



Player's Options: FLAWS



PATHFINDER[®]
ROLEPLAYING GAME COMPATIBLE

4WFO08



PLAYER'S OPTIONS: FLAWS

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INTRODUCTION

Player's Options: Flaws introduces flaws to the Pathfinder Roleplaying Game and helps players create richer, more colorful characters. Not every hero is a paragon of virtue, of whole physical and moral cloth. Some of the best heroes have flaws that they struggle with on a daily basis, and occasionally even overcome in the course of their adventures.

TAKING FLAWS

Flaws can only be taken at 1st level during character creation, and a character can have no more than two flaws. Each flaw taken grants either 3 bonus skill points or one bonus feat. If a character takes two flaws, he can only receive one bonus feat, so the other flaw must grant the bonus skill points. A character cannot take two flaws that have the same buy-off requirements (see below).

Flaws cannot be taken after 1st level, but the GM certainly can assign a flaw to character if the character is being portrayed in a specific way. A GM should not do this lightly, however, and should let the player know why he is assigning the flaw. If a flaw is assigned, the character receives 3 bonus skill points immediately. Assigned flaws never grant bonus feats.

PORTRAYING FLAWS

Flaws should not be taken just for a bonus feat or a few extra skill points. A character saddled with one or two flaws should suffer the consequences, and they should not be overlooked by the player or the GM. Each flaw brings specific penalties incurred for the flaw. Beyond the mechanical penalties, though, a flaw should be portrayed whenever it would naturally arise. For instance, a character who is Paranoid should be portrayed as such by the player, and not just take the mechanical penalty that comes with the flaw and never mention it. The point of the flaws is to add color and fun. At the same time, a player should not take it as carte blanche to curse up a storm just because his character has the Foul-mouthed flaw. This can easily be portrayed by the player saying something like, "Kain begins swearing loudly in Dwarven."

BUYING OFF FLAWS

In heroic fantasy, if a character doesn't simply learn to accept and live with his flaws, he usually overcomes them in some fashion. The description for each flaw includes the specific information necessary to buy off the flaw and remove the penalty – usually by taking a specific feat or putting a certain number of skill points into a skill. Some require the character to be targeted by a specific spell, such as *remove curse* or *remove disease*. In no case can a flaw be bought off prior to 3rd level, and some require the character to be higher level than that. This reflects the struggles of dealing with and overcoming flaws common to fantasy heroes.

A character does not have to buy off their flaws if the player enjoys the flavor the flaw brings to the roleplaying experience. If they meet the requirements for buying off the flaw (for example, putting their ability score point increase

from leveling up into Constitution, which buys off a number of flaws) but elect not to buy off the flaw, they must keep the flaw for life. They cannot decide later that they are tired of the flaw and want to retroactively buy it off. A flaw can only be bought off when the requirements for doing so are first reached; a character cannot increase Constitution at 4th level, elect not to buy off the flaw, and then attempt to buy it off with another point increase to Constitution at 8th level.

No two flaws are alike, in penalties or in how they are bought off. While we have taken care to balance the flaws against feats and class or racial abilities, some flaws provide greater or harsher penalties than others. No attempt was made to keep all flaws balanced against one another. A player should carefully consider the penalties incurred by taking a flaw and the difficulty in buying off the flaw, and all flaws taken should be cleared by your GM.

FLAW DESCRIPTIONS

The following format is used for all flaw descriptions:

Flaw Name: This is the name of the flaw and a short first-person description of the flaw.

Penalty: This is a third-person description of the flaw with mechanical and story penalties. Many flaws require the character to make a Will or Fortitude save to temporarily overcome their effects or suffer only partial effects. Any penalties to skill checks, ability checks, attacks, damage or saving throws are circumstance penalties, unless otherwise noted.

Buying Off the Flaw: This is what is required to buy off the penalty for the flaw. In some cases – such as with the Albino flaw – physical characteristics are not changed, but the penalties go away as the character learns to deal with the complications of the flaw. As noted earlier, no flaw can be bought off before 3rd level, and most require the character to be 4th to 5th level. If the buy off includes the phrase "The character must take the [feat name] feat no earlier than [X] level", the character can still take the feat prior to that level, but the flaw penalty does not go away until the stated level is reached.

