

ALEA PUBLISHING GROUP PRESENTS

PLAYER OPTIONS

Flaws and Merits



For use with the 4th Edition

**DUNGEONS
& DRAGONS**
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook, Monster Manual, and
Dungeon Master's Guide core rulebooks, available from Wizards of the Coast, Inc.

JOSHUA RAYNACK



DESIGN

Joshua Raynack

EDITOR

Heather Raynack

COVER ILLUSTRATION

N.C. Wyeth

Joshua Raynack

Sade

GRAPHIC DESIGN

Joshua Raynack

Ryan Rawls

Johannes Wiebel

**WEB PRODUCTION
AND DEVELOPMENT**

Ryan Rawls

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Flaws and Merits



N.C. Wyeth

While game mechanics allow you to navigate through dangers, slice up monsters, and provide a basis for interacting with society and the environment, many more elements separate a character from a sheet of statistics. *Flaws and Merits* provides a foundation where the statistics collide with role-play allowing you to develop idiosyncrasies to help further define the distinguishing traits of your character.

FLAWS

A flaw is designed to exploit a particular weakness in a role or to convey the aspect of the role based on its conception. Though labeled as "flaws" due to their negative impact on game play, their design indirectly encourages role-play or background development based on the character role. For example, a character with the frail flaw might explain why that character became a controller rather than a defender. Also, a warlord with the remorseful leader flaw would begin to doubt their abilities when an ally falls in combat.

The flaws listed below are organized according to character role rather than class, since that is the defining foundation behind a particular class. Included also in the list are general flaws that anyone may gain regardless of role.

GAINING FLAWS

You may choose a flaw anytime you would normally gain a feat. You may not retrain or replace your flaw or the feat gained through acquiring your flaw. Furthermore, you can only have two flaws at any given time.

BENEFITS

Usually a person with an obvious flaw compensates by accelerating in another area. Thus, characters that take a flaw also gain an extra feat. You also have access to special feats, called merits.

GOING AGAINST THE GRAIN

Change is good, however it is hard to escape the driving forces of behavior. When you choose not to suffer the ill-effects of a flaw, it is called, "going against the grain."





Should you choose not to subject yourself to the ill-effects of your chosen flaw, you lose the use of the particular feat gained from the flaw until after an extended rest. You no longer suffer the ill-effects of the flaw again until you take a short rest. Furthermore, should you choose to once again forego the effects of a flaw before an extended rest, you lose a healing surge.

OVERCOMING A FLAW

Though you cannot retrain or replace a flaw, you can overcome your failings by completing a minor or major quest. If you choose to do this, have a discussion with your Game Master and they will decide the manner which allows you to prevail over your own behavior and begin again with a clean slate.

However, keep in mind, by completing your quest and changing an idiosyncrasy that defines your behavior, you also lose a part of yourself. Thus, when you overcome a flaw, you also lose the feat gained by acquiring that particular flaw.

CONTROLLER FLAWS

AGED

You are not as young and spritely as you used to be.

AGED FLAW

Reduce your speed as well as your Strength and Constitution scores by 1.

Benefit: In addition to the feat gain through acquiring this flaw, gain an additional trained skill.

BEFUDDLED

You are muddled often giving the appearance you are drunk or confused.

BEFUDDLED FLAW

You become dazed until the end of your next turn whenever you are first bloodied in an encounter.

CLUMSY

You are awkward, often lacking in dexterity and nimbleness.



CLUMSY FLAW

The first time you are hit during an encounter or whenever you fail an Acrobatics skill check, you fall prone.

COWARD

You often show disgraceful fear and timidity.

COWARD FLAW

If you begin your turn in the threat range of an enemy, you must first move (if possible) until you are no longer within reach. Otherwise, you take a -2 penalty to attack rolls and Will defense until you are no longer in the threat range of an enemy.





FEEBLE

You are clearly lacking in strength and portray weakness.

FEEBLE FLAW

You have a -2 penalty to Strength, Dexterity, and Constitution-based skill checks and ability checks.

FRAIL

You are physically weak and easily hurt from injuries.

FRAIL FLAW

You can only have a maximum of two death savings throws between rests.

PACIFIST

As a guardian of life, you often look for other solutions other than conflict or war.

PACIFIST FLAW

You cannot target an enemy until an enemy targets you or an ally with an attack.

