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gain a new trait or flaw no more frequently than once every five levels.

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Dragon

Flaws are like the flip side of feats. Whereas 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 player may select up to two flaws when creating a character. After 1st level, a character cannot take on additional flaws unless the DM specifically allows it. For example; The DM might allow a player to assign a trait or flaw to her character after she has roleplayed the character in a manner consistent with the trait in question, or after a traumatic or lifechanging experience (after dying, a character might develop the Cautious trait or the Aggressive trait). If the DM includes this option, a character should

beyond those your character would be normally entitled to. Unlike <u>Player Traits</u>, flaws are entirely negative in their impact on a character's capabilities. **Creating Flaws**

Each flaw a player selects entitles his character to a bonus feat. In other words, when you create a character, if you select two flaws, you can also take two bonus feats

<u>Aligned</u>

• A flaw must have a numeric effect on a character's specific capabilities. Flaws with primarily roleplaying or story effects have unpredictable effects on game balance. • Flaws are generally bigger in magnitude than feats. That's because players always choose flaws that have the least impact on their characters, while taking feats

You can create new flaws but be careful; Flaws can unbalance your game. When creating flaws, keep a few issues in mind:

instance, a flaw that only affects spellcasters might seem reasonable - but for nonspellcaster characters, the flaw likely proves meaningless. Even if you restrict the selection of such feats to characters of specific classes, a player can easily select a spellcasting class at 1st level, choose two flaws that apply to spellcasters, gain the bonus feats and multiclass into a non-spellcasting class at 2nd level and proceed normally. • Similarly, a flaw that penalizes a character's Charisma-based skill checks only has a significant impact on the party spokesperson - the quiet fighter or barbarian likely won't feel any impact from the penalties. Sources Used: Unearthed arcana, Complete Dragon Magazine 3.5 Feats, Flaws, & Styles – Flaws

that have the most. For example, while a feat affecting skills grants a +2 bonus on two skills, its counterpart flaw might impose a -4 penalty on two skills.

• A flaw must have a meaningful effect regardless of character class or roles. That way, a player can't reduce the flaw's importance through multiclassing. For

On:Complete Dragon Magazine 3.5 Feats, Flaws, & Styles – Flaws Pg 116 Flaw **Prerequisite Effect** Source

