridiculous hat, no one take you seriously.

Effect: You are constantly wearing a ridiculous hat; the hat cannot be removed much like a Privacy Hat. The hat causes you to take a take a -4 penalty on all Charisma-based skill checks, the penalty is doubled on Intimidate checks. In combat and in stressful situation the hat is extremely encumbering, you take a -1 penalty to AC and attack rolls.

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RIDICULOUS VOICE (FLAW)

Prerequisite: Must be able to speak.

Description: You have a really dumb voice; this is not good for you.

Effect: You have a ridiculous voice; this causes creatures to not take you seriously and it tends to ruin your disguises. You take a -4 penalty on all Charisma-based checks and an additional -4 on Intimidate checks and cannot use it to demoralize a creature in combat. Additionally any creature which heard your voice gains a noncumulative +1 to attack and damage rolls against you.

RIGOR MORTIS (FLAW)

Prerequisite: Corporeal Undead Type.

Description: Your transformation into an undead did not reverse the effect of Rigor Mortis. Leading you to be extremely stiff and undexterous.

Effect: You take a -4 penalty to Dexterity and your movement speed is reduced by 10 ft (minimum of 5 ft).

ROTTED LIMBS (FLAW)

Prerequisite: Undead type or the Regeneration special quality.

Description: You fall to pieces at the worst possible moment.

Effect: Any time you engage in vigorous action (casting a spell with somatic components, using a skill that requires concentration or physical activity, running (but not normal movement), attacking, etc.), there is a 25% chance that one of the limbs you are using for the action falls off. If multiple limbs are in use, roll randomly to determine which limb falls off. You must spend a full-round action to grab and reattach the fallen limb to yourself, which must be in the same square as you. This provokes an attack of opportunity. You lose complete control of a severed limb until it is reattached. Your hand continues to grip whatever it was holding when your arm fell off. A severed leg requires a DC 15 balance check to remain standing, bestows a -4 circumstance penalty on Reflex Saves, halves your movement speed, and prevents you from using the run action.

Special: If you have some supernatural ability to control your limbs such as the Remote Limbs feat, you lose the benefits of this flaw.

SADNESS (FLAW)

Prerequisite: Must be able to feel emotions.

Description: For a reason, you are eternally sad. Thus you lost your will to live.

Effect: You take a -1 penalty to all saving throws.

SCELEROPHOBIA (PHOBIA)

Trigger: Crime and Criminals

Effect: When encountering crime and those that participate in crime (thieves, assassins, etc.), the character must make a Will Save equal to 10+ their level.

Each round the character is in the presence of their Phobia they must make a Will Save and it is increased by one each round.

If they fail their save, they suffer from the following effects:

The first time they fail their check they become Shaken.

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The second time they fail their check, they become Frightened.

The third time they fail their check, they become Panicked.

A character that is no longer in the presence of their Phobia can make a DC check based off their last failed roll to remove the effects of the Phobia. They can only make this roll once every ten minutes.

SCHIZOPHRENIC (FLAW)

Prerequisite: Cha +13, Int +13, Living creature with a discernible mind.

Description: Your personality changes, often vibrantly and unpredictably.

Effect: Anytime you are attempting to make a Charisma-based Check (Bluff, Diplomacy, Intimidate...), you must make a Will Save DC 10 + Character Level. The reason this is 10 + Character Level is because as you progress further, you age more and your mind has witnessed greater tragedies and horrors, leaving your mind scarred and fractured. If you succeed the Save, you continue about your business completely normal. However, depending how severe you fail the save you may have different consequences. These consequences stack. Should you fail, you may make a single Save once per Round to try and snap back into your normal mentality. If you fail your Save by a different amount, you now use your current degree. For example, if you failed initially by only 02, you may become oblivious to the fact you are walking knee-deep in thorn bushes. Failing the Save on your next Turn may result in a massive 16 and you suddenly and violently attack your Fighter. On your next Turn you fail, but only by 05, and you remain oblivious and Shaken, but you no longer feel the need to attack anyone near you.

Failing the Save by:

01 - 04: You seem dislocated and confused. There is not a real "penalty" here, so much as you just seem to not be paying much attention to the world surrounding you.

05 - 09: You become Shaken until you succeed a Will Save DC 10 + CL; One Check may be made per Round after the initial fail.

10 - 14: You accidentally engage in an opposite Check, which your DM decides. For example, perhaps you are attempting to Bluff your way out of

being questioned by a guard, and you accidentally Intimidate him instead. Additionally, your Alignment shifts by a single degree in the most ineffective method possible. For example, a Lawful Good person acts like a Lawful Evil or a Chaotic Good person for the duration of their Round. A bit of considered roleplaying may need to be established, but generally NPC reactions should be easy enough to understand. For example, if you are trying to beg a pardon by a King for your Fighter's drunken behavior last night and accidentally slip into a Chaotic Good mood, you may only add to your problems. For Neutral characters, the DM will decide which is the worse option.

15 - 19+: You become violent and make a single attack toward the closest living creature, regardless if it is a friend, a foe, or an innocent bystander. If there isn't anyone within your immediate vicinity (Your physical reach + 5'-step), you instead attack yourself. For example, a Medium Rogue may haul off and shank their Healer who is tending to a wound on his own leg. This would of course follow all combat-related rules; It would be considered an Attack of Opportunity, Flanking, and a Sneak Attack. Likewise, a Monk with a quarterstaff may step and strike with Reach at the guard your Bard is trying to negotiate with. Lastly, a lone Fighter who is trying to Intimidate his rival may end up snapping and striking himself with his own axe. Additionally, your Alignment shifts it's full class. A Lawful Good character becomes Chaotic Evil until a Will Save is completed. Again, you may make a single **Save** once per Round.

Special: Feel free to add appropriate ideas for casting Spells.

SCOLECIPHOBIA (PHOBIA)

Trigger: Worms

Effect: When encountering worms and similar creatures, the character must make a Will Save equal to 10+ their level.

