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Flaws

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 gain a new trait or flaw no more frequently than once every five levels. 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 beyond those your character would be normally entitled to. Unlike [Player Traits](#), flaws are entirely negative in their impact on a character's capabilities.

Creating Flaws

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

- 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 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 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

On:Complete Dragon Magazine 3.5 Feats, Flaws, & Styles – Flaws Pg 116

Flaw	Prerequisite	Effect	Source
Aligned Devotion	Ability to Spontaneously cast Cure Spells	Healing has less effect on differing alignment	Dragon 326
Arcane Conundrum	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 333
Arcane Parasites	Ability to cast Arcane Spells	Every Arcane Spell has a -1 to Save DC	Dragon 333
Arcane Performer	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
Beastly	Wild Empathy	Vulnerable to certain spells which affect animals	Dragon 329
Bestial Instinct		-2 to hit with anything other than unarmed strikes or natural weapons	Dragon 324
Blind Rage	Rage Ability	May not end rage voluntarily, must attack a creature every round, if able; if not able, must attack nearest breakable object.	Dragon 325
Brash		-6 to Armor Class vs Attacks of Opportunity	Dragon 324
Bravado		Don't gain any kind of dodge bonuses to your Armor Class	Dragon 328
Cautious		Take twice as long to perform any skill which requires an action, -2 to initiative	Dragon 328
Chivalrous Courtesy	Good or Lawful Alignment	-4 on all attack rolls to hit a creature you can tell is of opposite gender	Dragon 324
City Slicker	Survival as Class Skill	-4 on Handle Animal, Knowledge(Nature) and Survival Checks	Dragon 324
Claustrophobia		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 324
Cold-Blooded		Automatically fail Fort Saves to overcome effects of high temperature, Fire effects deal +2 points of fire damage to you	Dragon 324
Coward		Automatically fail saves against fear effects	Dragon 324
Curious		-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 326
Domain Devotion	Access to domains	Have access to only one of your deity's domains	Dragon 326
Elven Pride of Arms	Elven Blood	-4 on attack rolls with anything other than a longsword, rapier or bow	Dragon 328
Exhausting Rage	Rage Ability	When rage ends you become exhausted instead of fatigued	Dragon 325
Feeble		-2 on all str, dex and con based checks	Unearthed Arcana
Foe Specialist	Favored Enemy	-1 on all attack rolls, bluff, sense motive, spot and survival checks made against creatures that are not your favored enemy	Dragon 329
Fool	Bardic Music	Lose the inspire courage, inspire competence, inspire greatness, and inspire heroics bardic music abilities.	Dragon 324
Forlorn	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 324
Frail Immune System	Constitution 11 or lower	Whenever you fail a fortitude save you become fatigued	Dragon 328
Frail		-1 hitpoint per per level	Unearthed 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 Performer	Bardic Knowledge	-10 on all Bardic Knowledge checks, except those relating to your perform skill	Dragon 324
Fussy		Become Sickened after drinking any potion	Dragon 328
Glory-Hound	Base attack Bonus +1	-2 to AC during combat until you drop an opponent	Dragon 328
Grudge Keeper		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
Half-Blood Outcast	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
Hatred	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
Haunted	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
Implacable	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
Inattentive		-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
Light Sensitivity	Darkvision	Become Dazzled in Bright sunlight	Dragon 328
Lightweight	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
Living Faith	Ability to turn or rebuke undead	Lose the ability to turn or rebuke undead	Dragon 326
Loner	Ability to summon familiar or Animal Companion	Lose ability to summon familiar or animal companion	Dragon 327
Loudmouth		-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
Material Devotion	Access to Domains	May only use spell trigger items that cast spells on your domain spell lists	Dragon 316
Meager Fortitude		-3 Fort Saves	Unearthed Arcana
Metal Intolerance		Take one additional point of damage whenever struck by metal	Dragon 324
Methodical Magical Methods	Ability to cast spells	You are considered flat-footed in any round you cast a spell	Dragon 333
Meticulous Performer	Bardic Music	Initiating or maintaining bardic music is a full-round action	Dragon 324
Mounted Warrior	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		-2 Melee attack Rolls	Unearthed Arcana

Obese	be Lightweight	double for armor.	328	
Pathetic		Reduce 1 Ability Score by 2	Unearthed Arcana	
Phantom Sparks	Ability to Cast Spells	Spontaneously emit bursts of colored light, -4 penalty on hide and spot	Dragon 327	
Poor Reflexes		-3 Reflex Saves	Unearthed Arcana	
Ponderous Spellcaster	Ability to cast spells	Casting times are doubled	Dragon 326	
Pride of Arms	Proficiency in all Martial Weapons	-4 Penalty on attack rolls with exotic or simple weapons, unarmed and touch attacks	Dragon 324	
Quarter Elf	Half-Elf	Not immune to sleep spells, don't have elven blood	Dragon 328	
Quick Burning Rage	Rage ability	Rage only lasts as long as your new con modifier	Dragon 325	
Restricted Sorcery	Ability to cast spells without preperation	Two schools of magic are your restricted schools	Dragon 327	
Shaky		-2 Ranged Attack Rolls	Unearthed Arcana	
Short Attention Span		-2 on all skill checks to retry a failed check, can't take 20	Dragon 328	
Short of Breath	Con 13 or lower	Whenever you make a strength or constitution to run, climb, jump or swim, make fort save or be fatigued	Dragon 333	
Short Temper		If you suffer any damage during combat, make a will save or be enraged	Dragon 328	
Skulker		Must make a Will save or become shaken whenever a foe engages you in combat	Dragon 328	
Slow		Half Land Speed	Unearthed Arcana	
Slow Healing	Con 13 or lower	Don't recover hp naturally	Dragon 328	
Slow to Anger	Rage Ability	Entering a rage is a full-round action	Dragon 325	
Solitary Paragon		-4 to attack rolls made against a foe you flank	Dragon 324	
Stubby Fingers	Dwarf, Gnome or Halfling	-4 on attack rolls with light or 1handed weapons, -4 to disable device, open lock, sleight of hand, and use rope checks.	Dragon 328	
Superstitious	Inability to cast spells	Whenever you see an item, effect or location obviously created by magic you become frightened.	Dragon 325	
Terrain Specialist	Track, Wild Empathy	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.	Dragon 329	
Test Subject		Choose three magic schools, take -2 penalty to saving throws vs spells of those categories	Dragon 333	
Trivial Performer	Bardic Music	Save DC against your fascinate, suggestion abilities is halved and bardic music abilities benefits end when music ends.	Dragon 324	
Uncontrollable Rage	Rage Ability	Cannot enter rage voluntarily	Dragon 325	
Unreactive		-6 Initiative	Unearthed Arcana	
Vulnerable		-1 Armor Class	Unearthed Arcana	
Warrior of the Phalanx		-4 to attack rolls when not adjacent to an ally	Dragon 324	
Weak Will		-3 Will Saves	Unearthed Arcana	
Weapon Bound	Devotion to a Specific Deity	Lose proficiency in all weapons except deity's favored	Dragon 326	
Wild	Survival 1 rank	Whenever entangled, pinned or bound, immediately become panicked.	Dragon 329	

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