Ability to Spontaneously cast Cure

<u>Devotion</u>	Spells	Healing has less effect on differing alignment	326
<u>Arcane</u> <u>Conundrum</u>	Gnome, Cha 10+	May never use your spell-like abilities, -2 saving throw vs Illusions	Dragon 328
Arcane Fatigue	Ability to cast Arcane Spells	Must make fortitude save after every spell cast or be fatigued	Dragon
<u>Arcane</u>			333 Dragon
<u>Parasites</u>	Ability to cast arcane Spells	Every Arcane Spell has a -1 to Save DC	333
<u>Arcane</u> <u>Performer</u>	Ability to cast arcane spells without preparation, perform 1 rank	In order to cast any spell, must succeed at a perform check	Dragon 324
Beady Eyes	Darkvision	Have low-light vision instead, -2 search, spot	Dragon 328
<u>Beastly</u>	Wild Empathy	Vulnerable to certain spells which affect animals	Dragon 329
Bestail Instinct		-2 to hit with anything other than unarmed strikes or natural weapons	Dragon
Destail Histilict		May not end rage voluntarily, must attack a creature every round, if able; if not able, must	324 Dragon
<u>Blind Rage</u>	Rage Ability	attack nearest breakable object.	325
<u>Brash</u>		-6 to Armor Class vs Attacks of Oppurtunity	Dragon 324
<u>Bravado</u>		Don't gain any kind of dodge bonuses to your Armor Class	Dragon 328
<u>Cautious</u>		Take twice as long to perform any skill which requires an action, -2 to initiative	Dragon
<u>Chivalrous</u>			328 Dragon
<u>Courtesy</u>	Good or Lawful Alignment	-4 on all attack rolls to hit a creature you can tell is of opposite gender	324
<u>City Slicker</u>	Survival as Class Skill	-4 on Handle Animal, Knowledge(Nature) and Survival Checks	Dragon 324
<u>Claustrophobia</u>		Become Shaken in enclosed spaces	Dragon 324
Code of arms	Good or Lawful Alignment	-4 on attack rolls against enemy not armed with a melee weapon	Dragon
	J	Automatically fail Fort Saves to overcome effects of high temperature, Fire effects deal +2	324 Dragon
<u>Cold-Blooded</u>		points of fire damage to you	324
<u>Coward</u>		Automatically fail saves against fear effects	Dragon 324
<u>Curious</u>		-2 Listen and Spot, -2 Initiative	Dragon 328
Divine Gestures	Ability to cast divine spells	Suffer a spell failure chance just like Arcane Spell Failure	Dragon
<u>Domain</u>	•		326 Dragon
<u>Devotion</u>	Access to domains	Have access to only one of your deity's domains	326
<u>Elven Pride of</u> <u>Arms</u>	Elven Blood	-4 on attack rolls with anything other than a longsword, rapier or bow	Dragon 328
<u>Exhausting</u> <u>Rage</u>	Rage Ability	When rage ends you become exhausted instead of fatigued	Dragon 325
<u>Feeble</u>		-2 on all str, dex and con based checks	Unearthed
		-1 on all attack rolls, bluff, sense motive, spot and survival checks made against creatures that	Arcana Dragon
<u>Foe Specialist</u>	Favored Enemy	are not your favored enemy	329
<u>Fool</u>	Bardic Music	Lose the inspire courage, inspire competence, inspire greatness, and inspire heroics bardic music abilities.	Dragon 324
<u>Forlorn</u>	Ability to call familiar	Lose ability to call a familiar	Dragon 333
Forlorn of Men		Become shaken id more than one humanoid is within 30 feet of you	Dragon
Frail Immune	Constitution 11 or lower	Whenever you fail a fortitude cave you become fatigued	324 Dragon
<u>System</u>	Constitution 11 or lower	Whenever you fail a fortitude save you become fatigued	328 Unearthed
<u>Frail</u>		-1 hitpoint per per level	Arcana
Free-Spirited	Chaotic Alignment	Weight of any carried gear is doubled for purpose of determining load, Armor check penalties are also doubled	Dragon 328
Frivolous Porformer	Bardic Knowledge	-10 on all Bardic Knowledge checks, except those relating to your perform skill	Dragon
<u>Performer</u>		Posomo Siskonod after drinking any notion	324 Dragon
<u>Fussy</u>		Become Sickened after drinking any potion	328 Dragon
<u>Glory-Hound</u>	Base attack Bonus +1	-2 to AC during combat until you drop an opponent	Dragon 328
<u>Grudge Keeper</u>		If damaged in combat you suffer a -2 penalty on attacks rolls, skill checks, saving throws, and ability checks until you damage the foe who caused you harm.	Dragon 328
<u>Gullible</u>		-2 Saving throw vs Enchantment and Illusions, -4 Sense Motive	Dragon
Half-Blood	Half Elf on Half Oro		325 Dragon
<u>Outcast</u>	Half-Elf or Half-Orc	Suffer -2 on all attack rolls, saving throws and skill checks when in sight of a full blood	328 Dragon
<u>Hatred</u>	Favored Enemy	-4 to AC, Attack rolls and Skill Checks whenever you are in presence of a favored enemy and not fighting it	Dragon 329
<u>Haunted</u>	Ability to cast spells	Noises surround you for no reason, -4 listen and move silently	Dragon 327
Honor of the	Good or Lawful Alignment	You must make a Will save (DC $10 + your$ level) to attack a creature in a square threatened by one of its other foes.	Dragon
		I OHE OHILS OTHER TOES.	Dragon
<u>Duel</u>		-4 on attack rolls against any creature that has not explicitly challenged you or made an attack	324 Dragon
<u>Duel</u> <u>Honorable</u> <u>Challenge</u>	Good or Lawful Alignment	-4 on attack rolls against any creature that has not explicitly challenged you or made an attack against you	324 Dragon 324
<u>Duel</u> <u>Honorable</u> <u>Challenge</u>		 -4 on attack rolls against any creature that has not explicitly challenged you or made an attack against you Automatically fail any fort saves against low temperature, +2 extra cold damage from cold effects 	324 Dragon
Duel Honorable Challenge Hot-Blooded		-4 on attack rolls against any creature that has not explicitly challenged you or made an attack against you Automatically fail any fort saves against low temperature, +2 extra cold damage from cold	324 Dragon 324 Dragon
Duel Honorable Challenge Hot-Blooded Implacable	Good or Lawful Alignment	-4 on attack rolls against any creature that has not explicitly challenged you or made an attack against you Automatically fail any fort saves against low temperature, +2 extra cold damage from cold effects If you move out of Melee Combat, -2 on all attack rolls, skill checks and saving throws for 1	324 Dragon 324 Dragon 324 Dragon 328 Unearthed
Duel Honorable Challenge Hot-Blooded Implacable Inattentive	Good or Lawful Alignment	 -4 on attack rolls against any creature that has not explicitly challenged you or made an attack against you Automatically fail any fort saves against low temperature, +2 extra cold damage from cold effects If you move out of Melee Combat, -2 on all attack rolls, skill checks and saving throws for 1 hour -4 Listen, Spot -2 on all attack rolls with weapons that you have not personally create, and +1 Armor Check 	324 Dragon 324 Dragon 324 Dragon 324 Dragon 328
Honorable Challenge Hot-Blooded Implacable Inattentive Individualist	Good or Lawful Alignment	 -4 on attack rolls against any creature that has not explicitly challenged you or made an attack against you Automatically fail any fort saves against low temperature, +2 extra cold damage from cold effects If you move out of Melee Combat, -2 on all attack rolls, skill checks and saving throws for 1 hour -4 Listen, Spot -2 on all attack rolls with weapons that you have not personally create, and +1 Armor Check penalty with any armor you did not craft 	324 Dragon 324 Dragon 324 Dragon 328 Unearthed Arcana Dragon 329
Honorable Challenge Hot-Blooded Implacable Inattentive Individualist Insomniac	Good or Lawful Alignment	 -4 on attack rolls against any creature that has not explicitly challenged you or made an attack against you Automatically fail any fort saves against low temperature, +2 extra cold damage from cold effects If you move out of Melee Combat, -2 on all attack rolls, skill checks and saving throws for 1 hour -4 Listen, Spot -2 on all attack rolls with weapons that you have not personally create, and +1 Armor Check 	Dragon 324 Dragon 324 Dragon 328 Unearthed Arcana Dragon 329 Dragon 328
Honorable Challenge Hot-Blooded Implacable Inattentive Individualist Insomniac Light	Good or Lawful Alignment	 -4 on attack rolls against any creature that has not explicitly challenged you or made an attack against you Automatically fail any fort saves against low temperature, +2 extra cold damage from cold effects If you move out of Melee Combat, -2 on all attack rolls, skill checks and saving throws for 1 hour -4 Listen, Spot -2 on all attack rolls with weapons that you have not personally create, and +1 Armor Check penalty with any armor you did not craft 	324 Dragon 324 Dragon 324 Dragon 328 Unearthed Arcana Dragon 329 Dragon
Honorable Challenge Hot-Blooded Implacable Inattentive Individualist Insomniac Light Sensitivity	Good or Lawful Alignment Base Attack Bonus +1 Darkvision Constitution 13 or lower, many not be	 -4 on attack rolls against any creature that has not explicitly challenged you or made an attack against you Automatically fail any fort saves against low temperature, +2 extra cold damage from cold effects If you move out of Melee Combat, -2 on all attack rolls, skill checks and saving throws for 1 hour -4 Listen, Spot -2 on all attack rolls with weapons that you have not personally create, and +1 Armor Check penalty with any armor you did not craft Must succeed on a fortitude save to get a full night's rest. Become Dazzled in Bright sunlight Half base weight, -4 penalty to resist bull rushes, grapples overruns and trips. No attack bonus 	324 Dragon 324 Dragon 324 Dragon 328 Unearthed Arcana Dragon 329 Dragon 328 Dragon 328 Dragon 328
Honorable Challenge Hot-Blooded Implacable Inattentive Individualist Insomniac Light Sensitivity Lightweight	Good or Lawful Alignment Base Attack Bonus +1 Darkvision Constitution 13 or lower, many not be Obese	-4 on attack rolls against any creature that has not explicitly challenged you or made an attack against you Automatically fail any fort saves against low temperature, +2 extra cold damage from cold effects If you move out of Melee Combat, -2 on all attack rolls, skill checks and saving throws for 1 hour -4 Listen, Spot -2 on all attack rolls with weapons that you have not personally create, and +1 Armor Check penalty with any armor you did not craft Must succeed on a fortitude save to get a full night's rest. Become Dazzled in Bright sunlight Half base weight, -4 penalty to resist bull rushes, grapples overruns and trips. No attack bonus when charge.	Dragon 324 Dragon 324 Dragon 328 Unearthed Arcana Dragon 329 Dragon 328 Dragon 328 Dragon 328 Dragon 328 Dragon
Honorable Challenge Hot-Blooded Implacable Inattentive Individualist Insomniac Light Sensitivity Lightweight	Good or Lawful Alignment Base Attack Bonus +1 Darkvision Constitution 13 or lower, many not be Obese Ability to turn or rebuke undead	-4 on attack rolls against any creature that has not explicitly challenged you or made an attack against you Automatically fail any fort saves against low temperature, +2 extra cold damage from cold effects If you move out of Melee Combat, -2 on all attack rolls, skill checks and saving throws for 1 hour -4 Listen, Spot -2 on all attack rolls with weapons that you have not personally create, and +1 Armor Check penalty with any armor you did not craft Must succeed on a fortitude save to get a full night's rest. Become Dazzled in Bright sunlight Half base weight, -4 penalty to resist bull rushes, grapples overruns and trips. No attack bonus when charge. Lose the ability to turn or rebuke undead	Dragon 324 Dragon 324 Dragon 328 Unearthed Arcana Dragon 329 Dragon 328 Dragon 328 Dragon 328 Dragon 328 Dragon 328