ABSENT-MINDED

While you are not truly forgetful – you may have an amazing storehouse of knowledge built up – you have a hard time remembering day-to-day minutia such as appointments, where you left your thieves' tools, what day your wedding anniversary is, or even what day it might currently be.

Penalty: Once per game day, the character must make a DC 15 Will save to successfully remember everyday things, such as where they have their belongings or other seemingly unimportant details. If the save is successful, the character remembers the small details for the day. If the save fails, the character forgets a number of minor things (GM's discretion as to what is forgotten or misplaced, and where the items really are).

This does not affect spellcasting, since the absent-mindedness only interferes with mundane details and not important specifics.

Buying Off the Flaw: The character must invest an ability score point gained from leveling up into Wisdom.

ALBINO

You have alabaster skin and hair and pink eyes. Exposure to sunlight is potentially harmful to you.

Penalty: The character suffers a -2 penalty to Perception when in bright sunlight (or spells that simulate sunlight), and the character must make a DC 15 Fortitude save every hour spent exposed to the sun. A successful save means they take 1 point of non-lethal damage; a failure means they take 1 point of lethal damage.

Buying Off the Flaw: The character must take the Great Fortitude feat no earlier than 5th level. While the character will still lack pigment and find direct sunlight to be unpleasant, they will no longer take damage or suffer Perception penalties.

ALLERGIES, CONTACT

You are allergic to certain materials (wool, cotton, dust, etc.) and being exposed to them causes immediate swelling, hives, or other forms of irritation.

Penalty: Pick a specific material the character is allergic to. The character must make a DC 15 Fortitude save to avoid being afflicted by their allergies. If afflicted, the character is -1 to all attacks, skill checks, ability checks and saving throws and movement rate is reduced by 5 feet. Prolonged exposure causes non-lethal damage at a rate of 1 point per hour. A DC 15 Heal check can be used to treat the allergy attack, soothing it in 1d4 hours, after which no further penalties or damage occurs. *Remove disease* ends the penalties immediately, but does not rid the character of the flaw.

Buying Off the Flaw: The character must invest an ability score point gained from leveling up into Constitution.

ALLERGIES, INGESTED

You are allergic to certain types of food or drink which, while normally harmless to most people, are deadly poison for you.

Penalty: Pick a specific food or drink the character is allergic to. If the character ingests their allergen, they are poisoned.

Food/Drink Allergy (Ex) ingested; *save* Fort DC 15, *frequency* 1/round for 1d6 rounds, *effect* 1d3 Con, *cure* 2 consecutive saves.

Spells such as *remove disease* or *neutralize poison* will relieve the effects immediately, but does not rid the character of the flaw.

Buying Off the Flaw: The character must invest an ability score point gained from leveling up into Constitution.

ALLERGIES, SEASONAL

You are allergic to plant pollen and at certain times of the year suffer from allergies. You are prone to congestion, headaches, and trouble breathing or functioning.

Penalty: Each day while the plant is in bloom, the character must a DC 15 Fortitude save to avoid being hampered by their allergies. While hampered by allergies, characters are considered to be under the sickened condition. Pick a season – spring, summer, autumn or winter. The character suffers each day during that season.

Spells such as *remove disease* will relieve the effects of seasonal allergies for 1d6 days, during which time the character will automatically succeed on the Fortitude save.

Buying Off the Flaw: The character must invest an ability score point gained from leveling up into Constitution.

ALLERGY, VENOM

Toxins, venoms and poisons are even more deadly for you than normal.

Penalty: When poisoned through bite, injury, or injection, the save DC is increased by 2 and the duration is increased by 2 rounds. *Neutralize poison* will work as normal. Spells such as *remove disease* will relieve the effects of venom allergies for 1d6 hours, though the character must still make normal saves against poison during this time.

Buying Off the Flaw: The character must invest an ability score point gained from leveling up into Constitution.

ARROGANT

You are convinced of your own superiority, and more importantly, of the inferiority of everyone else. You aren't necessarily evil or cruel, but tend to be condescending and sardonic when dealing with those you feel are beneath you.

