

Afflictions & Curse Flaws

Afflictions Flaws Table	3
Addiction [Social]	4
Assimilationist [Social]	4
Barbarian [Social]	5
Bastard [Social]	5
Black Sheep [Social].....	5
Black Sheep Family [Social]	5
Branded [Social]	5
Cloistered [Social].....	6
Covert Separatist [Social]	6
Dark Glimpse [Occult].....	6
Dark Secret [Social].....	7
Debt of Honor [Social].....	7
Dependant [Social]	7
Devil's Pact [Occult].....	8
Escaped Serf [Social]	8
Escaped Slave [Social]	8
Excommunicated [Social]	8
Fallen from Grace [Social]	9
Family Enemy [Social]	9
Imperial Disapproval [Social]	9
Indebted [Social].....	10
Infamous Ancestry [Social]	10
Lost Worlder [Social]	11
Nobody [Social]	11
Oath of Fealty [Social]	11
Obligation [Social].....	12
Orphan [Social].....	12
Ostracized [Social].....	12
Outcast Guildsman [Social]	13
Outsider [Social]	13
Outlaw [Social].....	13
Penitent Knight [Social].....	14
Questionable Ties [Social]	14
Royal Detractor [Social]	14
Repentant Heretic [Social]	15
Stigma [Occult]	15
Unaware [General]	15
Vendetta [Social]	16
Visionary [Occult].....	16
Vow [Social].....	16
Victory Point to d20 Conversion	17
Curse Flaws.....	19

Afflictions Flaws Table

<i>Flaw</i>	<i>Prerequisite</i>	<i>Effect</i>
Addiction		Addicted to a specific drug
Assimilationist	Non-human	Believes in Assimilationist philosophies
Barbarian		Can not take Etiquette. -2 Cha based skill checks while in civilized areas
Bastard		Can not take the Noble Title feat ever. Can not take the Family Ties feat
Black Sheep		Can not gain benefit from Family Ties feat and Famous Ancestry Feat. -2 to Cha
Black Sheep Family	Guild Commission 1+	-3 to Diplomacy with family Guild; -2 to Diplomacy outside family Guild
Branded		Branded for some evil-deed or crime
Cloistered		-2 to Diplomacy, Sense Motive, Gather Information
Covert Separatist	Ur-Obun only	-3 to all Cha based skill checks with non-separatists
Dark Glimpse	House al-Malik Noble 1+	Dark shadow on aura. -2 to Cha based skills when interacting
Dark Secret		Something about the character is so terrible he would do anything to cover it up
Debt of Honor	Charisma 13+	A significant debt is owed to a royal house
Dependant		Somebody relies on the character
Devil's Pact		See Devil's Pact Benefice Feat
Escaped Serf		The character is actually a escaped serf. See description
Escaped Slave		The character is actually a escaped slave. See description
Excommunicated		Can not gain Church Ordination Feat.
Fallen From Grace	Non-Noble	The character has lost face before his peers & superiors. See description
Family Enemy		The character has offended a Guild family or hong
Imperial Disapproval		-3 to Diplomacy when interacting with an Imperial or Imperial ally.
Indebted		The character is in debt.
Infamous Ancestry	Noble class 1+	-3 to Diplomacy in Noble settings
Lost Worder		-3 to Sense Motive and Diplomacy while in the Known worlds
Nobody	Scraver only, Guild Commission, At character generation	The starting status of a character is so low that he has not found his way into a Scraver family.
Oath of Fealty	Noble 1+, Guild Commission 1+, or Church Ordination 1+	The character owes an oath of fealty above and beyond his normal obligations.
Obligation		The character has a duty he cannot avoid.
Orphan		The character does not have any family ties.
Ostracized		The character is a member of minority in the Known worlds that is hated and persecuted.
Outcast Guildsman	Guild Commission	Can not gain any further Guild Commission feats
Outsider	Ur-Obun only	The character comes from a non-traditional Obun background. 1+
Outlaw	The character is a wanted criminal.	
Penitent Knight	Church Ordination 1+, Brother Battle order	The character is on a quest to remove the stain of a past misconduct for the Church.
Questionable Ties		The character is associated with people of questionable character.
Royal Detractor		The character has somehow managed to alienate someone within one of the five Royal Houses
Repentant Heretic		The character once committed some heresy that put him at odds with the Church.
Stigma		The character has a stigma of some sort.
Unaware		The character is unaware of a certain aspect of his background.
Vendetta		Something you, your family, or your friends have done has earned you an unyielding enemy.
Visionary	Eskatonics only	The character receives prophetic visions, often opaque and hard to understand.
Vow		The character has taken a particular vow

Addiction [Social]

The character is addicted to a specific drug or substance.

Effect: This addiction makes life difficult for the character. The base addiction level of the flaw is Basic Addiction, which means the substance is cheap and easily gotten; probably legal. The character must have at least one dose per week before feeling the symptoms of withdrawal. The substance can be a drug or some other thing including the Sathra Effect.

Effects of Withdrawal: Each hour without his fix, the character must make a fortitude check vs DC 10 + drug modifier (GM's discretion based on strength of drug), or suffer a fatigued condition until rested.