Honorable Challenge Hot-Blooded Implacable Inattentive Individualist Insomniac Light Sensitivity Lightweight Living Faith	Good or Lawful Alignment Base Attack Bonus +1 Darkvision Constitution 13 or lower, many not be Obese	-4 on attack rolls against any creature that has not explicitly challenged you or made an attack against you Automatically fail any fort saves against low temperature, +2 extra cold damage from cold effects If you move out of Melee Combat, -2 on all attack rolls, skill checks and saving throws for 1 hour -4 Listen, Spot -2 on all attack rolls with weapons that you have not personally create, and +1 Armor Check penalty with any armor you did not craft Must succeed on a fortitude save to get a full night's rest. Become Dazzled in Bright sunlight Half base weight, -4 penalty to resist bull rushes, grapples overruns and trips. No attack bonus when charge.	Dragon 324 Dragon 324 Dragon 328 Unearthed Arcana Dragon 329 Dragon 328 Dragon 328 Dragon 328 Dragon 328 Dragon 328 Dragon 328
Duel Honorable Challenge Hot-Blooded Implacable Inattentive Individualist Insomniac Light Sensitivity Lightweight Living Faith Loner	Good or Lawful Alignment Base Attack Bonus +1 Darkvision Constitution 13 or lower, many not be Obese Ability to turn or rebuke undead Ability to summon familiar or Animal	-4 on attack rolls against any creature that has not explicitly challenged you or made an attack against you Automatically fail any fort saves against low temperature, +2 extra cold damage from cold effects If you move out of Melee Combat, -2 on all attack rolls, skill checks and saving throws for 1 hour -4 Listen, Spot -2 on all attack rolls with weapons that you have not personally create, and +1 Armor Check penalty with any armor you did not craft Must succeed on a fortitude save to get a full night's rest. Become Dazzled in Bright sunlight Half base weight, -4 penalty to resist bull rushes, grapples overruns and trips. No attack bonus when charge. Lose the ability to turn or rebuke undead	Dragon 324 Dragon 324 Dragon 328 Unearthed Arcana Dragon 329 Dragon 328 Dragon 328 Dragon 328 Dragon 328 Dragon 328 Dragon 328
Duel Honorable Challenge Hot-Blooded Implacable Inattentive Individualist Insomniac Light Sensitivity Lightweight Living Faith Loner Loudmouth	Good or Lawful Alignment Base Attack Bonus +1 Darkvision Constitution 13 or lower, many not be Obese Ability to turn or rebuke undead Ability to summon familiar or Animal	-4 on attack rolls against any creature that has not explicitly challenged you or made an attack against you Automatically fail any fort saves against low temperature, +2 extra cold damage from cold effects If you move out of Melee Combat, -2 on all attack rolls, skill checks and saving throws for 1 hour -4 Listen, Spot -2 on all attack rolls with weapons that you have not personally create, and +1 Armor Check penalty with any armor you did not craft Must succeed on a fortitude save to get a full night's rest. Become Dazzled in Bright sunlight Half base weight, -4 penalty to resist bull rushes, grapples overruns and trips. No attack bonus when charge. Lose the ability to turn or rebuke undead Lose ability to summon familiar or animal companion	Dragon 324 Dragon 324 Dragon 328 Unearthed Arcana Dragon 329 Dragon 328 Dragon
Duel Honorable Challenge Hot-Blooded Implacable Inattentive Individualist Insomniac Light Sensitivity Lightweight Living Faith Loner Loudmouth Love of Nature Magical	Good or Lawful Alignment Base Attack Bonus +1 Darkvision Constitution 13 or lower, many not be Obese Ability to turn or rebuke undead Ability to summon familiar or Animal	-4 on attack rolls against any creature that has not explicitly challenged you or made an attack against you Automatically fail any fort saves against low temperature, +2 extra cold damage from cold effects If you move out of Melee Combat, -2 on all attack rolls, skill checks and saving throws for 1 hour -4 Listen, Spot -2 on all attack rolls with weapons that you have not personally create, and +1 Armor Check penalty with any armor you did not craft Must succeed on a fortitude save to get a full night's rest. Become Dazzled in Bright sunlight Half base weight, -4 penalty to resist bull rushes, grapples overruns and trips. No attack bonus when charge. Lose the ability to turn or rebuke undead Lose ability to summon familiar or animal companion -4 penalty to diplomacy and move silently Must succeed on will save to attack animal, plant or vermin	Dragon 324 Dragon 324 Dragon 328 Unearthed Arcana Dragon 329 Dragon 328 Dragon
Duel Honorable Challenge Hot-Blooded Implacable Inattentive Individualist Insomniac Light Sensitivity Lightweight Living Faith Loner Loudmouth Love of Nature Magical Fascination	Good or Lawful Alignment Base Attack Bonus +1 Darkvision Constitution 13 or lower, many not be Obese Ability to turn or rebuke undead Ability to summon familiar or Animal Companion	-4 on attack rolls against any creature that has not explicitly challenged you or made an attack against you Automatically fail any fort saves against low temperature, +2 extra cold damage from cold effects If you move out of Melee Combat, -2 on all attack rolls, skill checks and saving throws for 1 hour -4 Listen, Spot -2 on all attack rolls with weapons that you have not personally create, and +1 Armor Check penalty with any armor you did not craft Must succeed on a fortitude save to get a full night's rest. Become Dazzled in Bright sunlight Half base weight, -4 penalty to resist bull rushes, grapples overruns and trips. No attack bonus when charge. Lose the ability to turn or rebuke undead Lose ability to summon familiar or animal companion -4 penalty to diplomacy and move silently Must succeed on will save to attack animal, plant or vermin -2 on attack rolls and skill checks when in sight of a visible magical effect with a duration	Dragon 324 Dragon 324 Dragon 328 Unearthed Arcana Dragon 329 Dragon 328
Duel Honorable Challenge Hot-Blooded Implacable Inattentive Individualist Insomniac Light Sensitivity Lightweight Living Faith Loner Loudmouth Love of Nature Magical Fascination Magical Overlord	Good or Lawful Alignment Base Attack Bonus +1 Darkvision Constitution 13 or lower, many not be Obese Ability to turn or rebuke undead Ability to summon familiar or Animal	-4 on attack rolls against any creature that has not explicitly challenged you or made an attack against you Automatically fail any fort saves against low temperature, +2 extra cold damage from cold effects If you move out of Melee Combat, -2 on all attack rolls, skill checks and saving throws for 1 hour -4 Listen, Spot -2 on all attack rolls with weapons that you have not personally create, and +1 Armor Check penalty with any armor you did not craft Must succeed on a fortitude save to get a full night's rest. Become Dazzled in Bright sunlight Half base weight, -4 penalty to resist bull rushes, grapples overruns and trips. No attack bonus when charge. Lose the ability to turn or rebuke undead Lose ability to summon familiar or animal companion -4 penalty to diplomacy and move silently Must succeed on will save to attack animal, plant or vermin	Dragon 324 Dragon 324 Dragon 328 Unearthed Arcana Dragon 329 Dragon 328 Dragon 328 Dragon 328 Dragon 328 Dragon 328 Dragon 327 Dragon 327 Dragon 324 Dragon 327
<u>Duel</u> <u>Honorable</u>	Good or Lawful Alignment Base Attack Bonus +1 Darkvision Constitution 13 or lower, many not be Obese Ability to turn or rebuke undead Ability to summon familiar or Animal Companion	-4 on attack rolls against any creature that has not explicitly challenged you or made an attack against you Automatically fail any fort saves against low temperature, +2 extra cold damage from cold effects If you move out of Melee Combat, -2 on all attack rolls, skill checks and saving throws for 1 hour -4 Listen, Spot -2 on all attack rolls with weapons that you have not personally create, and +1 Armor Check penalty with any armor you did not craft Must succeed on a fortitude save to get a full night's rest. Become Dazzled in Bright sunlight Half base weight, -4 penalty to resist bull rushes, grapples overruns and trips. No attack bonus when charge. Lose the ability to turn or rebuke undead Lose ability to summon familiar or animal companion -4 penalty to diplomacy and move silently Must succeed on will save to attack animal, plant or vermin -2 on attack rolls and skill checks when in sight of a visible magical effect with a duration	Dragon 324 Dragon 324 Dragon 328 Unearthed Arcana Dragon 329 Dragon 328 Dragon
Duel Honorable Challenge Hot-Blooded Implacable Inattentive Individualist Insomniac Light Sensitivity Lightweight Living Faith Loner Loudmouth Love of Nature Magical Fascination Magical Overlord Material Devotion Meager	Good or Lawful Alignment Base Attack Bonus +1 Darkvision Constitution 13 or lower, many not be Obese Ability to turn or rebuke undead Ability to summon familiar or Animal Companion Ability to cast spells	-4 on attack rolls against any creature that has not explicitly challenged you or made an attack against you Automatically fail any fort saves against low temperature, +2 extra cold damage from cold effects If you move out of Melee Combat, -2 on all attack rolls, skill checks and saving throws for 1 hour -4 Listen, Spot -2 on all attack rolls with weapons that you have not personally create, and +1 Armor Check penalty with any armor you did not craft Must succeed on a fortitude save to get a full night's rest. Become Dazzled in Bright sunlight Half base weight, -4 penalty to resist bull rushes, grapples overruns and trips. No attack bonus when charge. Lose the ability to turn or rebuke undead Lose ability to summon familiar or animal companion -4 penalty to diplomacy and move silently Must succeed on will save to attack animal, plant or vermin -2 on attack rolls and skill checks when in sight of a visible magical effect with a duration Exchange one of your highest level spell slots for a lower level one	Dragon 324 Dragon 324 Dragon 328 Unearthed Arcana Dragon 329 Dragon 328 Dragon 328 Dragon 328 Dragon 326 Dragon 327 Dragon 324 Dragon 327 Dragon 324 Dragon 327 Dragon 328 Dragon 327 Dragon 327 Dragon 327 Dragon 327 Dragon 328 Dragon 327
Duel Honorable Challenge Hot-Blooded Implacable Inattentive Individualist Insomniac Light Sensitivity Lightweight Living Faith Loner Loudmouth Love of Nature Magical Fascination Magical Overlord Material Devotion Meager Fortitude Metal	Good or Lawful Alignment Base Attack Bonus +1 Darkvision Constitution 13 or lower, many not be Obese Ability to turn or rebuke undead Ability to summon familiar or Animal Companion Ability to cast spells	-4 on attack rolls against any creature that has not explicitly challenged you or made an attack against you Automatically fail any fort saves against low temperature, +2 extra cold damage from cold effects If you move out of Melee Combat, -2 on all attack rolls, skill checks and saving throws for 1 hour -4 Listen, Spot -2 on all attack rolls with weapons that you have not personally create, and +1 Armor Check penalty with any armor you did not craft Must succeed on a fortitude save to get a full night's rest. Become Dazzled in Bright sunlight Half base weight, -4 penalty to resist bull rushes, grapples overruns and trips. No attack bonus when charge. Lose the ability to turn or rebuke undead Lose ability to summon familiar or animal companion -4 penalty to diplomacy and move silently Must succeed on will save to attack animal, plant or vermin -2 on attack rolls and skill checks when in sight of a visible magical effect with a duration Exchange one of your highest level spell slots for a lower level one May only use spell trigger items that cast spells on your domain spell lists -3 Fort Saves	324 Dragon 324 Dragon 328 Dragon 329 Dragon 328 Dragon 328 Dragon 328 Dragon 328 Dragon 328 Dragon 327 Dragon 324 Dragon 327 Dragon 324 Dragon 327 Dragon 324 Dragon 327 Dragon 327 Dragon 328 Dragon 327 Dragon 327 Dragon 328 Dragon 327 Dragon 327