Penalty: The character's condescending nature results in a -2 penalty to all Diplomacy and Perform checks.

Buying Off the Flaw: The character must invest a total of 2 skill points in Diplomacy and 2 in Sense Motive no earlier than 4th level.

ASTHMA

You have reduced lung capacity, and can go into a respiratory attack when stressed.

Penalty: The character must make a DC 15 Fortitude save after any round in which they run or charge, or if they become fatigued. The character suffers 1d3 Con damage and is exhausted. The character may not take the Athletic feat. A *remove disease* spell immediately relieves the exhausted condition and allows the character to breathe, but does not return lost Constitution or remove the flaw.

Buying Off the Flaw: The character must invest an ability score point gained from leveling up into Constitution.

COWARD

You run from more combat than you engage in, and have an innate fear of being harmed.

Penalty: At the start of any combat, the coward must make a Will save with a DC equal to 10 + the CR of the encounter or become shaken for the duration. When faced with fear effects from spells, magic items or creatures, the character is -2 to Will saves.

Buying Off the Flaw: The character must take the Improved Iron Will feat no earlier than 5th level. The character must satisfy all prerequisites for the feat.

DAYDREAMER

You always have your head in the clouds, and find it hard to pay attention.

Penalty: The character must make a DC 15 Will save to seriously listen to someone else talk. If the character fails the

check, the GM should inform the player that the character's mind drifted off and only got partial information (GM's discretion as to what information the character actually picked up).

Buying Off the Flaw: Five skill points placed in Perception allows the character to focus their attention and remove the flaw.

DEAF, PARTIAL

Your hearing isn't as good as it should be. You can't recognize sounds in certain audible ranges, can't hear at normal volume unless adjacent to someone, and can't locate where a sound is coming from. Alternatively, you are completely deaf in only one ear.

Penalty: The character takes a -2 penalty to all hearing-based Perception checks and to any Linguistics checks to understand a spoken language.

Buying Off the Flaw: A *remove blindness/deafness* spell cast on the character will remove the flaw.

Special: A partially deaf character gains resistance sonic 5 and +1 to saves vs. language-dependent spells. These bonuses go away when the flaw is removed.

DEAF, TOTAL

You cannot hear even the loudest of noise.

Penalty: All music and speech is useless for the character. The character cannot benefit from most bardic performances and beneficial language-dependent spells, and is -10 to all hearing-based Perception checks and Linguistics checks to understand spoken languages. (The character still has a chance at succeeding on hearing-based Perception checks and Linguistics checks through feeling vibrations and reading lips, respectively.)

Buying Off the Flaw: A *regeneration* spell followed by a *remove blindness/deafness* spell cast on the character will remove the flaw.

Special: A deaf character gains resistance sonic 10 and +3 to saves vs. language-dependent spells. These bonuses go away when the flaw is removed.

DISHONEST

You tell untruths constantly, though not necessarily well. Your lies may be nonsensical, unbelievable, or completely impossible, but none of those are an impediment to your storytelling. Some may consider you cursed to be unable to speak the plain truth.

Penalty: The character must make DC 15 Will save just to tell the plain, unadorned truth.

Buying Off the Flaw: Any time after 4th level, the character must be the center of a *zone of truth* spell. After this, the character can speak the truth without having to make a Will save.

Note: Just because a character who buys off the flaw *can* speak the truth does not mean they *have* to speak the truth.