THIN BLOOD

Once injured, you have a difficult time stopping the bleeding.

THIN BLOOD FLAW

You take an additional point of damage for each damage die rolled.

DEFENDER FLAWS

CHALLENGING

"I cannot refuse a challenge! I must fight him."

You are confrontational and find it hard to back down from a challenge.

CHALLENGING FLAW

Once per day, one enemy, decided by the Game Master, has the power outlined below.

Challenger's Mark (minor, at-will)

Close burst 5; target one creature with the challenging flaw; the target is marked. The mark lasts until the creature with the challenger's mark's next turn. If the marked target makes an attack that does not include the creature with challenger's mark, the attack is made at -2. In addition, when a marked target adjacent to the creature with challenger's mark shifts or makes an attack that does not include the creature with challenger's mark, the creature with challenger's mark can make an attack against the marked creature as an immediate interrupt.

CONSERVATIVE

"Tried and true will get us through."

You prefer proven old tricks and tactics over new ideas. If it worked once, it will work again. Others might find you stubborn in your methods.

CONSERVATIVE FLAW

If you hit an enemy with at-will attack power the previous round, you must use that power again for your next attack.

LOYAL

Nothing matters save for the bond between you and your comrades. You are loyal to a fault.

LOYAL FLAW

You cannot leave an adjacent space of an enemy if there is a single ally adjacent to the same enemy.

OBSCURED VISION

Your field of vision is limited beyond your immediate area.

OBSCURED VISION FLAW

You have an additional -1 penalty to attack rolls against targets benefitting from concealment.

PROTECTOR

You often run to the aid of others without thinking things through.





PROTECTOR FLAW

Your first attack in an encounter must target an enemy that previously attacked you or an ally, unless you are first to act in an encounter.

SLOW TO REACT

You have a hard time reacting to a spontaneous situation.

SLOW TO REACT FLAW

You have a -6 penalty to your initiative checks.

VENGEFUL

You often seek to avenge yourself for what you perceive as a wrong.

VENGEFUL FLAW

You have a -2 penalty to attack rolls unless you target an enemy that previously attacked you.

WEAK WILLED

Others often manipulate or use you for their own purpose. You are gullible.

WEAK WILLED FLAW

You take a -2 penalty to saving throws against the dominated condition.

LEADER FLAWS

AMBITIOUS

"Nothing is going to slow me down."

You wish to glorify yourself and outdo all others no matter the odds.

AMBITIOUS FLAW

When you are reduced to 0 or fewer hit points, you take an action point from a random ally.

Special: You cannot gain the Natural Leader merit by acquiring this flaw.

ARROGANT

Others see you as overbearing and full of self-worth and you often believe your own rhetoric.

ARROGANT FLAW

With each successful critical hit, you take a cumulative -1 penalty to all defenses. This penalty lasts until you take an extended rest.

DISCIPLINARIAN

You run a tight ship and expect everyone else to do the same. If the performance of your comrades suffer, you suffer.

DISCIPLINARIAN FLAW

During each short rest, for every two allies that uses one of more healing surges, you suffer a -1 penalty to attack rolls (or skill checks for skill challenges) during the next encounter.

CAUTIOUS

You overly examine every situation before putting your best foot forward.

CAUTIOUS FLAW

At the start of each encounter, reduce your speed by 2 squares until at least one enemy is bloodied.

Special: You cannot gain the Fleet-Footed feat by acquiring this flaw.

HEROIC

You often put others first regardless of the harm you might face.

HEROIC FLAW

You must always provide a healing surge or a Heal check, when possible, on the next turn after an ally requests one.

OVERCONFIDENT

You are often brash and full of confidence believing that you can overcome any situation even if it means risking harm.

OVERCONFIDENT FLAW

At the start of each encounter, You have a -4 penalty to your AC until you provoke an opportunity attack.

Special: You cannot gain the Defensive Mobility feat.





REMORSEFUL

The pain of seeing a comrade fall under your leadership haunts you.

REMORSEFUL FLAW

When an ally falls to 0 or fewer hit points, you receive a -2 penalty to attack rolls until the end of the encounter.