Duel Honorable Challenge Hot-Blooded Implacable Inattentive Individualist Insomniac Light Sensitivity Lightweight Living Faith Loner Loudmouth Love of Nature Magical Fascination Magical Overlord Material Devotion Meager Fortitude Metal Intolerance	Good or Lawful Alignment Base Attack Bonus +1 Darkvision Constitution 13 or lower, many not be Obese Ability to turn or rebuke undead Ability to summon familiar or Animal Companion Ability to cast spells	-4 on attack rolls against any creature that has not explicitly challenged you or made an attack against you Automatically fail any fort saves against low temperature, +2 extra cold damage from cold effects If you move out of Melee Combat, -2 on all attack rolls, skill checks and saving throws for 1 hour -4 Listen, Spot -2 on all attack rolls with weapons that you have not personally create, and +1 Armor Check penalty with any armor you did not craft Must succeed on a fortitude save to get a full night's rest. Become Dazzled in Bright sunlight Half base weight, -4 penalty to resist bull rushes, grapples overruns and trips. No attack bonus when charge. Lose the ability to turn or rebuke undead Lose ability to summon familiar or animal companion -4 penalty to diplomacy and move silently Must succeed on will save to attack animal, plant or vermin -2 on attack rolls and skill checks when in sight of a visible magical effect with a duration Exchange one of your highest level spell slots for a lower level one May only use spell trigger items that cast spells on your domain spell lists	324 Dragon 324 Dragon 324 Dragon 328 Unearthed Arcana Dragon 329 Dragon 328 Dragon 328 Dragon 328 Dragon 328 Dragon 327 Dragon 324 Dragon 327 Dragon 324 Dragon 327 Dragon 324
Duel Honorable Challenge Hot-Blooded Implacable Inattentive Individualist Insomniac Light Sensitivity Lightweight Living Faith Loner Loudmouth Love of Nature Magical Fascination Magical Overlord Material Devotion Meager Fortitude Metal Intolerance Methodical Magical Magical Magical Magical Intolerance Methodical Magical Magical Magical Magical	Good or Lawful Alignment Base Attack Bonus +1 Darkvision Constitution 13 or lower, many not be Obese Ability to turn or rebuke undead Ability to summon familiar or Animal Companion Ability to cast spells	-4 on attack rolls against any creature that has not explicitly challenged you or made an attack against you Automatically fail any fort saves against low temperature, +2 extra cold damage from cold effects If you move out of Melee Combat, -2 on all attack rolls, skill checks and saving throws for 1 hour -4 Listen, Spot -2 on all attack rolls with weapons that you have not personally create, and +1 Armor Check penalty with any armor you did not craft Must succeed on a fortitude save to get a full night's rest. Become Dazzled in Bright sunlight Half base weight, -4 penalty to resist bull rushes, grapples overruns and trips. No attack bonus when charge. Lose the ability to turn or rebuke undead Lose ability to summon familiar or animal companion -4 penalty to diplomacy and move silently Must succeed on will save to attack animal, plant or vermin -2 on attack rolls and skill checks when in sight of a visible magical effect with a duration Exchange one of your highest level spell slots for a lower level one May only use spell trigger items that cast spells on your domain spell lists -3 Fort Saves	324 Dragon 324 Dragon 328 Dragon 329 Dragon 328 Dragon 328 Dragon 328 Dragon 328 Dragon 328 Dragon 326 Dragon 327 Dragon 324 Dragon 327 Dragon 324 Dragon 327 Dragon 327 Dragon 328 Dragon 327 Dragon 327 Dragon 328 Dragon 327 Dragon 328 Dragon 327 Dragon 328 Dragon 327 Dragon 328 Dragon 329
Duel Honorable Challenge Hot-Blooded Implacable Inattentive Individualist Insomniac Light Sensitivity Lightweight Living Faith Loner Loudmouth Love of Nature Magical Fascination Magical Overlord Material Devotion Meager Fortitude Metal Intolerance Methodical Magical Methods Meticulous	Good or Lawful Alignment Base Attack Bonus +1 Darkvision Constitution 13 or lower, many not be Obese Ability to turn or rebuke undead Ability to summon familiar or Animal Companion Ability to cast spells Access to Domains Ability to cast spells	-4 on attack rolls against any creature that has not explicitly challenged you or made an attack against you Automatically fail any fort saves against low temperature, +2 extra cold damage from cold effects If you move out of Melee Combat, -2 on all attack rolls, skill checks and saving throws for 1 hour -4 Listen, Spot -2 on all attack rolls with weapons that you have not personally create, and +1 Armor Check penalty with any armor you did not craft Must succeed on a fortitude save to get a full night's rest. Become Dazzled in Bright sunlight Half base weight, -4 penalty to resist bull rushes, grapples overruns and trips. No attack bonus when charge. Lose the ability to turn or rebuke undead Lose ability to summon familiar or animal companion -4 penalty to diplomacy and move silently Must succeed on will save to attack animal, plant or vermin -2 on attack rolls and skill checks when in sight of a visible magical effect with a duration Exchange one of your highest level spell slots for a lower level one May only use spell trigger items that cast spells on your domain spell lists -3 Fort Saves Take one additional point of damage whenever struck by metal You are considered flat-footed in any round you cast a spell	Dragon 324 Dragon 324 Dragon 328 Unearthed Arcana Dragon 329 Dragon 328 Dragon 328 Dragon 328 Dragon 327 Dragon 327 Dragon 324 Dragon 327 Dragon 327 Dragon 327 Dragon 327 Dragon 328 Dragon 327 Dragon 327 Dragon 327 Dragon 328
Duel Honorable Challenge Hot-Blooded Implacable Inattentive Individualist Insomniac Light Sensitivity Lightweight Living Faith Loner Loudmouth Love of Nature Magical Fascination Magical Overlord Material Devotion Meager Fortitude Metal Intolerance Methodical Magical Methods Meticulous Performer	Good or Lawful Alignment Base Attack Bonus +1 Darkvision Constitution 13 or lower, many not be Obese Ability to turn or rebuke undead Ability to summon familiar or Animal Companion Ability to cast spells Access to Domains Ability to cast spells Bardic Music	-4 on attack rolls against any creature that has not explicitly challenged you or made an attack against you Automatically fail any fort saves against low temperature, +2 extra cold damage from cold effects If you move out of Melee Combat, -2 on all attack rolls, skill checks and saving throws for 1 hour -4 Listen, Spot -2 on all attack rolls with weapons that you have not personally create, and +1 Armor Check penalty with any armor you did not craft Must succeed on a fortitude save to get a full night's rest. Become Dazzled in Bright sunlight Half base weight, -4 penalty to resist bull rushes, grapples overruns and trips. No attack bonus when charge. Lose the ability to turn or rebuke undead Lose ability to summon familiar or animal companion -4 penalty to diplomacy and move silently Must succeed on will save to attack animal, plant or vermin -2 on attack rolls and skill checks when in sight of a visible magical effect with a duration Exchange one of your highest level spell slots for a lower level one May only use spell trigger items that cast spells on your domain spell lists -3 Fort Saves Take one additional point of damage whenever struck by metal You are considered flat-footed in any round you cast a spell Initiating or maintaining bardic music is a full-round action	Dragon 324 Dragon 324 Dragon 328 Unearthed Arcana Dragon 329 Dragon 328 Dragon 328 Dragon 328 Dragon 327 Dragon 327 Dragon 324 Dragon 327 Dragon 327 Dragon 327 Dragon 328 Dragon 327 Dragon 327 Dragon 328 Dragon 327 Dragon 328 Dragon 324 Dragon 324 Dragon 324 Dragon 324 Dragon 327 Dragon 328 Dragon 324 Dragon 324 Dragon 327
Duel Honorable Challenge Hot-Blooded Implacable Inattentive Individualist Insomniac Light Sensitivity Lightweight Living Faith Loner Loudmouth Love of Nature Magical Fascination Magical Overlord Material Devotion Meager Fortitude Metal Intolerance Methodical Magical Methods Meticulous Performer Mounted	Good or Lawful Alignment Base Attack Bonus +1 Darkvision Constitution 13 or lower, many not be Obese Ability to turn or rebuke undead Ability to summon familiar or Animal Companion Ability to cast spells Access to Domains Ability to cast spells	-4 on attack rolls against any creature that has not explicitly challenged you or made an attack against you Automatically fail any fort saves against low temperature, +2 extra cold damage from cold effects If you move out of Melee Combat, -2 on all attack rolls, skill checks and saving throws for 1 hour -4 Listen, Spot -2 on all attack rolls with weapons that you have not personally create, and +1 Armor Check penalty with any armor you did not craft Must succeed on a fortitude save to get a full night's rest. Become Dazzled in Bright sunlight Half base weight, -4 penalty to resist bull rushes, grapples overruns and trips. No attack bonus when charge. Lose the ability to turn or rebuke undead Lose ability to summon familiar or animal companion -4 penalty to diplomacy and move silently Must succeed on will save to attack animal, plant or vermin -2 on attack rolls and skill checks when in sight of a visible magical effect with a duration Exchange one of your highest level spell slots for a lower level one May only use spell trigger items that cast spells on your domain spell lists -3 Fort Saves Take one additional point of damage whenever struck by metal You are considered flat-footed in any round you cast a spell	Dragon 324 Dragon 324 Dragon 328 Unearthed Arcana Dragon 329 Dragon 328 Dragon 328 Dragon 328 Dragon 327 Dragon 327 Dragon 324 Dragon 327 Dragon 324 Dragon 327 Dragon 327 Dragon 328 Dragon 327 Dragon 327 Dragon 328 Dragon 324 Dragon 324 Dragon 327 Dragon 328 Dragon 324 Dragon 328 Dragon 324 Dragon 327 Dragon 328 Dragon 324 Dragon 327 Dragon 328 Dragon 329