Each round the character is in the presence of their Phobia (animals, spells, natural effects and the like) they must make a Will Save and it is increased by one each round.

If they fail their save, they suffer from the following effects:

The first time they fail their check they become Shaken.

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The second time they fail their check, they become Frightened.

The third time they fail their check, they become Panicked.

A character that is no longer in the presence of their Phobia can make a DC check based off their last failed roll to remove the effects of the Phobia. They can only make this roll once every ten minutes.

SEASICKNESS (FLAW)

Description: You aren't good when Shaken or stirred.

Effect: If you are experiencing any bumpy situation which would call for a Concentration check (from riding a horse or being on an actual boat), you must make a Fortitude Save each round (DC 15 + 1/2 HD) or be sickened for 1 minute. If you fail the save while sickened, you become nauseated for 1 round.

As you are not good on your feet, you take a -8 penalty on your Balance checks.

SENSITIVE TO LOUD NOISES (FLAW)

Prerequisite: A race that hears.

Description: You like things quiet.

Effect: Whenever you hear a very loud noise (such as an explosion, a rowdy crowd, a loud concert, a scream directly in your ear, etc.) you get a headache for the duration of the noise and 10 minutes after and act as if Shaken for the duration of the noise 5 rounds after, bypassing immunities to both. You may spend a standard action or a move action and a swift action to end the Shaken effect, even while the noise is still ongoing. Additionally you take +50% more Sonic damage.

Special: If for any reason you no longer suffer the effect of this flaw (for example by becoming permanently deaf) the next feat you would otherwise gain is skipped.

SHAKY (FLAW)

Description: You are relatively poor at ranged combat.

Effect: You take a -2 penalty on all ranged attack rolls.

SHAKY RESOLVES (FLAW)

Description: You don't want to die. Maybe you were not trained for battlefield action, maybe you are a massive coward. Either way your resolves quickly diminish when in combat.

Effect: You take a -2 penalty on saving throws against [fear]-effects and whenever you are in a stressful situation, take damage or fail a ability or skill check which may result in harm you become Shaken for 1 round. Additionally if you have a near-death experience (such as almost falling in lava or other assured death) or are reduced below 25% hit points you take a single daunt level, if you have a number of daunt level equal to your level you become Frightened instead of Staggered.

Special: The Daunt and fear-effect inflicted by this flaw bypasses immunities.

SHORT ATTENTION SPAN (FLAW)

Description: Your mind always switches from one thought to the other and it messes up your foc... oh look a penny!

Effect: A character suffers a cumulative -2 penalty any time they re-attempt a skill check they have already failed.

Special: Only skills with a Try Again entry are affected by this flaw, and not all skill checks with this entry allow retries.

SHORT TEMPER (FLAW)

Description: You get enraged easily, going berserk whenever you suffer damage.

Effect: Whenever you suffer damage, you become enraged. Whilst enraged, you take a -2 penalty to Armor Class and cannot make Intelligence, Wisdom or Charisma-based skill checks. You will stay in this enraged state for 1d4 rounds or until the thing that caused them damage is defeated.

Special: Even if you take damage while in this state, or have taken damage from multiple sources, the original target remains the focus of your rage until the duration expires. Once the duration expires or the original target is killed, this flaw can be triggered again.

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SILVER EYES (SUBSTANCE ADDICTION)

Description: This mixture of herbs from ancient forests is an elven concoction and is not addictive to elves. The herbs need to be chewed for at least one turn and will take two turns to take effect.

Initial Effect: Gives the user darkvision for 2 hours.

Secondary Effect: None.

Side Effects: After the drug wears off, the users sight it blurry for 1d4 hours.

Overdose: Each dose taken within 8 hours increases blurry sight side effect for 4 hours.

If the drug is accidentally swallowed, the character has a 1% chance of getting blurred vision permanently. This is rolled each hour for the next 24 hours.

Delivery: Chewed.

Addiction Rating: Medium.

Price: 1 Silver per dose.

Resistance DC: 10

Alchemy DC: 20

SIMINION (SUBSTANCE ADDICTION)

Description: This thick, gray paste is the ground up body of an Intellect Devourer. Once eaten, it takes an hour for the drug to take effect.

Initial Effect: The character gains 1d6 in Intelligence for two hours.

Secondary Effect: The character becomes immobile for two hours.

Side Effects: After the drug wears off, the character has a 1% chance to lose one Intelligence permanently.

Overdose: None.

Delivery: Eaten.

Addiction Rating: Low.

Price: 1 Silver per dose.

Resistance DC: 15

Alchemy DC: 12

SKINNY DIPPER (FLAW)

Description: You like to swim with no clothes on.

Effect: Your armor check penalty for swimming is 4 worse than normal, even for armors that normally do not confer a penalty.

If you can see calm water of a depth at least half your height, that does not appear to contain any dangers, you are compelled to skinny dip: You are Shaken until you are either in the water wearing neither armor nor clothes, or can no longer see the water.

SLIGHTLY HANDS (FLAW)

Prerequisite: Must have hands.

Description: You have tiny baby hands! Let's all laugh at you!

Effect: You have tiny delicate hands for your size. You take a -2 penalty on Strength and use weapons sized for a creature one size smaller than normal.

Special: Turns out having small hands is useful for a few things. In addition to the bonus feat you gain a +2 bonus on Dexterity skill checks relating to the use of your hands, such as Escape Artist, Use Rope, and appropriately Sleight of Hand.

SLOW (FLAW)

Description: You move exceptionally slowly.

Effect: Your base land speed is halved (round down to the nearest 5-foot interval).

SLOW RECOVERY (FLAW)

Prerequisite: Must have a Con score.

Description: You don't spring back from injuries quickly.

Effect: You do not heal naturally from rest, and effects which would heal you instead heal you at half the rate. You benefit from normal healing in long term care rather than double healing rate.

Special: Though you don't heal well, you don't bleed out well either. You automatically stabilize if dropped below 0 hp, and you are considered to

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have a Con modifier +3 higher for the purposes of bleed out.