DISINHERITED

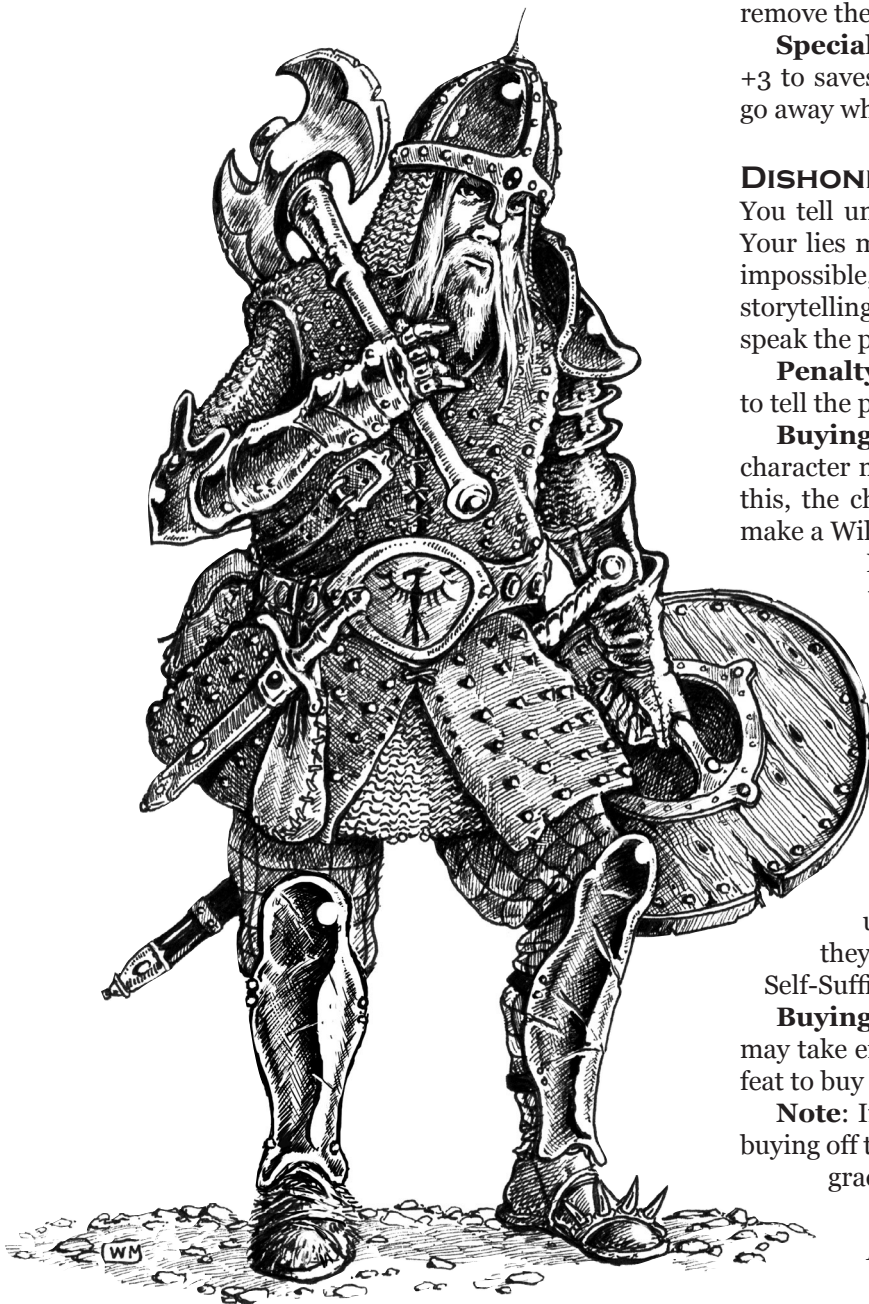
You were born to wealth and privilege, but have somehow lost the lifestyle you were accustomed to. You are unused to the rough life of an adventurer and often come across as spoiled to those from lower classes.

Penalty: Since the character is unaccustomed to providing for their own needs, they are -3 to Survival checks. They cannot take the Self-Sufficient feat (except as noted below).

Buying Off the Flaw: At or after 5th level, the character may take either the Skill Focus (Survival) or Self-Sufficient feat to buy off the flaw.

Note: If the character truly was disinherited by family, buying off the flaw does not return the character to the good graces of their family.

Even the greatest of heroes can have flaws, and not all are readily obvious. What would you guess are this warrior's flaws?



EXCOMMUNICATED

You have been cast out of your church or religious order. That does not necessarily mean that you are a lapsed cleric or fallen paladin, but rather that you have run afoul of either a higher authority within the church or left of your own volition over disagreements.

Penalty: Because of the nature of their expulsion, the character only gets ½ the normal amount of starting wealth and suffers a -2 penalty to all Diplomacy checks with people from his church or religious order.