Honorable Challenge Hot-Blooded Implacable Inattentive Individualist Insomniac Light Sensitivity Lightweight Living Faith Loner Loudmouth Love of Nature Magical Fascination Magical Overlord Material Devotion Meager Fortitude Metal Intolerance Methodical Methods Methods Meticulous Performer Mounted Warrior	Good or Lawful Alignment Base Attack Bonus +1 Darkvision Constitution 13 or lower, many not be Obese Ability to turn or rebuke undead Ability to summon familiar or Animal Companion Ability to cast spells Access to Domains Ability to cast spells Bardic Music	-4 on attack rolls against any creature that has not explicitly challenged you or made an attack against you Automatically fail any fort saves against low temperature, +2 extra cold damage from cold effects If you move out of Melee Combat, -2 on all attack rolls, skill checks and saving throws for 1 hour -4 Listen, Spot -2 on all attack rolls with weapons that you have not personally create, and +1 Armor Check penalty with any armor you did not craft Must succeed on a fortitude save to get a full night's rest. Become Dazzled in Bright sunlight Half base weight, -4 penalty to resist bull rushes, grapples overruns and trips. No attack bonus when charge. Lose the ability to turn or rebuke undead Lose ability to summon familiar or animal companion -4 penalty to diplomacy and move silently Must succeed on will save to attack animal, plant or vermin -2 on attack rolls and skill checks when in sight of a visible magical effect with a duration Exchange one of your highest level spell slots for a lower level one May only use spell trigger items that cast spells on your domain spell lists -3 Fort Saves Take one additional point of damage whenever struck by metal You are considered flat-footed in any round you cast a spell Initiating or maintaining bardic music is a full-round action	Dragon 324 Dragon 324 Dragon 328 Unearthed Arcana Dragon 329 Dragon 328 Dragon 328 Dragon 328 Dragon 327 Dragon 327 Dragon 324 Dragon 324 Dragon 327 Dragon 327 Dragon 328 Dragon 327 Dragon 327 Dragon 328 Dragon 327 Dragon 328 Dragon 327 Dragon 328 Dragon 324 Dragon 327 Dragon 328 Dragon 329
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Honorable Challenge Hot-Blooded Implacable Inattentive Individualist Insomniac Light Sensitivity Lightweight Living Faith Loner Loudmouth Love of Nature Magical Fascination Magical Fortitude Material Devotion Meager Fortitude Metal Intolerance Methodical Magical Methods Meticulous Performer Mounted Warrior Murky-Eyed No Time For Book Learning Noncombatant	Good or Lawful Alignment Base Attack Bonus +1 Darkvision Constitution 13 or lower, many not be Obese Ability to turn or rebuke undead Ability to summon familiar or Animal Companion Ability to cast spells Access to Domains Ability to cast spells Bardic Music Ride 1 rank	-4 on attack rolls against any creature that has not explicitly challenged you or made an attack against you Automatically fall any fort saves against low temperature, +2 extra cold damage from cold effects If you move out of Melee Combat, -2 on all attack rolls, skill checks and saving throws for 1 hour -4 Listen, Spot -2 on all attack rolls with weapons that you have not personally create, and +1 Armor Check penalty with any armor you did not craft Must succeed on a fortitude save to get a full night's rest. Become Dazzled in Bright sunlight Half base weight, -4 penalty to resist bull rushes, grapples overruns and trips. No attack bonus when charge. Lose the ability to turn or rebuke undead Lose ability to summon familiar or animal companion -4 penalty to diplomacy and move silently Must succeed on will save to attack animal, plant or vermin -2 on attack rolls and skill checks when in sight of a visible magical effect with a duration Exchange one of your highest level spell slots for a lower level one May only use spell trigger items that cast spells on your domain spell lists -3 Fort Saves Take one additional point of damage whenever struck by metal Initiating or maintaining bardic music is a full-round action -2 to attack rolls when not mounted Additional miss chance when in Concealment You are illiterate, and can never learn to read, plus -2 on all knowledge checks except knowledge (nature) -2 Melee attack Rolls	Dragon 324 Dragon 324 Dragon 328 Unearthed Arcana Dragon 329 Dragon 328 Dragon 328 Dragon 326 Dragon 327 Dragon 324 Dragon 324 Dragon 327 Dragon 324 Dragon 327 Dragon 328 Dragon 324 Dragon 324 Dragon 324 Unearthed Arcana
Duel Honorable Challenge Hot-Blooded Implacable Inattentive Individualist Insomniac Light Sensitivity Lightweight Living Faith Loner Loudmouth Love of Nature Magical Fascination Magical Overlord Material Devotion Meager Fortitude Metal Intolerance Methodical Magical Methods Meticulous Performer Mounted Warrior Murky-Eyed No Time For Book Learning Noncombatant kidot.com Si	Good or Lawful Alignment Base Attack Bonus +1 Darkvision Constitution 13 or lower, many not be Obese Ability to turn or rebuke undead Ability to summon familiar or Animal Companion Ability to cast spells Access to Domains Ability to cast spells Bardic Music Ride 1 rank Darkvision Join this site	-4 on attack rolls against any creature that has not explicitly challenged you or made an attack against you Automatically fail any fort saves against low temperature, +2 extra cold damage from cold effects If you move out of Melee Combat, -2 on all attack rolls, skill checks and saving throws for 1 hour -4 Listen, Spot -2 on all attack rolls with weapons that you have not personally create, and +1 Armor Check penalty with any armor you did not craft Must succeed on a fortitude save to get a full night's rest. Become Dazzled in Bright sunlight Half base weight, -4 penalty to resist bull rushes, grapples overruns and trips. No attack bonus when charge. Lose the ability to turn or rebuke undead Lose ability to summon familiar or animal companion -4 penalty to diplomacy and move silently Must succeed on will save to attack animal, plant or vermin -2 on attack rolls and skill checks when in sight of a visible magical effect with a duration Exchange one of your highest level spell slots for a lower level one May only use spell trigger items that cast spells on your domain spell lists -3 Fort Saves Take one additional point of damage whenever struck by metal You are considered flat-footed in any round you cast a spell Initiating or maintaining bardic music is a full-round action -2 to attack rolls when not mounted Additional miss chance when in Concealment You are illiterate, and can never learn to read, plus -2 on all knowledge checks except knowledge (nature) -2 Melee attack Rolls	Dragon 324 Dragon 324 Dragon 328 Unearthed Arcana Dragon 329 Dragon 328 Dragon 328 Dragon 326 Dragon 327 Dragon 324 Dragon 327 Dragon 324 Dragon 327 Dragon 328 Dragon 327 Dragon 324 Dragon 328 Dragon 324 Dragon 324 Dragon 327 Dragon 328 Dragon 324 Dragon 324 Dragon 327 Dragon 328 Dragon 324 Dragon 327 Dragon 328 Dragon 324 Dragon 325 Dragon 326 Dragon 327 Dragon 328 Drago
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Duel Honorable Challenge Hot-Blooded Implacable Inattentive Individualist Insomniac Light Sensitivity Lightweight Living Faith Loner Loudmouth Love of Nature Magical Fascination Magical Overlord Material Devotion Meager Fortitude Metal Intolerance Methodical Magical Methods Meticulous Performer Mounted Warrior Murky-Eyed No Time For Book Learning Noncombatant kidot.com Si ODESE Pathetic Phantom Sparks Poor Reflexes	Good or Lawful Alignment Base Attack Bonus +1 Darkvision Constitution 13 or lower, many not be Obese Ability to turn or rebuke undead Ability to summon familiar or Animal Companion Ability to cast spells Access to Domains Ability to cast spells Bardic Music Ride 1 rank Darkvision Join this site to be Lightweight	-4 on attack rolls against any creature that has not explicitly challenged you or made an attack against you Automatically fail any fort saves against low temperature, +2 extra cold damage from cold effects If you move out of Melee Combat, -2 on all attack rolls, skill checks and saving throws for 1 hour -4 Listen, Spot -2 on all attack rolls with weapons that you have not personally create, and +1 Armor Check penalty with any armor you did not craft Must succeed on a fortitude save to get a full night's rest. Become Dazzled in Bright sunlight Half base weight, -4 penalty to resist bull rushes, grapples overruns and trips. No attack bonus when charge. Lose the ability to turn or rebuke undead Lose ability to summon familiar or animal companion -4 penalty to diplomacy and move silently Must succeed on will save to attack animal, plant or vermin -2 on attack rolls and skill checks when in sight of a visible magical effect with a duration Exchange one of your highest level spell slots for a lower level one May only use spell trigger items that cast spells on your domain spell lists -3 Fort Saves Take one additional point of damage whenever struck by metal You are considered flat-footed in any round you cast a spell Initiating or maintaining bardic music is a full-round action -2 to attack rolls when not mounted Additional miss chance when in Concealment You are illiterate, and can never learn to read, plus -2 on all knowledge checks except knowledge (nature) -2 Melee attack Rolls Edit History Tags Source double for armor: Reduce 1 Ability Score by 2	Dragon 324 Dragon 324 Dragon 328 Unearthed Arcana Dragon 328 Dragon 328 Dragon 328 Dragon 326 Dragon 327 Dragon 324 Dragon 327 Dragon 324 Dragon 327 Dragon 328 Dragon 324 Dragon 324 Dragon 324 Dragon 327 Dragon 328 Dragon 327 Dragon 328 Unearthed Arcana Explore > 328 Unearthed Arcana Explore > 328 Unearthed Arcana Dragon 327 Unearthed Arcana Dragon 327 Unearthed Arcana
Duel Honorable Challenge Hot-Blooded Implacable Inattentive Individualist Insomniac Light Sensitivity Lightweight Living Faith Loner Loudmouth Love of Nature Magical Fascination Magical Overlord Material Devotion Meager Fortitude Metal Intolerance Methodical Magical Intolerance Methodical Magical Methods Meticulous Performer Mounted Warrior Murky-Eyed No Time For Book Learning Noncombatant kidot.com S ODESE Pathetic Phantom Sparks	Good or Lawful Alignment Base Attack Bonus +1 Darkvision Constitution 13 or lower, many not be Obese Ability to turn or rebuke undead Ability to summon familiar or Animal Companion Ability to cast spells Access to Domains Ability to cast spells Bardic Music Ride 1 rank Darkvision Join this site to be Lightweight	-4 on attack rolls against any creature that has not explicitly challenged you or made an attack against you Automatically fall any fort saves against low temperature, +2 extra cold damage from cold effects If you move out of Melee Combat, -2 on all attack rolls, skill checks and saving throws for 1 hour -4 Listen, Spot -2 on all attack rolls with weapons that you have not personally create, and +1 Armor Check penalty with any armor you did not craft Must succeed on a fortitude save to get a full night's rest. Become Dazzled in Bright sunlight Half base weight, -4 penalty to resist bull rushes, grapples overruns and trips. No attack bonus when charge. Lose the ability to turn or rebuke undead Lose ability to summon familiar or animal companion -4 penalty to diplomacy and move silently Must succeed on will save to attack animal, plant or vermin -2 on attack rolls and skill checks when in sight of a visible magical effect with a duration Exchange one of your highest level spell slots for a lower level one May only use spell trigger items that cast spells on your domain spell lists -3 Fort Saves Take one additional point of damage whenever struck by metal You are considered flat-footed in any round you cast a spell Initiating or maintaining bardic music is a full-round action -2 to attack rolls when not mounted Additional miss chance when in Concealment You are illiterate, and can never learn to read, plus -2 on all knowledge checks except knowledge (nature) -2 Melee attack Rolls Edit History Tags Source double for armor. Reduce 1 Ability Score by 2 Spontaneously emit bursts of colored light, -4 penalty on hide and spot	Dragon 324 Dragon 324 Dragon 328 Unearthed Arcana Dragon 328 Dragon 328 Dragon 328 Dragon 326 Dragon 327 Dragon 324 Dragon 327 Dragon 324 Dragon 327 Dragon 328 Dragon 324 Dragon 327 Dragon 328 Dragon 324 Dragon 324 Dragon 327 Dragon 328 Dragon 324 Dragon 327 Dragon 328 Dragon 327 Dragon 328 Dragon 327 Dragon 328 Unearthed Arcana Explore > 328 Unearthed Arcana Explore > 328 Unearthed Arcana Explore >