SMELLY (FLAW)

Prerequisite: A corporeal body.

Description: You smell, awful.

Effect: You have a persistent body odor that does not go away, even after washing.

You have a -1 to all Hide and similar skills due to your smell.

When being tracked by smell, there is a +5 bonus to the tracker in finding your scent

In addition, your Charisma is lowered by one.

SPEAK YOUR MIND (FLAW)

Description: You can't think your mental powers properly with your mouth shut.

Effect: If you try to manifest a power without talking about it in a normal voice or louder, there's a 50% chance that the power will fail, wasting all resources expended to manifest it.

You also get a -4 penalty to Bluff checks, because you can't help blurting things out occasionally.

SPECTRAL HAUNTING (FLAW)

Description: Either through a bad experience or too many ghost stories, you became extremely afraid of incorporeal undead.

Effect: You are At Bay toward any incorporeal undead you are aware of (or any imagined incorporeal undead). You are At Bay toward places that are typically thought haunted, such as a graveyard at night, an old abandoned mansion or tomb.

SPECTROPHOBIA (PHOBIA)

Trigger: Ghosts

Effect: When encountering ghosts and similar creatures, the character must make a Will Save equal to 10+ their level.

Each round the character is in the presence of their Phobia (animals, spells, natural effects and the like)

they must make a Will Save and it is increased by one each round.

If they fail their save, they suffer from the following effects:

The first time they fail their check they become Shaken.

The second time they fail their check, they become Frightened.

The third time they fail their check, they become Panicked.

A character that is no longer in the presence of their Phobia can make a DC check based off their last failed roll to remove the effects of the Phobia. They can only make this roll once every ten minutes.

SPLINTER SATE (SUBSTANCE ADDICTION)

Description: This vile drug is rare and hard to find. It is made from the heart of a Treant. It is ground into a powder and mixed with fermented herbs. The drug causes the character to feel as though they are free from responsibility and relieves stresses that they have had for the duration of the drug. 1 dose last 24 hours and takes about 1d4 turns to take effect.

Initial Effect: Calms the character down from stressful events.

Secondary Effect: Character under a rage effect is calmed and does not suffer the usual effects when their Rage ends.

Side Effects: When the effect ends, the character has a 10% chance of permanently losing a point in Wisdom.

Overdose: If the drug is taken more than once in a 24-hour period, the character loses one Wisdom permanently and is truck dumbfounded for the duration of the drug.

Delivery: Chewed for 1d4 rounds.

Addiction Rating: Medium.

Price: 10 Gold per dose.

Resistance DC: 10

Alchemy DC: 25

SQUEAMISH (FLAW)

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Description: You really don't want to touch gross and dirty things...

Effect: You are rather squeamish around gross and dirty things. When encountered with a "dirty" environment such as a sewer, or a "dirty" creature as most Oozes and Undead, you become Shaken. If you are forced to get into contact with such an environment or creature for longer than 1 round of exposure unprotected you must make a Will Save (DC 15 + 1/2 HD) or become Frightened until you are no longer in contact with the object of your terror. That means you go Frightened when grappled by horrible ooze. Effects bypass immunities. Other creatures (like Otyughs) may also apply.

Special: You really like things clean. It may just be a tidy room, or perhaps you go all out and try to purify everything before you even touch things.

STIFF (FLAW)

Description: Your joints are not very flexible.

Effect: Your base land speed is 5 feet less. You suffer a -2 penalty to Balance, Climb, Disable Device, Jump, Move Silently, Ride, Swim, and Tumble.

STONE AT NIGHT (FLAW)

Prerequisite: Must have a corporeal body.

Description: After sunset, you become stone until dawn.

Effect: As soon as the sun dips completely below the horizon (regardless of whether you can see it or not), you transform into a statue as though affected by the flesh to stone spell. The effect cannot be reversed or dismissed by any means until the sun rises again, nor does immunity to shapechange prevent the change. The only upside is that while in this state you regenerate previous hit point damage at a rate of 1 hp per minute, and you heal 1 point of ability damage every two hours. You do not regenerate any damage taken while a statue. This replaces your body's need for sleep (if your body requires sleep), though this flaw does not grant immunity to sleep effects.

In the case of interplanar travel to a place without a day/night cycle, such as a "timeless" plane, your body will still automatically become stone for 8

consecutive hours every 24 hours. In either case, if you cannot see the sun, you are instinctively aware of the onset of your condition approximately five minutes before the transformation occurs.

STUBBORN PRIDE (FLAW)

Description: You refuse to withdraw from battle under any circumstances.

Effect: If you engage a creature, you must continue to battle that creature until the encounter ends or the creature is defeated or flees, even if it would be tactically sound to withdraw to help an ally or retreat from a losing battle. You can only withdraw by making a successful Will Save, DC 15 + 1/2 your HD. If you succeed you may withdraw or change targets, but take a -2 penalty to attack rolls, damage, saves, and skill checks until the end of the encounter out of shame.

STUTTER (FLAW)

Prerequisite: Ability to talk.

Description: You stutter when stressed or uncertain of people's reactions.

Effect: Your stuttering gets in the way of regular speech. You need to roll a Will Save with a DC of 20 to not stutter when speaking in stressful situations.

When stuttering, you think your Cha score is impacted by -5, when in fact it is not affected.

SUBSTANCE ABUSE (FLAW)

Description: You (used to) depend on alcohol/drugs to make it through the day, and it shows.

Effect: You suffer a -1 penalty to your Wisdom Ability Score, and a -1 penalty to your Intelligence Ability Score for every 3 Character Levels. Roll on the Substance Addictions Chart to determine the substance.

SUNBLIND (FLAW)

Description: You have difficulty functioning in direct sunlight due to your sensitive eyes.

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Effect: Whilst in natural sunlight, you have light sensitivity. You suffer a -2 penalty to attack rolls, Reflex Saves and AC.