FLAWS AND NPCs

NPCs often provide a great opportunity for role-play, especially when involving a character with a flaw. For example, an NPC traveling with the group might call out for help to a character with the Heroic flaw when receiving a minor wound. Feeble NPCs might fall quickly in combat, thus creating self-loathing within a character harboring the remorseful flaw. Though these are extremes, as a Game Master, it is up to you to make sure Player's do not abuse this system or get too comfortable with the flaws they pick.

STRIKER FLAWS

BRUTAL

You show little mercy as you pound your enemies with a cool, calculating demeanor. Your brutality often leaves others questioning your methods.

Prerequisite: Power Attack

BRUTAL FLAW

You suffer a -1 penalty to all attack rolls unless you use the Power Attack feat as part of your attack.

CAREFREE

"I don't see what all the trouble is about."

You find it difficult taking dire situations seriously. Others might find your whimsical attitude tiring especially when you fail to concentrate on the matter at hand.

CAREFREE FLAW

At the start of each encounter, you suffer a -2 penalty to attack rolls (save ends).

CAUTIOUS STRIKER

Before committing yourself to combat, you analyze and reflect on the situation.

CAUTIOUS STRIKER FLAW

You cannot make an attack in the first round of an encounter, unless it is an opportunity action.

COWARD

You often show disgraceful fear and timidity.

COWARD FLAW

If you begin your turn in the threat range of an enemy, you must first move (if possible) until you are no longer with reach. Otherwise, you take a -2 penalty to attack rolls and Will defense until you are no longer in the threat range of an enemy.

INEPT SWORDSMAN

No matter how hard you train, you cannot gain the feel of a melee weapon in your hand. Although not swordsmen, arcane casters find it difficult wielding their implement so close to enemies.

INEPT SWORDSMAN FLAW

You have a -2 penalty on all weapon melee and implement close attack rolls.

Special: Warlocks cannot choose this flaw.

NOTORIOUS

You will never shake off your bad reputation.

NOTORIOUS FLAW

You have a -2 penalty per tier to all Charisma-based skill checks and ability checks.

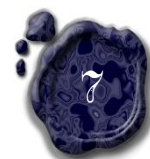
Special: If you take the Alluring merit, you lose this penalty when associating with members of the opposite sex, but gain an additional -1 penalty when dealing with members of the same sex.

SHAKY HAND

Your nerves are shot proving useless with any type of ranged attack.

SHAKY HAND FLAW

You have a -2 penalty on all ranged attacks.





THRILLSEEKER

You enjoy feeling the rush by staying close to the edge or performing dangerous stunts willing to risk your life for pure exhilaration.

THRILLSEEKER FLAW

On the first round of an encounter, your first attack must be the charge action.

TRICKSTER

"Don't look like that. You'll look back on this years from now and we'll all have a good laugh." You sometimes go too far with your pranks, bluffs, lies, and surprises, much to the chagrin of your comrades.

TRICKSTER FLAW

On the first round of an encounter, one random ally suffers either a -2 penalty to attack rolls or armor class; Game Master's choice. (save ends).

WEAK AND THINLY

Your body suffers from poor health.

WEAK AND THINLY FLAW

Subtract 1 hit point from the number you gain each level.

Special: You cannot gain the Toughness feat.

GENERAL FLAWS

ADVERSITY

Whether it is your racial or social upbringing, you find it hard to get along with others outside your area of influence.

ADVERSITY FLAW

Humanoids of a different race have a +1 bonus to attacks rolls against you. Furthermore, you have a -2 penalty to all Charisma-based skill checks.

DEMON HOUNDED

You need to fulfill your pact with the damned.

DEMON HOUNDED FLAW

Demons have a +2 bonus to attacks rolls against you.



Many creatures struggle with racial adversity in human dominated lands.

DULLWITTED

You are the last one to get the joke, and usually it is about you.

DULLWITTED FLAW

You have a -3 penalty to your Will defense.

GREEDY

You must have it all.

GREEDY FLAW

You must always have a total value of gems, art objects, and coin equal to the value of a magic item of your level. You lose 1 healing surge per increment that you do not meet the requirement.





HAUNTED

Undead draw toward you.

HAUNTED FLAW

Undead have a +2 bonus to attacks rolls against you.

INEPT

You fail to grasp the natural skills beholden to your race.

INEPT FLAW

You do not gain your racial skill bonuses.