			328
<u>Grudge Keeper</u>		If damaged in combat you suffer a -2 penalty on attacks rolls, skill checks, saving throws, and ability checks until you damage the foe who caused you harm.	Dragon 328
Gullible		-2 Saving throw vs Enchantment and Illusions, -4 Sense Motive	Dragon 325
<u>Half-Blood</u> <u>Outcast</u>	Half-Elf or Half-Orc	Suffer -2 on all attack rolls, saving throws and skill checks when in sight of a full blood	Dragon 328
<u>Hatred</u>	Favored Enemy	-4 to AC, Attack rolls and Skill Checks whenever you are in presence of a favored enemy and not fighting it	Dragon 329
<u>Haunted</u>	Ability to cast spells	Noises surround you for no reason, -4 listen and move silently	Dragon 327
Honor of the Duel	Good or Lawful Alignment	You must make a Will save (DC 10 + your level) to attack a creature in a square threatened by one of its other foes.	Dragon 324
Honorable Challenge	Good or Lawful Alignment	-4 on attack rolls against any creature that has not explicitly challenged you or made an attack against you	Dragon 324
Hot-Blooded		Automatically fail any fort saves against low temperature, +2 extra cold damage from cold effects	Dragon 324
<u>Implacable</u>	Base Attack Bonus +1	If you move out of Melee Combat, -2 on all attack rolls, skill checks and saving throws for 1 hour	Dragon 328
<u>Inattentive</u>		-4 Listen, Spot	Unearthed Arcana
Individualist		-2 on all attack rolls with weapons that you have not personally create, and +1 Armor Check penalty with any armor you did not craft	Dragon 329
Insomniac		Must succeed on a fortitude save to get a full night's rest.	Dragon 328
<u>Light</u> <u>Sensitivity</u>	Darkvision	Become Dazzled in Bright sunlight	Dragon 328
<u>Lightweight</u>	Constitution 13 or lower, many not be Obese	Half base weight, -4 penalty to resist bull rushes, grapples overruns and trips. No attack bonus when charge.	Dragon 328
<u>Living Faith</u>	Ability to turn or rebuke undead	Lose the ability to turn or rebuke undead	Dragon 326
<u>Loner</u>	Ability to summon familiar or Animal Companion	Lose ability to summon familiar or animal companion	Dragon 327
<u>Loudmouth</u>		-4 penalty to diplomacy and move silently	Dragon 324
Love of Nature		Must succeed on will save to attack animal, plant or vermin	Dragon 324
Magical Fascination		-2 on attack rolls and skill checks when in sight of a visible magical effect with a duration	Dragon 328
Magical Overlord	Ability to cast spells	Exchange one of your highest level spell slots for a lower level one	Dragon 327
<u>Material</u>	Access to Domains	May only use spell trigger items that cast spells on your domain spell lists	Dragon 316
<u>Devotion</u> <u>Meager</u> Fortitude		-3 Fort Saves	Unearthe
<u>Fortitude</u> <u>Metal</u> Intelerance		Take one additional point of damage whenever struck by metal	Arcana Dragon
<u>Intolerance</u> <u>Methodical</u> Magical	Ability to cost spells	Vou are considered flat feeted in any round you each a small	324 Dragon
Magical Methods	Ability to cast spells	You are considered flat-footed in any round you cast a spell	333
Meticulous Performer	Bardic Music	Initiating or maintaining bardic music is a full-round action	Dragon 324
<u>Mounted</u> <u>Warrior</u>	Ride 1 rank	-2 to attack rolls when not mounted	Dragon 324
Murky-Eyed		Additional miss chance when in Concealment	Unearthed Arcana
No Time For Book Learning		You are illiterate, and can never learn to read, plus -2 on all knowledge checks except knowledge (nature)	Dragon 324
Noncombatant ikidot.com	Share on 🕒 <mark>壬</mark> 🔐 🔯 💿 Join this sit	-2 Melee attack Rolls e Edit History Tags Source	Uneartheo Arcana Explore »
	be <u>Lightweight</u>	double for armor.	328 Uneartheo
<u>Pathetic</u> <u>Phantom</u>		Reduce 1 Ability Score by 2	Arcana Dragon
		Spontaneously emit bursts of colored light, -4 penalty on hide and spot	
<u>Sparks</u>	Ability to Cast Spells		Januarthe
Poor Reflexes	Ability to Cast Spells	-3 Reflex Saves	Uneartheo Arcana
<u> </u>	Ability to Cast Spells Ability to cast spells	-3 Reflex Saves Casting times are doubled	Uneartheo Arcana Dragon 326
Ponderous			Uneartheo Arcana Dragon 326 Dragon 324
Poor Reflexes Ponderous Spellcaster Pride of Arms Quarter Elf	Ability to cast spells	Casting times are doubled	Uneartheo Arcana Dragon 326 Dragon 324 Dragon 328
Poor Reflexes Ponderous Spellcaster Pride of Arms Quarter Elf Quick Burning Rage	Ability to cast spells Proficiency in all Martial Weapons Half-Elf Rage ability	Casting times are doubled -4 Penalty on attack rolls with exotic or simple weapons, unarmed and touch attacks	Uneartheo Arcana Dragon 326 Dragon 324 Dragon 328 Dragon 325
Poor Reflexes Ponderous Spellcaster Pride of Arms Quarter Elf Quick Burning	Ability to cast spells Proficiency in all Martial Weapons Half-Elf	Casting times are doubled -4 Penalty on attack rolls with exotic or simple weapons, unarmed and touch attacks Not immune to sleep spells, don't have elven blood	Uneartheo Arcana Dragon 326 Dragon 324 Dragon 328 Dragon 325 Dragon 327
Poor Reflexes Ponderous Spellcaster Pride of Arms Quarter Elf Quick Burning Rage Restricted Sorcery Shaky	Ability to cast spells Proficiency in all Martial Weapons Half-Elf Rage ability Ability to cast spells without	Casting times are doubled -4 Penalty on attack rolls with exotic or simple weapons, unarmed and touch attacks Not immune to sleep spells, don't have elven blood Rage only lasts as long as your new con modifier	Uneartheo Arcana Dragon 326 Dragon 324 Dragon 328 Dragon 325 Dragon 327 Uneartheo Arcana
Poor Reflexes Ponderous Spellcaster Pride of Arms Quarter Elf Quick Burning Rage Restricted Sorcery Shaky	Ability to cast spells Proficiency in all Martial Weapons Half-Elf Rage ability Ability to cast spells without	Casting times are doubled -4 Penalty on attack rolls with exotic or simple weapons, unarmed and touch attacks Not immune to sleep spells, don't have elven blood Rage only lasts as long as your new con modifier Two schools of magic are your restricted schools -2 Ranged Attack Rolls -2 on all skill checks to retry a failed check, can't take 20	Unearthed Arcana Dragon 326 Dragon 328 Dragon 325 Dragon 327 Unearthed Arcana Dragon 328
Poor Reflexes Ponderous Spellcaster Pride of Arms Quarter Elf Quick Burning Rage Restricted Sorcery Shaky Short Attention Span	Ability to cast spells Proficiency in all Martial Weapons Half-Elf Rage ability Ability to cast spells without	Casting times are doubled -4 Penalty on attack rolls with exotic or simple weapons, unarmed and touch attacks Not immune to sleep spells, don't have elven blood Rage only lasts as long as your new con modifier Two schools of magic are your restricted schools -2 Ranged Attack Rolls	Uneartheo Arcana Dragon 326 Dragon 328 Dragon 325 Dragon 327 Uneartheo Arcana Dragon 328 Dragon 333
Poor Reflexes Ponderous Spellcaster Pride of Arms Quarter Elf Quick Burning Rage Restricted Sorcery Shaky Short Attention Span Short of Breath	Ability to cast spells Proficiency in all Martial Weapons Half-Elf Rage ability Ability to cast spells without preperation	Casting times are doubled -4 Penalty on attack rolls with exotic or simple weapons, unarmed and touch attacks Not immune to sleep spells, don't have elven blood Rage only lasts as long as your new con modifier Two schools of magic are your restricted schools -2 Ranged Attack Rolls -2 on all skill checks to retry a failed check, can't take 20 Whenever you make a strength or constitution to run, climb, jump or swim, make fort save or	Uneartheo Arcana Dragon 326 Dragon 328 Dragon 325 Dragon 327 Uneartheo Arcana Dragon 328 Dragon 328 Dragon 328 Dragon 328 Dragon 328
Poor Reflexes Ponderous Spellcaster Pride of Arms Quarter Elf Quick Burning Rage Restricted Sorcery Shaky Short Attention Span Short of Breath Short Temper	Ability to cast spells Proficiency in all Martial Weapons Half-Elf Rage ability Ability to cast spells without preperation	Casting times are doubled -4 Penalty on attack rolls with exotic or simple weapons, unarmed and touch attacks Not immune to sleep spells, don't have elven blood Rage only lasts as long as your new con modifier Two schools of magic are your restricted schools -2 Ranged Attack Rolls -2 on all skill checks to retry a failed check, can't take 20 Whenever you make a strength or constitution to run, climb, jump or swim, make fort save or be fatigued	Unearthed Arcana Dragon 326 Dragon 328 Dragon 325 Dragon 327 Unearthed Arcana Dragon 328 Dragon 328 Dragon 328 Dragon 328 Dragon 333 Dragon 328
Poor Reflexes Ponderous Spellcaster Pride of Arms Quarter Elf Quick Burning Rage Restricted Sorcery Shaky Short Attention Span Short of Breath Short Temper	Ability to cast spells Proficiency in all Martial Weapons Half-Elf Rage ability Ability to cast spells without preperation	Casting times are doubled -4 Penalty on attack rolls with exotic or simple weapons, unarmed and touch attacks Not immune to sleep spells, don't have elven blood Rage only lasts as long as your new con modifier Two schools of magic are your restricted schools -2 Ranged Attack Rolls -2 on all skill checks to retry a failed check, can't take 20 Whenever you make a strength or constitution to run, climb, jump or swim, make fort save or be fatigued If you suffer any damage during combat, make a will save or be enraged	Unearthed Arcana Dragon 326 Dragon 328 Dragon 325 Dragon 327 Unearthed Arcana Dragon 328 Dragon 328 Dragon 328 Dragon 328 Unearthed Arcana Dragon 328 Unearthed Arcana
Poor Reflexes Ponderous Spellcaster Pride of Arms Quarter Elf Quick Burning Rage Restricted Sorcery Shaky Short Attention Span Short of Breath Short Temper Skulker	Ability to cast spells Proficiency in all Martial Weapons Half-Elf Rage ability Ability to cast spells without preperation	Casting times are doubled -4 Penalty on attack rolls with exotic or simple weapons, unarmed and touch attacks Not immune to sleep spells, don't have elven blood Rage only lasts as long as your new con modifier Two schools of magic are your restricted schools -2 Ranged Attack Rolls -2 on all skill checks to retry a failed check, can't take 20 Whenever you make a strength or constitution to run, climb, jump or swim, make fort save or be fatigued If you suffer any damage during combat, make a will save or be enraged Must make a Will save or become shaken whenever a foe engages you in combat	Unearthed Arcana Dragon 324 Dragon 328 Dragon 327 Unearthed Arcana Dragon 328