SURGICAL SCARS (FLAW)

Prerequisite: 3 or more grafts that have been removed.

Description: The removal of many grafts has left your body weakened and scared.

Effect: You receive a -2 on all strength and strength-based skill checks.

SUSCEPTIBLE (FLAW)

Prerequisite: High Mana World

Description: As per Susceptible (3.5e Condition), but permanent.

Effect: You are always treated as being Susceptible. If an effect would otherwise make you Susceptible, the penalties of this feat are doubled. Should you become immune to susceptibility, the penalties of this flaw are not negated.

TAKING IT EASY (FLAW)

Description: The weaklings do not deserve your full strength, you prefer to play with them and only reveal your true strength when facing a worthy foe.

Effect: As long as you are above half hit point hit point you take a -1 penalty to attack rolls, opposed ability check, skill checks, caster level of spells that do not target only yourself and DCs.

Special: If you are dealt at least half your remaining hit points in damage in a single attack or you are brought down below half hit point by a creature in a single fight, the creature become a 'worthy foe'. Other circumstances (up to the DM) can also make a creature a worthy foe. You do not take the penalties of this flaw against worthy foes.

TEMPER TANTRUM (FLAW)

Description: You have a bad temper and have a tendency to throw hissy fits.

Effect: Whenever you miss an attack roll or are dealt damage you become irate and fall under all

penalties and none of the benefits of a Barbarian's rage for 1 minute. You may still perform actions which normally cannot be performed while raging, but with a -4 penalty. You may calm yourself as a move action.

Select one semi-common circumstance which also causes this effect in or out of combat (such as being ignored or denied something, failing a certain skill check). This also causes you to become enraged as above but you cannot calm yourself.

Special: Additionally you are more vulnerable to being provoked; you take a -4 penalty on saving throws, checks, or DC made to resist being provoked by ability such as the Goad feat.

TENTACULAR MIST (SUBSTANCE ADDICTION)

Description: Tentacular Mist is a drug derived from Displacer Beasts organs. It is made by combining certain organs of the beast with various herbs and spices. It allows the character to gains Displacement like a Displacer Beast for 1D4 hours.

Initial Effect: Displacement (Su): A light-bending glamor continuously surrounds the character, making them difficult to surmise their true location. Any melee or ranged attack directed at them has a 50% miss chance unless the attacker can locate them by some means other than sight. A true seeing effect allows the user to see the character's position, but see invisibility has no effect.

Secondary Effect: The character must make a Will Save when taking the drug DC 15. If they fail the save, everything is displaced for the duration of the drug's effects.

Side Effects: After the drug wears off, the character is partially blind for the next 1D4 hours.

Overdose: If the drug is taken more than once in a 24-hour period, everything is displaced for the duration of the drug's effects.

Delivery: Eaten

Addiction Rating: High

Price: 8 Silver per dose.

Resistance DC: 20

Alchemy DC: 20

TERRIBLE TUMBLER (FLAW)

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Description: Kids roll down hills gracefully; you flail like a dying fish.

Effect: You can never make a Jump or Tumble check to avoid falling damage, nor can you choose to take non-lethal falling damage by deliberately jumping. In addition, you take a -2 penalty to Jump checks and Tumble checks.

THE BARKENING (FLAW)

Prerequisite: Must have one ability which Concentration is applied to (such as spells, certain talents or skills).

Description: You are cursed by the God of Dogs. The barking will never end.

Effect: You are constantly under the effect of an incurable curse of cacophonous chorus, in the form of barking dogs. You always hear them, just around the corner, in the walls, under the ground, IN YOUR MIND!

Special: You gain +1 attack and damage against canines.

THEOPHOBIA (PHOBIA)

Trigger: The Divine.

Effect: When encountering divine beings, the character must make a Will Save equal to 10+ their level.

Each round the character is in the presence of their Phobia (animals, spells, natural effects and the like) they must make a Will Save and it is increased by one each round.

If they fail their save, they suffer from the following effects:

The first time they fail their check they become Shaken.

The second time they fail their check, they become Frightened.

The third time they fail their check, they become Panicked.

A character that is no longer in the presence of their Phobia can make a DC check based off their last failed roll to remove the effects of the Phobia. They can only make this roll once every ten minutes.

TOURETTE SYNDROME (FLAW)

Description: Your character has Tourette syndrome.

Effect: You have physical and vocal tics. Whilst you can suppress the urges for most of the time, sometimes you must find release at inopportune moments. You take a -4 penalty to Move Silently and Balance checks. Your arcane spell failure chance for spells with somatic, verbal, or material components increases by 10%.

TRAPLOVER (FLAW)

Description: If you see a Trap you have the urge to set it off.

Effect: You take a -4 penalty to Disable Device checks. If you are within 30' of a trap you know about, you are Shaken until you personally trigger the trap or the trap can no longer be seen by you.

TRAUMATIC FLASHBACK (FLAW)

Description: You've had something traumatic happen to you, and every so often it comes back to haunt you.

Effect: Whenever you first enter a stressful situation, you must make a Will Save DC 15 + 1/2 HD. On a failed save, you are rendered Shaken (even if you would otherwise be immune) and must make another save. If you succeed on the second save you are simply Shaken for the duration of the encounter or for 1 minute. On a failed save, you begin to hallucinate and act as if both Shaken and confused (again bypassing immunities) until the end of the encounter + 3 rounds, or until snapped out of it. Another creature within reach can snap you out of your confused state as a standard action, giving you another Will Save to reduce it down to the Shaken effect and negate the confusion.

Treat results of "attack the caster" as acting normally, but forced to take aggressive action if possible.

In addition, choose one particular semi-common event, creature, or object. When exposed to this triggering substance you must make a save as if you entered a stressful situation. Even on a successful save you are treated as stressed, and so cannot take 10 on skill checks while in line of sight to the trigger.

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Special: While in your confused state, you are immune to further mental manipulation via charms and compulsions.

TRISKAIDEKAPHOBIA (PHOBIA)

Trigger: Rolling a natural 13.