Buying Off the Flaw: The character must return to their home temple and succeed on an opposed Diplomacy check against a person of official importance. The official should have at least a +10 bonus in Diplomacy to oppose the character with.

EXILED

You may not return to the land of your birth. You are not being pursued, and at the borders of your home nation you are more likely to be turned away than to be incarcerated. Some communities erase all mention of your prior life there. Exile is usually done for political reasons rather than criminal ones. It may also be the result of breaking a taboo.

Penalty: Because of the nature of their expulsion, the character only gets ½ the normal amount of starting wealth and suffers a -2 penalty to all Diplomacy checks with people from their homeland.

Buying Off the Flaw: The character must return to their homeland and succeed on an opposed Diplomacy check against a person of official importance. The official should have at least a +10 bonus in Diplomacy to oppose the character with.

FAR-SIGHTED

You can see fine at distances beyond 20 feet, but have trouble seeing anything closer.

Penalty: At any range of 20 feet or less, the character suffers a -2 to Perception, attacks, Craft skills requiring up-close work (sewing, for example), and Linguistics checks regarding reading. The vision can be corrected with spectacles – including those of a magical variety – or with spells, but only temporarily.

Buying Off the Flaw: To permanently buy off the flaw, the character must take the Skill Focus (Perception) feat and be the subject of a *regeneration* spell.

FLATULENT

You are frequently afflicted with loud and unpleasant gas.

Penalty: The character suffers a -2 penalty to Stealth checks and a -2 penalty to all Charisma-based checks.

Buying Off the Flaw: The character must invest an ability score point gained from leveling up into Constitution and have a *remove disease* spell cast on them to remove the source of the gas permanently.

FOUL-MOUTHED

You use profanity so frequently and so loudly that you are no longer considered fit for polite company. Most of the time, you do not even realize you're cursing.

Penalty: Each time the character enters a conversation, they must make a DC 15 Will save to avoid cursing. If the check fails, the character suffers a -3 penalty to all Charisma-based checks during the conversation.

Buying Off the Flaw: The character must place at least 2 skill points in Linguistics and take the Skill Focus (Diplomacy) feat no earlier than 4th level.

GLUTTON

You may be plump, rail-thin, or somewhere in between, but you are always hungry and tend to eat in excess of your actual need.

Penalty: The character must spend 50% more on a day's worth of trail rations or a meal and must make a DC 14 Will save to avoid ordering a second helping of meals (at normal meal costs).

Buying Off the Flaw: The character must take the Iron Will feat no earlier than 5th level.

GUILELESS

You are not only seemingly incapable of deception, but you act as though deception does not exist. While potentially quite intelligent or wise, you have an almost childish naivety when it comes to lies or hidden motives.

Penalty: The character suffers a -2 penalty to both Bluff and Sense Motive.

Buying Off the Flaw: The character must invest an ability score point gained from leveling up into Wisdom and take the Skill Focus (Sense Motive) feat.

HEAVY SLEEPER

You are a very heavy sleeper and hard to wake. Your friends say you could sleep just fine through an orc invasion, in fact.

Penalty: The character must make a successful DC 15 Will save to wake at a specific time. They usually will not rouse unless touched, and then it usually requires being shaken and/or slapped. They have a -3 penalty to Perception checks while sleeping (in addition to any other penalties for sleeping) and are considered staggered for 1d4 rounds after waking.

Buying Off the Flaw: The character must take the Lightning Reflexes feat (Improved Lightning Reflexes if they already have Lightning Reflexes) no earlier than 4th level.

ILLITERATE

You have never learned to read. You may understand pictograms and symbols, but text is essentially meaningless to you.

Penalty: The character cannot read at all and cannot make Linguistics checks to decipher written text. The character may not take Craft (calligraphy) or any other writing-related skills. Any points placed in Linguistics apply only to the spoken language, not written.

Buying Off the Flaw: The character must take the Skill Focus (Linguistics) feat and then invest 1 skill point in Linguistics per language already known. Any new languages learned by placing points in Linguistics include both written and spoken versions.

INSOMNIAC

You have a hard time falling and staying asleep for 8 hours.