LAME

An old injury, perhaps from childhood or combat, permanently hinders your ability to move quickly.

LAME FLAW

Reduce your speed by 2.

LETHARGIC

You have a hard time getting motivated.

LETHARGIC FLAW

You do not gain an action point after taking an extended rest.

MEAGER

Whether it is a lack of confidence or physical prowess, you are below average.

MEAGER FLAW

Reduce one of you ability scores by 2.

NAIVE

You have much to learn and often lack experience, which may prove deadly.

NAIVE FLAW

For the first round of combat each encounter, you suffer a -5 penalty to all defenses.

NIGHTMARES

You suffer from inconsolable images each night making it hard to get proper rest.

NIGHTMARE FLAW

After each extended rest, make a saving throw. On a failure, you regain one less daily power.

PATHETIC REFLEXES

You are gangly and uncoordinated to put up a decent defense.

PATHETIC REFLEXES FLAW

You have a -3 penalty to your Reflex defense.

PHOBIA: CROWED PLACES

You have a fear of places filled with people.

CROWDED PLACES PHOBIA FLAW

You cannot enter a settlement the size of a town or greater (save ends). Each failed saving throw results in the loss of a healing surge. You cannot make a saving throw against this phobia if you no longer have a healing surge available.

PHOBIA: DARKNESS

You find it difficult to function properly in dark areas.

DRAKNES PHOBIA FLAW

You suffer a -2 penalty to attack rolls while in darkness.

PHOBIA: HEIGHTS

You refuse to venture too far from the ground.

HEIGHTS PHOBIA FLAW

You cannot move more than 10 feet off the ground or enter an airborne vessel (save ends). Each failed saving throw results in the loss of a healing surge. You cannot make a saving throw against this phobia if you no longer have a healing surge available.

PHOBIA: MONSTERS

Particular creatures send shivers down the back of your spine.

MONSTER PHOBIA FLAW

Choose one creature type. At the start of each encounter, you cannot attack chosen creature type (save ends).





PHOBIA: WATER

You have a hard time boarding waterborne vessels or venturing in the water. A pirate's life is not for you.

WATER PHOBIA FLAW

You cannot board a waterborne vessel or enter water (save ends). Each failed saving throw results in the loss of a healing surge. You cannot make a saving throw against this phobia if you no longer have a healing surge available.

If thrust into water, you are dazed until you emerge from the water.

POOR FORTITUDE

You can hardly catch your breath and suffer from poor physical health.

POOR FORTITUDE FLAW

You have a -3 penalty to your Fortitude defense.

UNEDUCATED

You never had the opportunity to receive a proper education.

UNEDUCATED FLAW

You take a -5 penalty to Knowledge skill checks.

UNSKILLED

You have trouble adapting and taking direction, especially when learning a trade.

UNSKILLED FLAW

You lose one of your trained skills.

MERITS

Merits are special feats that a character can choose only after selecting a flaw. Like flaws, most merits are defined by a character role.

CONTROLLER MERITS

EIDETIC MASTERY [MERIT]

Prerequisite: You must first take a flaw.

Benefit: Once per day, when you spend an action point, you may regain the use of an expended

BEHIND THE SCENES: FLAWS

The world of fantasy and role-playing often encourages players to have characters that epitomize the heroic adventurer, much like the chivalrous tales of the medieval period. While flaws might put a kink in that ideal, true heroism comes from overcoming personal flaws and quirks to achieve the seemingly impossible. Though it may seem contradictory, flaws are primarily designed to reward and encourage good role-play associated with a particular character role as well as create a character beyond just statistics.

daily power you know instead of taking an extra action.

EIDETIC MEMORY [MERIT]

Prerequisite: You must first take a flaw.

Benefit: You can take 10 on Knowledge checks with trained skills.

REJUVENATING [MERIT]

Prerequisite: You must first take a flaw.

Benefit: Once per day, you may sacrifice one of your daily area or close powers. Allies within the area of effect of the power sacrificed may spend a healing surge.

SUSTAINABLE SUPPORT [MERIT]

Prerequisite: You must first take a flaw.

Benefit: Allies gain a +1 bonus to attacks rolls within the area of effect of any of your area or close attack powers. This bonus lasts until the start of your next turn.

UNSHAKABLE WILL [MERIT]

Prerequisite: You must first take a flaw.