Effect: When the character rolls a natural 1 or 13, they fumble.

TROLL SPIT (SUBSTANCE ADDICTION)

Description: This thick, greenish paste is the distilled troll blood with opiates. **Initial Effect:** User heals 1 hit point per round for 2d4 rounds.

Secondary Effect: The character will start to feel an increasing amount of pain after the initial effect wears off. They will begin to lose 2 hit points per round for 2d8 rounds. If the character is brought to 0 hit points, they collapse and stop taking damage from Troll Spit.

Side Effects: Feelings of intense rage last for 1d4 hours.

Overdose: If more than one dose is taken in a 24-hour period, the user immediately falls unconscious for 1d4 hours (Fort DC 18 negates).

Delivery: Eaten.

Addiction Rating: Extreme.

Price: 5 Silver per dose.

Resistance DC: 15

Alchemy DC: 15

TRUE FORM (FLAW)

Prerequisite: Shapechanger Subtype

Description: You have one true form, maybe because of a curse or plain forgetfulness you always revert to it subconsciously.

Effect: Whenever you take on another shape you need to maintain it as a move or swift action in stressful situation. Outside of stressful situation you will always revert to your natural form within 1 minutes unless you succeed a DC 15 Control Shape check, if you succeed it revert in 1d4x10 minutes instead. The change is barely perceptible and thus is often not noticed.

This flaw applies to ability like Alternate Form, Change Shape, [Polymorph] spells or other spells or ability which change your appearance, such as effects which replicate the effect of alter self or disguise self for instances. It does not apply to effect which add to your appearance, such as using a spell to grow wings, but it will revert any cosmetic change such a spell bring.

TWO LEFT FEET (FLAW)

Prerequisite: Two Feet and Legs

Description: You trip up over your own legs.

Effect: Whenever you move more than half your movement speed, you have a 20% chance of simply falling prone instead. In addition, you cannot run, and you take a -10 penalty to balance and perform (dance) checks.

TRYPOPHOBIA (PHOBIA)

Trigger: Small Holes.

Effect: When encountering small holes (on creatures, objects, ect.), the character must make a Will Save equal to 10+ their level.

Each round the character is in the presence of their Phobia (animals, spells, natural effects and the like) they must make a Will Save and it is increased by one each round.

If they fail their save, they suffer from the following effects:

The first time they fail their check they become Shaken.

The second time they fail their check, they become Frightened.

The third time they fail their check, they become Panicked.

A character that is no longer in the presence of their Phobia can make a DC check based off their last failed roll to remove the effects of the Phobia. They can only make this roll once every ten minutes.

UN (SUBSTANCE ADDICTION)

Description: This sticky brown paste is derived from the bones of the undead. It is ground into a

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paste while casting spells to capture any negative energy lingering in the undead creature.

Initial Effect: The user becomes cold to the touch and loses the ability to feel emotions for the next 2d4 hours.

Secondary Effect: The character has -1 to Initiative rolls.

Side Effects: After the drug wears off, the character has a 1% chance (accumulative over their lifetime) to become a Zombie after they die.

After death, the transformation into a Zombie takes 1d4 rounds.

Overdose: None.

Delivery: Eaten.

Addiction Rating: Low.

Price: 1 Copper for 10 doses.

Resistance DC: 30

Alchemy DC: 10

UNCONTROLLABLE PHASING (FLAW)

Prerequisite: You must exist as a physical form.

Description: You will, from time to time, randomly disappear from existence for a short period of time. You then, after a certain amount of time, phase back into existence with no memory of anything that had happened in the time of your disappearance.

Effect: While phased from existence, you can take no damage or be attacked, as you no longer exist, but you become Shaken for as many rounds as you became phased for from your experience being literally non-existent. This number of rounds is determined by the DM and can happen anytime at the DM's discretion.

UNCONTROLLABLE SPELL RESISTANCE (FLAW)

Prerequisite: Spell Resistance

Description: You have no control over your Spell Resistance

Effect: You cannot willingly forgo your spell resistance to allow a spell to affect you normally. Any spell cast upon you, including beneficial spells, must beat your SR before affecting you. As an

example, if your party's cleric wants to cast cure light wounds on you, the cleric must beat your spell resistance before the spell takes effect. Note that this flaw does not allow you to apply your spell resistance to spells that would not normally allow it.

UNFAVORED ENEMY (FLAW)

Description: Enemies gain bonuses against you!

Effect: Perhaps because of a curse, or maybe due to panicking at the sight of your foes, but certain enemy types just cause your guard to drop and allow others to attack you far better than others. Choose five types from the ranger favored enemy list (for this purpose, Humanoid and Outsiders are all one single entry each). When encountering these opponents, you take a -2 penalty on AC, opposed ability checks and skill checks, and take 2 additional points of damage for each attack against these opponents.

Opponents are aware of this, and often focus their attacks on you.

UNFOCUSED (FLAW)

Description: You cannot concentrate on anything for too long.

Effect: You take a -4 penalty on any skill check that would take longer than 2 minutes to resolve. You can never take 20 on a skill check.

UNFOCUSED CASTER (FLAW)

Prerequisite: Caster level 1st.

Description: You sometimes botch up your spells.

Effect: You gain a 10% spell failure, which stacks from spell failure chances from armor and shields. This spell failure applies even if the spell is normally immune (such as divine spells, psionics, still spells, or spell-like abilities). You find it difficult to keep focus on your casting and lose it before it completes.

Special: You must maintain a caster level of at least 1/3rd your character level, or you lose the benefits of this feat.

UNHEALING (FLAW)

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Prerequisite: Must have a constitution score.

Description: You heal naturally very slow and even magic is only half as effective.

Effect: You heal half as many hit points from resting and magical healing. Additionally, any fast healing or regeneration has its recovery rate increases by a factor of ten (so fast healing 2 would allow you to recover one hit point every ten rounds), this include effect such as regrowing limbs and whatnot.