Penalty: The character must make a DC 15 Fort save in order to get a full 8 hours rest. Failing the check means the character gets only 6 hours sleep or less and suffers a -1 penalty to all attacks, skill checks and ability checks the next day. Spellcasters who do not get a full 8 hours rest are only able to renew/prepare half their normal number of daily spells the next day.

Buying Off the Flaw: The character must take the Endurance feat no earlier than 3rd level. If the feat is taken before 3rd level, the flaw is not bought off until the character reaches 3rd level.

JINGOISM

You suffer from unthinking and unflinching favoritism, particularly as regards your homeland.

Penalty: The character suffers a -3 penalty to all Diplomacy checks when dealing with “foreigners” – which the character considers those from other nations, regardless of the nation he’s currently in. Equipment from his own homeland is always considered superior in quality to goods of other lands, even if the other goods are masterwork or even magical.

Buying Off the Flaw: The character must take the Skill Focus (Knowledge (geography)) feat and place 4 points in Diplomacy.

LAME

You have a bad leg: a poorly repaired injury, a surgically mended club foot, or other deformity.

Penalty: The character’s Strength is considered 2 points lower for purposes of carrying capacity only, and movement rate is decreased by 10 feet.

Buying Off the Flaw: While a prosthetic might be a temporary solution (which may not be much better), investing an ability score point gained from leveling up into Strength buys off the flaw completely. The character’s leg is still damaged, but the character has learned to compensate for it. Alternatively, the character could pay for a *regeneration* spell, which restores the leg to full functionality.

LAZY EYE

One of your eyes doesn’t quite point where you are looking, or is so off-center one can’t tell exactly what you are looking at. It can be a bit disconcerting to others, and the character’s field of vision is slightly compromised.

Penalty: The character suffers a -1 penalty to all Charisma-based skill checks and a -1 to Perception checks.

Buying Off the Flaw: The character must have a *regeneration* spell cast on them to repair the defect that causes their eye to point in the wrong direction.

LECHEROUS

You find it nearly impossible to not ogle members of your preferred sex, and you usually do not realize how obvious you are being. You are also often compelled to try and proposition anyone you find attractive.

Penalty: The character must make a Will save (DC equal to the Charisma of the person they are dealing with) or suffer a -3 penalty to all Charisma based skills with that person.

Buying Off the Flaw: The character must spend 2 skill points on Diplomacy and 3 on Sense Motive.

MISERLY

You will never willingly purchase a masterwork item and prefer to buy the lowest priced goods available.

Penalty: The character must make a Will save (DC 15, with an additional +5 to the DC for each factor of 10 above 10 gp – DC 20 for 100 gp, 25 for 1000 gp, etc.) to spend more than 10 gp in one purchase.

Buying Off the Flaw: The character must spend more than 1,000 gp in a single purchase.

NEAR-SIGHTED

You can see just fine at distances up to 20 feet, but beyond that things begin to get very blurry.

Penalty: The character suffers a -1 penalty to all sight-based Perception checks and to ranged attack rolls at distances greater than 20 feet, with another -1 for each 20 feet of distance (so that the character is -3 to attack a creature 60 feet away, in addition to any penalties for range increments). The vision can be corrected with spectacles – including those of a magical variety – or with spells, but only temporarily.

Buying Off the Flaw: To permanently buy off the flaw, the character must take the Skill Focus (Perception) feat and be the subject of a *regeneration* spell.

NIGHT-BLIND

You have a very hard time seeing in low-light conditions.

Penalty: This negates any racial abilities such as low-light vision. In addition, the character suffers a -3 penalty to any sight-based Perception checks in low-light or dark surroundings, and opponents have concealment (20% miss chance).

Buying Off the Flaw: The character must take the Blind-Fight feat no earlier than 5th level. The character still has some difficulty seeing at night, but has learned to compensate for it.

Note: Characters with darkvision cannot take this flaw.

OBLIVIOUS

You spend most of your time off in your own world. You are either deeply focused on the immediate task at hand, or operating without conscious awareness while lost in your own thoughts.

Penalty: The character takes a -2 penalty to initiative rolls and a -2 to Perception checks. The character may not take the Alertness feat (see below).