Benefit: You have a +2 bonus to your Will defense. You temporarily lose this bonus when an enemy successfully hits your Will defense. You regain this bonus when you take a short rest

DEFENDER MERITS

BOLD AND DARING [MERIT]

"Come here where I can see ya!"

Prerequisite: You must first take a flaw.





Benefit: Whenever you mark a target, you may pull the target 1 square.

CHAMPION [MERIT]

You serve a specific purpose and champion the cause with full support.

Prerequisite: You must first take a flaw.

Benefit: Choose one: evil or good. Once per day, you gain a +2 feat bonus to attack rolls against evil (or good) aligned creatures until the end of the encounter.

COMPANION [MERIT]

You are loyal and dedicated to your mates, often developing a special kinship with one particular ally.

Prerequisite: You must first take a flaw.

Benefit: At the start of an encounter, choose one ally. Should the chosen adjacent ally fall to 0 or fewer hit points, you may sacrifice a healing surge so they can spend a healing surge as an immediate reaction.

CONSTANT DEFENDER [MERIT]

Prerequisite: You must first take a flaw.

Benefit: Allies gain a +1 bonus to Armor Class while they remain adjacent to you.

DEFENDER TILL THE END [MERIT]

"Go, I will hold them here!"

Prerequisite: You must first take a flaw.

Benefit: Gain a cumulative +1 feat bonus to attack rolls for each previous round you did not move from your current square.

FAST HEALER [MERIT]

Prerequisite: You must first take a flaw.

Benefit: You gain one extra healing surge after an extended rest.

UNYIELDING FORTITUDE [MERIT]

Prerequisite: You must first take a flaw.

Benefit: You have a +2 bonus to your Fortitude defense. You temporarily lose this bonus when an enemy successfully hits your Fortitude defense. You regain this bonus when you take a short rest

GUARDIAN [MERIT]

Prerequisite: You must first take a flaw.

Benefit: Allies gain a +1 bonus to all defenses within the area of effect of any of your close attack powers. This bonus lasts until the start of your next turn.

LEADER MERITS

ALLURING [MERIT]

Prerequisite: You must first take a flaw.

Benefit: You have a +2 bonus per tier to Charisma-based skill checks against the opposite sex.

Special: Eladrin do not need to take a flaw to gain this feat.

BOLSTERING LEADER [MERIT]

Prerequisite: You must first take a flaw.

Benefit: Once per day, during a short rest, one ally can regain hit points as if they spent a healing surge.

Special: At the paragon tier or higher, you can use this feat twice per day instead of normal.

ENDURING LEADER [MERIT]

Prerequisite: You must first take a flaw.

Benefit: Whenever you grant a healing surge to an ally, you gain a +1 bonus to your Fortitude, Reflex, and Will defense, until the end of your next turn.

FERVOR [MERIT]

Prerequisite: You must first take a flaw.

Benefit: Whenever you allow an ally to spend a healing surge, they also gain a +1 bonus to their next attack roll.

INVIGORATING LEADER [MERIT]

No one likes to see their commander fall.

Prerequisite: You must first take a flaw.

Benefit: When you become bloodied, each ally within a number of squares equal to your Charisma modifier may make an immediate save to end one current condition.

NATURAL LEADER [MERIT]

Prerequisite: You must first take a flaw.

Benefit: You may share your action points with your allies. This does not allow characters to spend more than one action point an encounter.



PREPARED [MERIT]

Prerequisite: You must first take a flaw.

Benefit: Once per day, you may use a utility power before the encounter begins. You cannot use this feat if you are surprised.

STRIKER MERITS

ACUTE AWARENESS [MERIT]

Prerequisite: You must first take a flaw.

Benefit: Once per day, you may make a move or minor action before the encounter begins. You cannot not use this feat if you are surprised.

GLIBNESS [MERIT]

Prerequisite: You must first take a flaw.

Benefit: Once per day, you can take 10 on either a Diplomacy or Bluff skill check.

Special: Halflings do not need to take a flaw to gain this feat.

NERVES OF STEEL [MERIT]

Prerequisite: You must first take a flaw.

Benefit: Once per encounter, you may provoke an opportunity attack against an adjacent enemy. If the enemy makes the opportunity attack, you gain combat advantage against the target for your next attack.