Poor Reflexes Ponderous Spellcaster Pride of Arms Quarter Elf Quick Burning Rage Restricted Sorcery Shaky Short Attention Span Short of Breath Short Temper Skulker Slow Slow Healing Slow to Anger	Ability to cast spells Proficiency in all Martial Weapons Half-Elf Rage ability Ability to cast spells without preperation Con 13 or lower	Casting times are doubled -4 Penalty on attack rolls with exotic or simple weapons, unarmed and touch attacks Not immune to sleep spells, don't have elven blood Rage only lasts as long as your new con modifier Two schools of magic are your restricted schools -2 Ranged Attack Rolls -2 on all skill checks to retry a failed check, can't take 20 Whenever you make a strength or constitution to run, climb, jump or swim, make fort save or be fatigued If you suffer any damage during combat, make a will save or be enraged Must make a Will save or become shaken whenever a foe engages you in combat Half Land Speed	Unearthed Arcana Dragon 324 Dragon 328 Dragon 325 Dragon 327 Unearthed Arcana Dragon 328
Poor Reflexes Ponderous Spellcaster Pride of Arms Quarter Elf Quick Burning Rage Restricted Sorcery Shaky Short Attention Span Short of Breath Short Temper Skulker Slow Slow Healing	Ability to cast spells Proficiency in all Martial Weapons Half-Elf Rage ability Ability to cast spells without preperation Con 13 or lower Con 13 or lower	Casting times are doubled -4 Penalty on attack rolls with exotic or simple weapons, unarmed and touch attacks Not immune to sleep spells, don't have elven blood Rage only lasts as long as your new con modifier Two schools of magic are your restricted schools -2 Ranged Attack Rolls -2 on all skill checks to retry a failed check, can't take 20 Whenever you make a strength or constitution to run, climb, jump or swim, make fort save or be fatigued If you suffer any damage during combat, make a will save or be enraged Must make a Will save or become shaken whenever a foe engages you in combat Half Land Speed Don't recover hp naturally Entering a rage is a full-round action -4 to attack rolls made against a foe you flank	Unearthed Arcana Dragon 326 Dragon 328 Dragon 325 Dragon 327 Unearthed Arcana Dragon 328
Poor Reflexes Ponderous Spellcaster Pride of Arms Quarter Elf Quick Burning Rage Restricted Sorcery Shaky Short Attention Span Short of Breath Short Temper Skulker Slow Slow Healing Solitary Paragon	Ability to cast spells Proficiency in all Martial Weapons Half-Elf Rage ability Ability to cast spells without preperation Con 13 or lower Con 13 or lower	Casting times are doubled -4 Penalty on attack rolls with exotic or simple weapons, unarmed and touch attacks Not immune to sleep spells, don't have elven blood Rage only lasts as long as your new con modifier Two schools of magic are your restricted schools -2 Ranged Attack Rolls -2 on all skill checks to retry a failed check, can't take 20 Whenever you make a strength or constitution to run, climb, jump or swim, make fort save or be fatigued If you suffer any damage during combat, make a will save or be enraged Must make a Will save or become shaken whenever a foe engages you in combat Half Land Speed Don't recover hp naturally Entering a rage is a full-round action -4 to attack rolls made against a foe you flank -4 on attack rolls with light or Ihanded weapons, -4 to disable device, open lock, sleight of hand, and use rope checks.	Unearthed Arcana Dragon 326 Dragon 328 Dragon 327 Unearthed Arcana Dragon 328
Poor Reflexes Ponderous Spellcaster Pride of Arms Quarter Elf Quick Burning Rage Restricted Sorcery Shaky Short Attention Span Short of Breath Short Temper Skulker Slow Slow Healing Slow to Anger Solitary Paragon Stubby Fingers Superstitious	Ability to cast spells Proficiency in all Martial Weapons Half-Elf Rage ability Ability to cast spells without preperation Con 13 or lower Con 13 or lower Rage Ability	Casting times are doubled -4 Penalty on attack rolls with exotic or simple weapons, unarmed and touch attacks Not immune to sleep spells, don't have elven blood Rage only lasts as long as your new con modifier Two schools of magic are your restricted schools -2 Ranged Attack Rolls -2 on all skill checks to retry a failed check, can't take 20 Whenever you make a strength or constitution to run, climb, jump or swim, make fort save or be fatigued If you suffer any damage during combat, make a will save or be enraged Must make a Will save or become shaken whenever a foe engages you in combat Half Land Speed Don't recover hp naturally Entering a rage is a full-round action -4 to attack rolls made against a foe you flank -4 on attack rolls with light or 1handed weapons, -4 to disable device, open lock, sleight of hand, and use rope checks. Whenever you see an item, effect or location obviously created by magic you become frightened.	Unearthed Arcana Dragon 326 Dragon 328 Dragon 327 Unearthed Arcana Dragon 328 Dragon 325 Dragon 325
Poor Reflexes Ponderous Spellcaster Pride of Arms Quarter Elf Quick Burning Rage Restricted Sorcery Shaky Short Attention Span Short of Breath Short Temper Skulker Slow Slow Healing Slow to Anger Solitary Paragon Stubby Fingers Superstitious Terrain	Ability to cast spells Proficiency in all Martial Weapons Half-Elf Rage ability Ability to cast spells without preperation Con 13 or lower Con 13 or lower Rage Ability Dwarf, Gnome or Halfling	Casting times are doubled -4 Penalty on attack rolls with exotic or simple weapons, unarmed and touch attacks Not immune to sleep spells, don't have elven blood Rage only lasts as long as your new con modifier Two schools of magic are your restricted schools -2 Ranged Attack Rolls -2 on all skill checks to retry a failed check, can't take 20 Whenever you make a strength or constitution to run, climb, jump or swim, make fort save or be fatigued If you suffer any damage during combat, make a will save or be enraged Must make a Will save or become shaken whenever a foe engages you in combat Half Land Speed Don't recover hp naturally Entering a rage is a full-round action -4 to attack rolls made against a foe you flank -4 on attack rolls with light or 1handed weapons, -4 to disable device, open lock, sleight of hand, and use rope checks. Whenever you see an item, effect or location obviously created by magic you become	Unearthed Arcana Dragon 326 Dragon 324 Dragon 325 Dragon 327 Unearthed Arcana Dragon 328 Dragon 329
Poor Reflexes Ponderous Spellcaster Pride of Arms Quarter Elf Quick Burning Rage Restricted Sorcery Shaky Short Attention Span Short of Breath Short Temper Skulker Slow Slow Healing Slow to Anger Solitary Paragon Stubby Fingers Superstitious Terrain Specialist Test Subject	Ability to cast spells Proficiency in all Martial Weapons Half-Elf Rage ability Ability to cast spells without preperation Con 13 or lower Con 13 or lower Rage Ability Dwarf, Gnome or Halfling Inability to cast spells	Casting times are doubled -4 Penalty on attack rolls with exotic or simple weapons, unarmed and touch attacks Not immune to sleep spells, don't have elven blood Rage only lasts as long as your new con modifier Two schools of magic are your restricted schools -2 Ranged Attack Rolls -2 on all skill checks to retry a failed check, can't take 20 Whenever you make a strength or constitution to run, climb, jump or swim, make fort save or be fatigued If you suffer any damage during combat, make a will save or be enraged Must make a Will save or become shaken whenever a foe engages you in combat Half Land Speed Don't recover hp naturally Entering a rage is a full-round action -4 to attack rolls made against a foe you flank -4 on attack rolls with light or 1handed weapons, -4 to disable device, open lock, sleight of hand, and use rope checks. Whenever you see an item, effect or location obviously created by magic you become frightened. Choose terrain as home terrain, take -2 on wild empathy checks in all other terrain, as well as to search and survival checks made to track. Choose three magic schools, take -2 penalty to saving throws vs spells of those categories	Unearthed Arcana Dragon 326 Dragon 324 Dragon 325 Dragon 327 Unearthed Arcana Dragon 328 Dragon 325
Poor Reflexes Ponderous Spellcaster Pride of Arms Quarter Elf Quick Burning Rage Restricted Sorcery Shaky Short Attention Span Short of Breath Short Temper Skulker Slow Slow Healing Slow to Anger Solitary Paragon Stubby Fingers Superstitious Terrain Specialist Test Subject Trivial	Ability to cast spells Proficiency in all Martial Weapons Half-Elf Rage ability Ability to cast spells without preperation Con 13 or lower Con 13 or lower Rage Ability Dwarf, Gnome or Halfling Inability to cast spells	Casting times are doubled -4 Penalty on attack rolls with exotic or simple weapons, unarmed and touch attacks Not immune to sleep spells, don't have elven blood Rage only lasts as long as your new con modifier Two schools of magic are your restricted schools -2 Ranged Attack Rolls -2 on all skill checks to retry a failed check, can't take 20 Whenever you make a strength or constitution to run, climb, jump or swim, make fort save or be fatigued If you suffer any damage during combat, make a will save or be enraged Must make a Will save or become shaken whenever a foe engages you in combat Half Land Speed Don't recover hp naturally Entering a rage is a full-round action -4 to attack rolls made against a foe you flank -4 on attack rolls with light or 1handed weapons, -4 to disable device, open lock, sleight of hand, and use rope checks. Whenever you see an item, effect or location obviously created by magic you become frightened. Choose terrain as home terrain, take -2 on wild empathy checks in all other terrain, as well as to search and survival checks made to track.	Unearthed Arcana Dragon 326 Dragon 324 Dragon 325 Dragon 327 Unearthed Arcana Dragon 328 Dragon 329 Dragon 329 Dragon