UNHOLY BLOODLINE (FLAW)

Description: Perhaps you were cursed or perhaps you share a bloodline with a foul creature like a vampire or a demon, in any case you suffer greatly whenever you encounter anything holy.

Effect: Your unholy bloodline gives you several really annoying weaknesses:

- Holy water burn you like acid.
- You take a -2 penalty on attacks rolls, saving throws and DCs while in an consecrated or hallowed area. Hallowed areas also count as being under the effect of antipathy for you.
- You take a -2 penalty to attack and AC against creatures carrying holy symbols (but not unholy symbols), if you are adjacent to one or more holy symbols at the start of your turn, you take 1 point of nonlethal damage per hit dice you have.
- Your reflection in mirrors appear distorted and weird to others. If you are under a magical disguise, polymorph effect or invisibility your reflection always show your real form.
- Ingesting a blessed meal (such as food created by divine magic of a good-aligned cleric, blessed by a minister of a non-evil deity or any food laced with holy water) cause you to become nauseated for 1 round and deal 1d6 point of nonlethal damage.
- You need to be invited to enter an inhabited home (you can always enter public places), the invitation need not to be genuine and only need to be from a creature currently in the house (not necessarily the owner).
- You have an evil aura as a evil cleric of your level.

UNLUCKY FRIENDS (FLAW)

Description: Your friends always seem to have the worst of luck. They should all be happy that you're around to assist them, as they suck so much.

Effect: Any friends or party members within 30 feet of you suffer from your presence.

They take a -2 or -10% to all rolls.

Additionally, whenever they fail a skill check it produces the opposite of the desired result, which may be detrimental to others or themselves.

Special: If you have this flaw you cannot take any Feat based around luck.

UNLUCKY RESULTS (FLAW)

Description: You seem to always fall short at the worst possible moment, right when it matters most.

Effect: You can never benefit from a luck bonus. In addition, whenever a roll is made on a table for a result that would affect only you and is a subject of unforeseen circumstance (not direct actions, such as attacks or leaping over a hole), two rolls are made and the least desirable outcome is chosen. Examples might include finding treasure or triggering a single-use trap; but not for wandering monsters or other events that would certainly impact the whole party, and not for attacks made on your person or saving throws to resist effects, or skill checks made with knowledge of potential danger.

UNORGANIZED (FLAW)

Description: Where did I put my keys?

Effect: Whenever you go to draw an item, you have a 50% chance of drawing out either nothing or small inconsequential items of no value by accident. In addition whenever you are making a Search check, the searching takes twice as long.

UNREACTIVE (FLAW)

Description: You are slow to react to danger.

Effect: You take a -6 penalty on initiative checks.

UNREADY (FLAW)

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Description: You are never ready for combat.

Effect: You are always flat-footed. You can never benefit from class features or feats that interact with flat-footedness, such as Uncanny Dodge.

UNSKILL FOCUS (FLAW)

Description: You're slightly worse at a few skills that you should be okay at. You make up for it with a Low feat.

Effect: Choose 4 usable untrained class skills (except Craft and Forgery) and apply a -3 penalty to each. If you don't have 4 usable untrained class skills, apply any remaining choices to usable untrained skills.

Special: Usable Untrained Skills: Appraise, Balance, Bluff, Climb, Concentration, Diplomacy, Disguise, Escape Artist, Gather Information, Heal, Hide, Intimidate, Jump, Listen, Move Silently, Ride, Search, Sense Motive, Spot, Survival, Swim and Use Rope.

UNUSUALLY FORMED BODY (FLAW)

Prerequisite: Humanoid

Description: There are parts of your body that are different from most other humanoids.

Effect: Randomly roll two of the two body parts that unusually formed. You normally cannot wear magic items designed for unusually formed body parts and will find it difficult to find normal items to fit and will need to be specially made.

First you will roll on the Unusually Formed Body Part Chart and then determine the unusual form that it has on the Unusual Form Chart.

Unusual Body Part Chart	
D20	Body Part
1:	Head
2:	Neck
3:	Shoulders
4:	Chest
5:	Left Arm
6:	Right Arm
7:	Right Hand
8:	Left Hand

9:	Left Wrist
10:	Right Wrist
11:	Hands
12:	Fingers
13:	Thumbs
14:	Waist
15:	Hip
16:	Right Leg
17:	Left Leg
18:	Right Foot
19:	Left Foot
20:	Toes

Unusual Form Chart	
D6	Body Part
1:	Larger (twice as large)
2:	Larger (1/2 as large)
3:	Twisted to the left
4:	Twisted to the right
5:	Flattened (1/2 normal size)
6:	Smaller (1/2 normal size)

VAIN (FLAW)

Prerequisite: Cha 13+.

Description: Ooo ooo, you're so vain! I bet you think this flaw is about you!

Effect: You're so vain, it hurts. You must own a mirror (a small steel mirror will suffice), and be able to check yourself out all the time. As a result, you suffer a -4 penalty to Listen and Spot checks whenever you're not in a stressful situation, as you're too busy admiring yourself.

If you are ever at less than full hp, the shame of being mauled gives you a -1 penalty to attack rolls, skill checks, and ability checks. You also take this penalty if you are without a mirror for at least 24 hours.

If you are at less than 50% of your maximum hp, the shame grows to a -3 penalty.

One "benefit" to all of this is that you can never love anyone else more than yourself, and any attempts to do something self-harmful, even under

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compulsion, immediately breaks and ends the compulsion.

Special: You can't have any flaws, traits, or feats which involve permanent deformities such as One-Arm or Deformity, Atrophy without losing the benefits of this flaw. You likely have a high AC or have fast healing to prevent or ablate damage to your gorgeous face.

VENGEFUL (FLAW)

Description: Some group or party greatly harmed you in the past, leaving you relentlessly vengeful against them and anyone who causes you harm.