Buying Off the Flaw: At or after 5th level, you must take the Alertness feat.

ONE-EYED

Whether through birth defect, accident, or injury, you only have one good eye.

Penalty: The character's depth perception is practically non-existent, resulting in -3 penalties to Acrobatics, ranged attacks, and visual-based Perception checks.

Buying Off the Flaw: While magical items may be temporary replacements for the bad eye, the permanent solution is for the character to be the subject of a *regeneration* spell.

OUTLAW

You are considered a criminal in some parts. You may or may not be justly accused, but people from that region are likely to consider you in a negative manner. No matter what, you are not nefarious enough to have a price on your head and will generally not be pursued out of the local jurisdiction. Returning to the region, however, will likely result in attempts at arrest for your past (alleged) crimes.

Penalty: The character takes a -3 penalty to Diplomacy when dealing with people from the area where they are wanted, and honest folks in that region will refuse to do business with them. Depending on the character's actions, the size of this area can grow as the game progresses, hindering them further.

Buying Off the Flaw: The character must return to the region where they are wanted and succeed on an opposed Diplomacy check against a person of official importance and pay a 500 gp fine or bribe. The official should have at least a +10 bonus in Diplomacy to oppose the character with.

OVERWEIGHT

You are considerably heavier than most other members of your race.

Penalty: When determining the character's weight, increase both the multiplier and the number of dice rolled by one. For example, for a halfling the weight roll would be 30 lbs + 3d4 x 2 instead of 2d4 x 1; for a half-orc the roll would be 3d12 x 8 instead of 2d12 x 7, etc. Any weight above the race's normal maximum counts towards the character's encumbrance, otherwise the character is simply considered heavyset. The character must pay an additional 10% when buying clothes or armor, to represent the slightly larger size and modifications needed.

Buying Off the Flaw: The character must take the Iron Will feat to allow them to maintain a stricter diet and exercise. The next time they level up after taking the Iron Will feat, they are no longer considered overweight and the character may reroll their weight using the normal rules to determine their new, slimmer weight.

OVERZEALOUS

You are extremely pious, and consider absolutely everything that happens to be part of your god's plan. You are always eager to discuss your religion, even if the people around you aren't. Enemies of your faith are always considered to be complete monsters deserving of no mercy.

Penalty: The character's irritating attitude results in a -3 penalty to all Charisma-based checks.

Buying Off the Flaw: The character must invest 3 skill points in Sense Motive and 2 in Diplomacy.

PACKRAT

You refuse to toss anything out, insisting that everything will eventually be useful, or that it has sentimental value. You are loathe to discard empty scroll cases or used potion vials, even while in the deepest depths of a dungeon.

Penalty: The character has to make a DC 15 Will save to cast aside any item in their inventory, regardless of how useless it may seem to be. This includes items with the broken condition. When figuring encumbrance, add 10% to the total weight carried to account for miscellaneous trash still carried.

Buying Off the Flaw: The character must take the Iron Will feat no earlier than 4th level.

PARANOID

You almost always assume that the world is filled with secret conspiracies. You are also convinced that you alone are aware of the truth and that you are targeted by nebulous forces because of it.

Penalty: When dealing with strangers, the character suffers a -3 penalty to Sense Motive, as they immediately assume the worst about others.

Buying Off the Flaw: The character must invest an ability score point gained from leveling up into Wisdom.

PREJUDICED

You have a strong dislike for one or more races other than your own.

Penalty: The character suffers a -3 penalty to all Diplomacy checks with members of their disliked race(s), and a -1 penalty to Sense Motive.

Buying Off the Flaw: The character must invest 3 skill points in Diplomacy and 2 points in Sense Motive.

PROVINCIAL

You are from a rustic district and have had little exposure to the outside world. Folks from more developed areas are likely to consider you to be a bumpkin.

Penalty: The character suffers a -1 penalty to Knowledge (geography), Knowledge (nobility), and Knowledge (local) when outside a 50-mile-radius of their home.

Buying Off the Flaw: The character must place 5 skill points in a Knowledge skill other than Knowledge (local).