Poor Reflexes Ponderous Spellcaster Pride of Arms Quarter Elf Quick Burning Rage Restricted Sorcery Shaky Short Attention Span Short of Breath Short Temper Skulker Slow Slow Healing Slow to Anger Solitary Paragon Stubby Fingers Superstitious	Ability to cast spells Proficiency in all Martial Weapons Half-Elf Rage ability Ability to cast spells without preperation Con 13 or lower Con 13 or lower Rage Ability Dwarf, Gnome or Halfling Inability to cast spells Track, Wild Empathy	Casting times are doubled -4 Penalty on attack rolls with exotic or simple weapons, unarmed and touch attacks Not immune to sleep spells, don't have elven blood Rage only lasts as long as your new con modifier Two schools of magic are your restricted schools -2 Ranged Attack Rolls -2 on all skill checks to retry a failed check, can't take 20 Whenever you make a strength or constitution to run, climb, jump or swim, make fort save or be fatigued If you suffer any damage during combat, make a will save or be enraged Must make a Will save or become shaken whenever a foe engages you in combat Half Land Speed Don't recover hp naturally Entering a rage is a full-round action -4 to attack rolls made against a foe you flank -4 on attack rolls with light or 1handed weapons, -4 to disable device, open lock, sleight of hand, and use rope checks. Whenever you see an item, effect or location obviously created by magic you become frightened. Choose terrain as home terrain, take -2 on wild empathy checks in all other terrain, as well as to search and survival checks made to track. Choose three magic schools, take -2 penalty to saving throws vs spells of those categories Save DC against your fascinate, suggestion abilities is halved and bardic music abilities benefits	Unearthed Arcana Dragon 326 Dragon 324 Dragon 325 Dragon 327 Unearthed Arcana Dragon 328 Dragon 329 Dragon 329 Dragon 333 Dragon 329 Dragon 333 Dragon 329 Dragon 333 Dragon 333
Poor Reflexes Ponderous Spellcaster Pride of Arms Quarter Elf Quick Burning Rage Restricted Sorcery Shaky Short Attention Span Short of Breath Short Temper Skulker Slow Slow Healing Slow to Anger Solitary Paragon Stubby Fingers Superstitious Terrain Specialist Test Subject Trivial Performer Uncontrollable	Ability to cast spells Proficiency in all Martial Weapons Half-Elf Rage ability Ability to cast spells without preperation Con 13 or lower Con 13 or lower Rage Ability Dwarf, Gnome or Halfling Inability to cast spells Track, Wild Empathy Bardic Music	Casting times are doubled -4 Penalty on attack rolls with exotic or simple weapons, unarmed and touch attacks Not immune to sleep spells, don't have elven blood Rage only lasts as long as your new con modifier Two schools of magic are your restricted schools -2 Ranged Attack Rolls -2 on all skill checks to retry a failed check, can't take 20 Whenever you make a strength or constitution to run, climb, jump or swim, make fort save or be fatigued If you suffer any damage during combat, make a will save or be enraged Must make a Will save or become shaken whenever a foe engages you in combat Half Land Speed Don't recover hp naturally Entering a rage is a full-round action -4 to attack rolls made against a foe you flank -4 on attack rolls with light or 1handed weapons, -4 to disable device, open lock, sleight of hand, and use rope checks. Whenever you see an item, effect or location obviously created by magic you become frightened. Choose terrain as home terrain, take -2 on wild empathy checks in all other terrain, as well as to search and survival checks made to track. Choose three magic schools, take -2 penalty to saving throws vs spells of those categories Save DC against your fascinate, suggestion abilities is halved and bardic music abilities benefits end when music ends.	Unearthed Arcana Dragon 324 Dragon 328 Dragon 327 Unearthed Arcana Dragon 328
Poor Reflexes Ponderous Spellcaster Pride of Arms Quarter Elf Quick Burning Rage Restricted Sorcery Shaky Short Attention Span Short of Breath Short Temper Skulker Slow Slow Healing Slow to Anger Solitary Paragon Stubby Fingers Superstitious Terrain Specialist Test Subject Trivial Performer Uncontrollable Rage	Ability to cast spells Proficiency in all Martial Weapons Half-Elf Rage ability Ability to cast spells without preperation Con 13 or lower Con 13 or lower Rage Ability Dwarf, Gnome or Halfling Inability to cast spells Track, Wild Empathy Bardic Music	Casting times are doubled -4 Penalty on attack rolls with exotic or simple weapons, unarmed and touch attacks Not immune to sleep spells, don't have elven blood Rage only lasts as long as your new con modifier Two schools of magic are your restricted schools -2 Ranged Attack Rolls -2 on all skill checks to retry a failed check, can't take 20 Whenever you make a strength or constitution to run, climb, jump or swim, make fort save or be fatigued If you suffer any damage during combat, make a will save or be enraged Must make a Will save or become shaken whenever a foe engages you in combat Half Land Speed Don't recover hp naturally Entering a rage is a full-round action -4 to attack rolls made against a foe you flank -4 on attack rolls with light or 1handed weapons, -4 to disable device, open lock, sleight of hand, and use rope checks. Whenever you see an item, effect or location obviously created by magic you become frightened. Choose terrain as home terrain, take -2 on wild empathy checks in all other terrain, as well as to search and survival checks made to track. Choose three magic schools, take -2 penalty to saving throws vs spells of those categories Save DC against your fascinate, suggestion abilities is halved and bardic music abilities benefits end when music ends. Cannot enter rage voluntarily	Unearthed Arcana Dragon 326 Dragon 328 Dragon 325 Dragon 327 Unearthed Arcana Dragon 328 Dragon 329 Dragon 325 Dragon 325
Poor Reflexes Ponderous Spellcaster Pride of Arms Quarter Elf Quick Burning Rage Restricted Sorcery Shaky Short Attention Span Short of Breath Short Temper Skulker Slow Slow Healing Slow to Anger Solitary Paragon Stubby Fingers Superstitious Terrain Specialist Test Subject Trivial Performer Uncontrollable Rage Unreactive	Ability to cast spells Proficiency in all Martial Weapons Half-Elf Rage ability Ability to cast spells without preperation Con 13 or lower Con 13 or lower Rage Ability Dwarf, Gnome or Halfling Inability to cast spells Track, Wild Empathy Bardic Music	Casting times are doubled -4 Penalty on attack rolls with exotic or simple weapons, unarmed and touch attacks Not immune to sleep spells, don't have elven blood Rage only lasts as long as your new con modifier Two schools of magic are your restricted schools -2 Ranged Attack Rolls -2 on all skill checks to retry a failed check, can't take 20 Whenever you make a strength or constitution to run, climb, jump or swim, make fort save or be fatigued If you suffer any damage during combat, make a will save or be enraged Must make a Will save or become shaken whenever a foe engages you in combat Half Land Speed Don't recover hp naturally Entering a rage is a full-round action -4 to attack rolls made against a foe you flank -4 on attack rolls made against a foe you flank -4 on attack rolls with light or 1handed weapons, -4 to disable device, open lock, sleight of hand, and use rope checks. Whenever you see an item, effect or location obviously created by magic you become frightened. Choose terrain as home terrain, take -2 on wild empathy checks in all other terrain, as well as to search and survival checks made to track. Choose three magic schools, take -2 penalty to saving throws vs spells of those categories Save DC against your fascinate, suggestion abilities is halved and bardic music abilities benefits end when music ends. Cannot enter rage voluntarily	Unearthed Arcana Dragon 326 Dragon 324 Dragon 325 Dragon 327 Unearthed Arcana Dragon 328 Dragon 329 Dragon 325 Dragon 326 Dragon 327
Poor Reflexes Ponderous Spellcaster Pride of Arms Quarter Elf Quick Burning Rage Restricted Sorcery Shaky Short Attention Span Short of Breath Short Temper Skulker Slow Slow Healing Slow to Anger Solitary Paragon Stubby Fingers Superstitious Terrain Specialist Test Subject Trivial Performer Uncontrollable Rage Unreactive Vulnerable Warrior of the	Ability to cast spells Proficiency in all Martial Weapons Half-Elf Rage ability Ability to cast spells without preperation Con 13 or lower Con 13 or lower Rage Ability Dwarf, Gnome or Halfling Inability to cast spells Track, Wild Empathy Bardic Music	Casting times are doubled -4 Penalty on attack rolls with exotic or simple weapons, unarmed and touch attacks Not immune to sleep spells, don't have elven blood Rage only lasts as long as your new con modifier Two schools of magic are your restricted schools -2 Ranged Attack Rolls -2 on all skill checks to retry a failed check, can't take 20 Whenever you make a strength or constitution to run, climb, jump or swim, make fort save or be fatigued If you suffer any damage during combat, make a will save or be enraged Must make a Will save or become shaken whenever a foe engages you in combat Half Land Speed Don't recover hp naturally Entering a rage is a full-round action -4 to attack rolls made against a foe you flank -4 on attack rolls with light or 1handed weapons, -4 to disable device, open lock, sleight of hand, and use rope checks. Whenever you see an item, effect or location obviously created by magic you become frightened. Choose terrain as home terrain, take -2 on wild empathy checks in all other terrain, as well as to search and survival checks made to track. Choose three magic schools, take -2 penalty to saving throws vs spells of those categories Save DC against your fascinate, suggestion abilities is halved and bardic music abilities benefits end when music ends. Cannot enter rage voluntarily -6 Initiative -1 Armor Class	Unearthed Arcana Dragon 326 Dragon 328 Dragon 325 Dragon 327 Unearthed Arcana Dragon 328 Dragon 325 Dragon 326 Dragon 327

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Survival 1 rank

Devotion to a Specific Deity

Weapon Bound

<u>Wild</u>

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Lose proficiency in all weapons except deity's favored

Whenever entangled, pinned or bound, immediately become panicked.

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Dragon

Dragon

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