Effect: The first time in each round that you are struck by a creature you can see or identify you take a -2 penalty to attack roll, AC, saving throws, DCs and caster level to all attacks made against any other target for 24 hours or until the offending party is beaten or flee. Regardless of how many other creatures strike you subsequently, you only have 1 focus of your vengeance at a time. The penalty against a single creature that strike you multiple time is cumulative, increase by +1 for every hit after the first up to a total penalty of -5. You do not take the penalty if your focus of vengeance becomes a valid target.

Special: Additionally choose a single group or party of individual who wronged you in the past, you are extremely hostile to any creatures related to that group or creatures allies with that group. This apparent hostility causes them to be one step less friendly towards you than normal (to a maximum of Hostile). This is only an 'initial attitude' - depending on your actions, their attitude will adjust appropriately.

VIOLENT FLASHBACKS (FLAW)

Prerequisite: Intelligence 3+.

Description: You are prone to a series of violent and unfortunate flashbacks. They may be due to events in your pasts, reincarnated memories or even the complete fabrication of the mindrape spell. They generally occur at the start of a battle or other stressful encounter, when you kill someone or see an ally and friend die.

Effect: Whenever you begin an encounter, kill a creature or see an ally fall you have a 10% chance of experiencing violent flashbacks. A flashback last

for 10 rounds before subsiding. Once you experience a flashback you are immune to further flashback for 1 hour afterward. You only roll to see if a flashback trigger once per round, if you kill two creatures in the same turn and see an ally fall you roll once not twice or thrice.

When you experience a flashback you take a -2 moral penalty to AC, attack rolls and skill checks for it duration and select one of the four effects below:

- You become At Bay from the source of the flashback.
- You become confused for the duration of the flashback, you do not take the moral penalty to attack roll.
- You enter stupor-like state where you become Dazed for 1 round.
- Additionally choose a triggering event, when you observe such event happening you also risk triggering your flashbacks. The events must at least be semi-common, such as a lightning storm, being wounded by a specific type or weapon and similar situations. Such triggering event has a 25% chance of triggering your flashbacks.

Special: The penalties of this flaw bypass normal immunities and resistance.

VULNERABLE (FLAW)

Description: You are not good at defending yourself.

Effect: You take a -1 penalty to Armor Class.

VULNERABLE TO TRICKERY (FLAW)

Description: You are easily tricked into horrible situations.

Effect: You are very vulnerable against people who fight or act dirty:

- Creatures attacking you can treat you as flat-footed whenever it would be advantageous (such as dealing sneak attack damage). You are not actually flat-footed, so your AC does not change.

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- You take a -5 penalty to Sense Motive checks. You are also unable to keep secrets; creatures gain a +5 bonus on Sense Motive made to see through your lies.
- You take a -2 penalty on saving throws against traps, illusions, and enchantments.
- When you are flanked, you receive a -2 penalty to AC.

Special: If you possess improved uncanny dodge, you count your class levels that grant you uncanny dodge as 5 lower for the purpose of determining who can flank and sneak attack you (so a 6th level barbarian could be flanked and sneak attacked by a 5th level rogue).

WEAK POINT (FLAW)

Prerequisite: Must not be immune to non-lethal damage.

Description: Ow!!! That was my favorite eye!

Effect: Whenever you are dealt precision damage, you take an extra 50% of that precision damage in non-lethal damage. If you are subject to a confirmed critical hit you become Staggered for 1 round.

WEAK STOMACH (FLAW)

Description: You simply cannot hold food and drink down, resulting in a frail, often malnourished character.

Effect: Any time you eat or drink anything, including potions, you must succeed Fortitude Save (DC 15) or be forced to vomit, losing all beneficial effects of the consumed item; you become nauseated for 1d4 rounds, even if the save is successful. Furthermore, you have a -2 penalty to all Fortitude Saves, as a result of your troubles.

WEAK WILL (FLAW)

Description: You are highly suggestible and easily duped.

Effect: You take a -3 penalty on Will Saves.

WEAKENED POWER (FLAW)

Description: Your lifeblood is greatly weakened.

Effect: You take a -2 penalty on fortitude, reflex and Will Saves.

WEATHERED WOUND (FLAW)

Description: The worse the weather gets, the more you hurt.

Effect: In addition to the environmental effects, skill check penalties, and ranged attack penalties of different forms of weather, you suffer special penalties to Armour Class and your Attack Bonuses.

During Abnormal weather, you suffer a -1 penalty to AC and ATK. During Inclement weather, you suffer a -2 penalty to AC and a -1 penalty to ATK. During Stormy weather, you suffer a -3 penalty to AC, and a -2 penalty to ATK. During Powerful Storms, you suffer a -5 penalty to AC, and a -3 penalty to ATK.

These effects take place even when you are sheltered from the elements inside of a standing structure, or underground.

WHAT'D YOU SAY? (FLAW)

Description: You are prone to mishearing things.

Effect: Whenever you are told something, there is a 50% chance you will not understand what was said. If you roll 20% or lower, not only do you misunderstand what was said, but you actually interpret it as its opposite (if possible).

WILD MAGIC (FLAW)

Prerequisite: Must possess the ability to cast spells, spell-like abilities or supernatural ability.

Description: Your magic is wild and unpredictable, it hard to control and tend to fail miserably.

Effect: You have 10% arcane spell failure, affecting spells, spell-like ability and even supernatural ability this arcane spell failure chance stack with other source of arcane spell failure but cannot be negated by effect that lower arcane spell failure. Whenever you fail to cast a spell, spell-like ability or supernatural ability because of arcane spell failure

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your magic has strange and untended results, roll on the Wild Magic Effect Table below.

Special: You can cast a spell ignoring the effect of this flaw by lengthening the casting as a greater channeling.