SCRAWNY

You are extremely lean and underweight for your height. While you aren't necessarily frail, you are lightly built and at best may be wiry.

Penalty: The character suffers a -5 penalty to CMD against Bull Rush attempts due to their less sturdy frame.

Buying Off the Flaw: The character must invest an ability score point gained from leveling up into either Strength or Constitution.

SELFISH

You have an inflated opinion of yourself and what is due to you.

Penalty: The character must make a DC 15 Will save to aid another before helping themselves, regardless of the

comparative situations. For example, if the selfish character had a minor wound (1 or 2 hp below their total) and another character was badly injured (1/3 or more of their hp gone), the character would have to make a Will save to use a *healing potion* on the other character and not themselves.

Buying Off the Flaw: The character must invest 3 skill points in Diplomacy and 1 in Sense Motive

SHY

You are painfully shy around people you do not know, or know well.

Penalty: When in the presence of strangers the character suffers a -2 penalty to all Charisma-based skill checks. People are considered to no longer be strangers after the character has known them for more than a month in game time.

Buying Off the Flaw: The character must invest an ability score point gained from leveling up into Charisma.

SPENDTHRIFT

You spend money fiercely and freely. You consider yourself generous but others say you are wasteful. You always go for the most expensive and/or highest quality item, and will always buy masterwork whenever possible.

Penalty: The character spends 10% more than listed price for goods to assure their quality, including masterwork and magic items.

Buying Off the Flaw: The character must take the Skill Focus (Appraise) feat no earlier than 4th level.

TACTLESS

You aren't exactly rude, mean spirited, or even especially unpleasant. It's just that you have all the subtlety of a brick through a window. You see yourself as being frank and honest, while others generally consider you a conversational blunt instrument.

Penalty: The character suffers a -2 penalty to Diplomacy and Bluff checks.

Buying Off the Flaw: The character must take the Skill Focus (Bluff) or Skill Focus (Diplomacy) feat.

TIN EAR

While you are not hard of hearing, music is effectively meaningless to you. You are tone deaf and derive little to no enjoyment from music or singing.

Penalty: Bonuses from bardic performances that are music based are reduced by 1/2 for the character (though any based on oratory or visual performances provide full bonuses) and they suffer a -5 penalty to any Perform skill check regarding singing or musical instruments. They suffer no penalties to Perform (dance), as dance is about timing and beat.

Buying Off the Flaw: The character must invest 5 skill points in Perform (sing or any musical instrument).

UNEDUCATED

Your lack of formal education doesn't necessarily impair your abilities, but limits your worldly knowledge.

Penalty: The character suffers a -2 penalty to all

Knowledge skills that are not class skills, and -2 to Linguistics checks that do not involve racial or bonus languages for their race.

Buying Off the Flaw: The character must invest 5 total skill points in 2 or more non-class skill Knowledge skills.

UNLUCKY

You seem to be cursed by fate and have very poor luck. Very often, your life seems to be a series of uncertain staggers from misadventure to misadventure.

Penalty: The character suffers a -2 penalty to all saving throws and a -3 penalty to confirm critical hits.

Buying Off the Flaw: The character must have a *remove curse* spell cast on them by a CL 10th or higher caster.

WANTED FUGITIVE

You have a price on your head. While you are not constantly pursued, you can't linger too long in any one place or else word of your presence will draw bounty hunters, lawmen, and other agents of the authorities. Conversely, you may be targeted by criminal guilds or evil masterminds, and while not on the run from the law, you are still being hunted.

Penalty: The character takes a -3 penalty to Diplomacy when dealing with people from the area where they are wanted, and honest folks in that region will refuse to do business with them, and may even report them to the authorities. Depending on the character's actions, the size of this area can grow as the game progresses, hindering them further.

Buying Off the Flaw: The character must return to the region where they are wanted and succeed on an opposed Diplomacy check against a person of official importance and pay a 1000 gp fine or bribe. The official should have at least a +10 bonus in Diplomacy to oppose the character with.

"Whoopsy-daisy! I forgot to make an appearance in Inkantations, but I made it for this one! I guess I have the Absent-minded flaw..."

— The Forgetful Wizard



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