NINE LIVES [MERIT]

Prerequisite: You must first take a flaw.

Benefit: Your first failed death saving throw does not count against your daily limit.

SWIFT REFLEXES [MERIT]

Prerequisite: You must first take a flaw.

Benefit: You have a +2 bonus to your Reflex defense. You temporarily lose this bonus when an enemy successfully hits your Reflex defense. You regain this bonus when you take a short rest.

GENERAL MERITS

COMMON SENSE [MERIT]

Prerequisite: You must first take a flaw.

Benefit: You have a +2 bonus on all Knowledge checks.

PROFICIENT TEACHER [MERIT]

Prerequisite: You must first take a flaw.

Benefit: Choose one ally. Until your next extended rest, the chosen ally gains a +2 bonus to one skill in which you are trained.

QUICK STUDY [MERIT]

Prerequisite: You must first take a flaw.

Benefit: You may add another at-will power from your primary class and use it as an encounter power.

Special: If you choose this feat at the paragon or epic tier, you may instead choose from a multiclass from which you belong.

BEHIND THE SCENES: MERITS

While other feats expound on a character's ability, merits focus on innate traits or personal convictions. At first, they may seem more powerful than normal feats, but remember, a character can only gain a merit if they first choose a flaw. However, if you feel a merit is too great and threatens game balance, simply exclude it or require a character to first take two flaws before gaining the particular merit.

OTHER REWARDS

The mechanics associated with each flaw represents a blemish or imperfection of a character in game terms. However, role-playing a flaw has its own rewards.

Should Players role-play their flaws during a game session or over the course of an adventure, feel free to reward the individuals with experience points as if they completed a minor quest. Role-playing flaws in this way should present short term obstacles or present uncomfortable situations, especially when interacting with NPCs.

For example, as a group of the characters negotiate with a prominent noble, a character with the alluring flaw might make passes at the lord's wife.

Furthermore, when role-playing a flaw that might prove extremely detrimental or dangerous to the individual or his adventuring group, you might reward that character with an action point.

Using the example above, while negotiating with the lord, a character with the vengeful flaw sees a henchman of the noble who previously wronged the character. Without consulting his



companions, the character openly attacks possibly ruining the negotiations.

FLAW AND MERIT COMBINATIONS

Below is a list of possible suggestions to help combine flaws with merits or other feats based on your character class and build.

BARBARIAN [RAGEBLOOD]

Rageblood barbarians often find themselves losing control over their frustrations taking it out on their victims.

Suggested Flaws

Adversity
Brutal
Notorious

Suggested Merits or Feats

Ferocious Rebuke (Feat)
Nerves of Steel (Merit)
Thirst for Battle (Feat)
Unrelenting Assault (Feat)

BARBARIAN [THANEBORN]

Thaneborn barbarians are charismatic allowing their rage to expound upon their already impressive physical prowess. Unlike rageblood barbarians, thaneborn might have a level of responsible thus must hold some level of control.

Suggested Flaws

Cautious Striker

Suggested Merits or Feats

Champion (Merit)
Unyielding Fortitude (Merit)

BARD [CUNNING]

As a leader, cunning bards find it hard committing themselves and their companions to a full frontal assault. They often seek devious or insightful alternatives to achieve their goals.

Suggested Flaws

Cautious
Remorseful

Suggested Merits or Feats

Advantage of Cunning (Feat)

Common Sense (Merit)
Group Stealth (Feat)
Prepared (Merit)

BARD [VALOROUS]

Victory is for the daring and bold as the old legends claim about the heroes of yore.

Suggested Flaws

Ambitious
Arrogant

Suggested Merits or Feats

Fervor (Merit)
Invigorating Leader (Merit)

CLERIC [BATTLE]

Battle clerics are often hard veterans who proved themselves during war time. Perhaps from a need of necessity or dire circumstances, they turned to their mace over their prayer book.

Suggested Flaws

Arrogant
Disciplinarian

Suggested Merits or Feats

Enduring Leader (Merit)
Natural Leader (Merit)

CLERIC [DEVOTED]

Devoted clerics prefer to be the religious foundation and backbone of their adventuring group. They often let others take the reins of leadership and emerge when a moral dilemma or indecision wracks their followers.