Roll	Effect
1	You become Dazed for 1 round.
2	You fall under the effect of curse of qwop for 5 rounds (no save).
3	You fall under the effect of possessed hand for 5 rounds (no save)
4	An obedient light follow you around for 10 minute, constantly lobs insult at you.
5	You immediately catch on fire (no save).
6	You lose a spell slot as if you took a negative level.
7	You fall prone.
8	Fall under the effect of naked invisibility for 5 rounds.
9	You accidentally cast scramble time.
10	You get hit by a bolt of lightning, dealing 1d10 electricity damage.
11	You accidentally cast daze monster on nearest foe with no HD limit.
12	Fall under the effect of invert motion for 5 rounds (no save).
13	Fall under the effect of paranoia haunt for 5 rounds (no save).
14	You become the center of a daylight effect for 5 rounds.
15	The weapon you wield gain the flaming enhancement for 5 round.

16	Fall under the effect of big head mode for 5 rounds (no save).
17	You fall under the effect of fly for 5 rounds.
18	You fall under the effect of Nealen's unbuckling (no save).
19	You accidentally cast time stop, last 1 round.
20	You gain the lightning powered template for 5 rounds.

WIZARD'S WARE (SUBSTANCE ADDICTION)

Description: This green plant is dried and sold in pouches, similar to tobacco. As with tobacco, it is smoked, but unlike tobacco it tends to emit tiny sparks when lit and the exhaled smoke is a pale shade of green. Once lit, it must be smoked for at least one round, and will take two rounds to take effect.

Initial Effect: The character gains 1d4 in Intelligence for two hours.

Secondary Effect: The character loses 1D4 in Dexterity for the two hours.

Side Effects: After the drug wears off, the character has a 1% chance to lose one Dexterity permanently.

Overdose: If the drug is taken more than once in a 24-hour period, they fall into a coma for 1d10 hours.

Delivery: Smoked.

Addiction Rating: Medium.

Price: 10 Gold per dose.

Resistance DC: 10

Alchemy DC: 30

WORST LUCK (FLAW)

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Description: You have the worst luck of all time, it like you kissed a broken mirror under a ladder with a black cat on top of it.

Effect: You have a Negative Miss Chance of 10%, to say that any effects that miss you has a 10% chance of hitting you anyway. This effect also reduces any miss chance you otherwise get by 10%. The targets of any attacks you make also have any miss chance they have increase by 10% (to a minimum of 10%).

Additionally whenever you fail a skill check it produce the opposite of the desired result, which may not be detrimental to other creatures but always is for you.

Special: If you have this flaw you cannot take any Feat that is based around Luck.

WOUNDED (FLAW)

Prerequisite: Can be wounded.

Description: You have a permanent wound that cannot heal.

Effect: You suffered a magical wound that does not heal. Roll to determine the number of hit points that the wound takes from you (cannot lower you below one) and were the wound is:

Hit Points Lost	
D10	Result
1:	1
2-3:	2
4-5:	3
6-7:	4
8-9:	5
10:	6

Body Part Chart	
D10	Body Part
1-2:	Head
3:	Neck
4:	Right Arm
5:	Left Arm
6:	Waist
7:	Left Leg
8:	Right Leg

9-10: Chest

Special: If you attempt to heal the wound magically, the wound increases in size and you have to reroll on the Hit Points Lost chart. This affect does not occur during normal healing or magical healing. This only occurs when you are specifically targeting the wound.

XENOPHOBIA (PHOBIA)

Trigger: Beings that are not of your race.

Effect: When encountering beings of a different race, the character must make a Will Save equal to 10+1 per level of the being or suffer the following effects.

Each round the character is in the presence of different race they must make a Will Save and it is increased by one each round.

If they fail their save, they suffer from the following effects:

The first time they fail their check they become Shaken.

The second time they fail their check, they become Frightened.

The third time they fail their check, they become Panicked.

A character that is no longer in the presence of a different race can make a DC check based off their last failed roll to remove the effects of the Phobia. They can only make this roll once every ten minutes.

YING/YANG (FLAW)

Description: For every action that helps the party in some significant way, you find the need to always do something to balance out your help by hindering them.

Effect: For every major event that you help your adventuring party, you have to do something that hinders them also. This doesn't have to be at the exact same time that you assist them. You cannot continue to assist them in major ways until you hinder them.

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YUK-TEE (SUBSTANCE ADDICTION)

Description: This plant is common next to temperate forests. It can be dried and smoked. Once lit, it must be smoked for at least one round, and will take two rounds to take effect.

Initial Effect: The user has a chance to giggle uncontrollably during interactions with other humanoids for the next hour. If they are unable to make a Will Save with a DC of 25+1 per dose, they giggle uncontrollably for the next 1D4 rounds.

Secondary Effect: None.

Side Effects: The users Cha score is reduced by 5 for the duration of the drug effects.

Overdose: Each dose taken within a 24-hour period causes the user to giggle an additional 4 rounds per dose taken.

Delivery: Smoked.

Addiction Rating: Medium.

Price: 2 Silver per dose.

Resistance DC: 12

Alchemy DC: 10

ZELPHIN (SUBSTANCE ADDICTION)

Description: This plant is common along the coast of seas. The plant turns yellow when dried. Once lit, it must be smoked for at least one round, and will take two rounds to take effect. **Initial Effect:** The character has a sense of calm and the colors that they see are different than normal.

Secondary Effect: The character has a +2 to Spot checks for the next hour.

Side Effects: After the drug wears off, the character has a 1% chance of going color blind.

Overdose: None.

Delivery: Smoked.

Addiction Rating: Negligible.

Price: 1 Copper per dose

Resistance DC: 10

Alchemy DC: 10

ZOOPHOBIA (PHOBIA)

Trigger: Natural animals.

Effect: When encountering natural animals, the character must make a Will Save equal to 10+ their level.

Each round the character is in the presence of their Phobia (animals, spells, natural effects and the like) they must make a Will Save and it is increased by one each round.

If they fail their save, they suffer from the following effects:

The first time they fail their check they become Shaken.

The second time they fail their check, they become Frightened.

The third time they fail their check, they become Panicked.

A character that is no longer in the presence of their Phobia can make a DC check based off their last failed roll to remove the effects of the Phobia. They can only make this roll once every ten minutes.