Suggested Flaws

Heroic
Remorseful
Lame

Suggested Merits or Feats

Bolstering Leader (Merit)
Prepared (Merit)
Proficient Teacher (Merit)

DRUID [GUARDIAN]

Should a leader fall, most druid guardians believe it is their innate duty to rise to the occasion. They might sacrifice themselves for a cause should it prove successful or maintain a principle.



Suggested Flaws

Aged
Pacifist

Suggested Merits or Feats

Rejuvenating (Merit)
Unshakable Will (Merit)

DRUID [PREDATOR]

Predator druids favor tracking their quarry only striking at the right moment to either catch an opponent unawares or to make up for a frail stature.

Suggested Flaws

Coward
Frail

Suggested Merits or Feats

Group Stealth (Feat)
Primal Fury (Feat)
Quick Study (Merit)

FIGHTER [GREAT WEAPON]

Some fighters prefer finesse while others rather sacrifice style for a hard, brutal death of their opponent.

Suggested Flaws

Conservative
Dullwitted
Slow to React

Suggested Merits or Feats

Blade Opportunist (Feat)
Companion (Merit)
Defender till the End (Merit)
Power Attack (Feat)

FIGHTER [GUARDIAN]

You fight with expertise rather than brute force often moving about the field of battle protecting your weakened or injured comrades. Sometimes, you might get in the way or prove loyal to a fault.

Suggested Flaws

Loyal
Protector

Suggested Merits or Feats

Champion (Merit)
Durable (Feat)

Guardian (Merit)

PALADIN [AVENGING]

With a desire to vanquish all enemies that come across their path, avenging paladins deliver relentless attacks upon their foes. Some are single-minded with respect to a goal or cause while others prove angry or frustrated with those flaunting pacifism.

Suggested Flaws

Challenging
Vengeful

Suggested Merits or Feats

Bold and Daring (Merit)
Champion (Merit)

PALADIN [PROTECTING]

Protecting paladins try to look at situations from all angles, thus are very adaptable and open-minded. Though competent on the field of battle, their main goal, first and foremost, is keeping their companions safe.

Suggested Flaws

Loyal
Protector

Suggested Merits or Feats

Companion (Merit)
Constant Defender (Merit)
Guardian (Merit)

RANGER [ARCHER]

Archer rangers more than likely grow up in rural areas often learning to hunt at an early age or poach lands of one noble or another for food. They might have joined a crusading lord or trained as a longbowman as part of the peasant militia.

Suggested Flaws

Adversity
Cautious Striker
Inept Swordsman
Undeducated

Suggested Merits or Feats

Acute Awareness (Merit)
Lethal Hunter (Feat)
Swift Reflexes (Merit)





RANGER [TWO-BLADE]

Two-blade rangers often wish to impress with their skills by adding a bit of flair and excitement. Like most rangers, two-blade rangers probably grew up in a rural area, but wanted more out of life. They may seek to rise beyond their social station with their quick wit and blades of steel, even if it means skirting the fine line of the law.

Suggested Flaws

Carefree
Notorious
Shaky Hand
Thrillseeker

Suggested Merits or Feats

Glibness (Merit)
Swift Reflexes (Merit)
Common Sense (Merit)

ROGUE [BRAWNY]

Most equate a person with great strength possessing dull wit. While this is not always the case, brawny rogues usually rely on their brute strength over mental talents or a learned trade. They often fall into a position of petty thugs or enforcers.

Suggested Flaws

Brutal
Dullwitted
Unskilled

Suggested Merits or Feats

Nerves of Steel (Merit)
Powerful Charge (Feat)
Unshakable Will (Merit)

ROGUE [TRICKSTER]

Companions who travelled with a trickster rogue for years might never know the true thoughts of that individual. They might seem jovial or outgoing, but do so to misdirect their true nature or keep personal secrets. They are socially apt at blending in with a crowd being able to hide their motive or emotions behind a quick-witted jest.

Suggested Flaws

Carefree
Trickster
Weak and Thinly

Suggested Merits or Feats

Acute Awareness (Merit)
Fey Trickster (Feat)
Glibness (Merit)
Jack of all Trades (Feat)
Quick Study (Merit)

SORCERER [CHAOS]

Chaos sorcerers do not mind taking risks for raw power. They take chances, despite the dangers, to get ahead or maneuver themselves to a better position, even if it means lying, cheating, or stealing. Laws are to restrain the weak-minded.

Suggested Flaws

Carefree
Thrillseeker
Greedy

Suggested Merits or Feats

Acute Awareness (Feat)
Glibness (Merit)

SORCERER [DRAGON]

Unlike chaos sorcerers, dragon sorcerers must first unlock the ancient draconic tomes or spell knowledge rather than succumb to chaotic energies. They are more patient, perhaps diligent and even cunning to find the power they seek. Like dragons they revere, such sorcerers combine power with patience, waiting for the right moment to strike.

Suggested Flaws

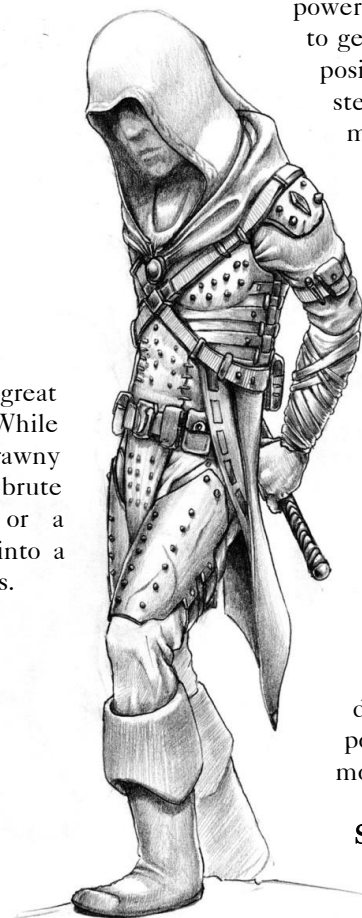
Cautious Striker
Phobia: Monsters (magical beasts)

Suggested Merits or Feats

Nerves of Steel (Merit)
Proficient Teacher (Feat)
Quick Study (Merit)

WARLOCK [DECEPTIVE]

Most deceptive warlocks do not seek attention, often preferring to blend in the shadows or large crowds. They are quite, calculating, and tend to hold back their most powerful spells until the right moment, usually when it is too late for an opponent to respond.



**Suggested Flaws**

Cautious Striker
Coward
Meager

Suggested Merits or Feats

Evasion (Feat)
Fast Runner (Feat)

WARLOCK [SCOURGE]

Scourge warlocks are abrasive combatants, often taking pleasure attacking weaker opponents to bolster their image and ego. They are confident, sure of their powers.

Suggested Flaws

Demon Hounded
Nightmares
Notorious

Suggested Merits or Feats

Ferocious Rebuke (Feat)
Nine Lives (Merit)
Twofold Curse (Feat)

WARLORD [INSPIRING]

Inspiring warlords exude confidence often wishing to imbue others with their strength and abilities. They are quick to offer guidance and aid, while also trying to teach others to take care of themselves.

Suggested Flaws

Heroic
Naive
Remorseful

Suggested Merits or Feats

Bolstering Leader (Merit)
Inspired Recovery (Feat)
Proficient Teacher (Merit)

WARLORD [TACTICAL]

"I know the correct course of action."

Tactical warlords quickly take charge of any situation that may benefit from their military expertise. Like inspiring warlords, tactical warlords exude confidence. However, instead of a nurturing nature, tactical warlords tend to allow their commanding presence to dominate others.

Suggested Flaws

Arrogant
Overconfident

Suggested Merits or Feats

Alluring (Merit)
Fervor (Merit)
Common Sense (Merit)

WIZARD [CONTROL]

Controlling wizards have an exact understanding of how the world works and their place within it. They tend to eagerly offer advice to exert some control over others' actions, especially comrades and allies; those individuals the control wizard relies with his life. Most of the time, their controlling nature is to compensate for their noticeable weaknesses.

Suggested Flaws

Feeble
Frail
Thin Blood

Suggested Merits or Feats

Eidetic Mastery (Merit)
Eidetic Memory (Merit)
Proficient Teacher (Merit)

WIZARD [WAR]

Most often, these war hawks feel perpetual conflict aids in the progress of civilization and increased power for the victor. They prove capable leaders more so than advisors as they are always ready to take action.

Suggested Flaws

Greedy
Nightmares

Suggested Merits or Feats

Sustaining Support (Merit)
Unshakable Will (Merit)