Special: This flaw is stackable. The more flaws taken, the more severe the addiction or the harder it is to obtain the substance.

<u># of Flaws</u>	<u>Severity</u>	<u>Availability</u>
1 st Flaw	Once a week	Legal
2 nd Flaw	Twice a week	Semi-legal or only legal on certain planets
3 rd Flaw	Three times per week	Illegal
+1 Flaw	4 or more times week	Extremely rare and illegal

Each flaw adds +2 to the withdrawal effects check.

Notes: *Combat Drugs* - Substance to be addicted to can include Combat Drugs. In this case, the character feels the need for the drug during combat and suffers withdrawals during combat.

Addicted to Sathra Effect: This is a special addiction that takes two addicted flaws.

Assimilationist [Social]

The character believes in the assimilationist philosophies.

Prerequisite: Non-human race

Effect: The character has taken on a very unpopular view of things – the assimilationist view. He believes that members of his species need to be more progressive and “do as the Roman’s do,” so to speak. They may be alien, but their mannerisms and their political views are very human.

This is very outwardly obvious to many of the character’s own species. This gives a –3 penalty to all charisma-based skill checks when the character is attempting them with members of his own species that are not assimilationists themselves.

Barbarian [Social]

The character had an uncivilized upbringing.

Effect: The character can not have the Etiquette Flaw. Also, the character has a -2 penalty to all charisma-based skills when in a “civilized” situation (noble ball, social event, etc.).

Bastard [Social]

The character is a bastard child of a noble.

Effect: The character may choose the Noble Title Flaw, however there is nothing behind the title – no money, prestige or anything. The character has no inheritance or family. He cannot take Family Ties Flaw.

Black Sheep [Social]

The character is a black sheep of the family.

Prerequisite: Noble Title 1+

Effect: The character is ostracized from his family. The character cannot take the Family Ties Flaw or is less likely to benefit from the Famous Ancestry Flaw, if his identity is known. The character receives a penalty of -2 to charisma-based skills in circles where his status with his family is known.

Black Sheep Family [Social]

None of the Guild families publicly recognize your families' syndicate.

Prerequisite: Guild Commission 1+

Effect: Your family network is there, but no one outside of your syndicate will come to your aid. This gives the character a -3 to Diplomacy within the family guild and -2 to Diplomacy outside the family guild. The character can not make a favor check outside his family for any reason.

Branded [Social]

Many cultures brand criminals, evil-doers and heretics, and the character has one of these brands.

Effect: Rightfully or not, the character has a brand of some kind marking him as a criminal, a heretic, or some other kind of evil-doer. The character runs the risk of being arrested and sold into slavery or taken to a penal

colony if the brand is revealed. It is up to the GM and the player to work out the details and nature of the brand.

(See *Heretics and Outsiders* for the types of brands.)

Cloistered [Social]

The character grew up separately from other people.

Effect: Since you have had few dealings with few outside people, you commonly misunderstand them and do not always communicate well with them. Others find you odd and eccentric. This flaw gives the character -2 to Diplomacy, Sense Motive, and Gather Information checks when dealing with people outside your cloistered life.

Covert Separatist [Social]

The Ur'Obun character is secretly working against the governmental establishment of his homeworld.

Prerequisite: Ur'Obun character

Effect: Your central goal is to obtain Obun independence. However, that leaves you with few friends. Your convictions have pushed you up against the collaborative government of the Obun homeworld (the Umo'rin) and their human overlords.

Your views are outwardly obvious to many of your own species. This gives a -3 penalty to all charisma-based skill checks when the character is attempting them with members of his own species that do not share his separatist views.

Dark Glimpse [Occult]

During the training in the Way of the Three Mountains, the character saw a prophetic vision that he interpreted as one of universal or personal doom.

Prerequisite: House al-Malik, Noble 1+

Effect: The character may not want to share this vision but it does shape his behavior. Recovering from a Dark Glimpse is brought about by experience or deep reflection. Until that happens, the character has a darker outlook on life and overtime may gain a reputation as unbalanced or even a pawn of darker powers.

For one, this Dark Glimpse affects the characters Aura. It leaves black shadowy marks seen through Second Sight.

Also, the character's charisma is affected. The character receives a -2 to all charisma-based skills when interacting with another character.

Dark Secret [Social]

Something about the character is so terrible he would do anything to cover it up.

Effect: This flaw is stackable. Stacked Dark Secrets increase the significance of the Dark Secret.

1st Flaw – Embarrassing Secret

2nd Flaw – Dangerous Secret

3rd Flaw – Life Threatening

Almost no one should know about this secret at the beginning of the game. If it does get out, the character should have a chance to cover it up or rectify it in some way.

Debt of Honor [Social]

You owed a significant debt to another house and can expect that favor to be called on at any time.

Prerequisite: Charisma 13+

Benefits: Each time this flaw is picked, the character picks a house. Also, if taken during play, the deed must be role-played out. Through this debt, the house can call in a favor from the character. If the favor is satisfied, the character no longer has the Debt of Honor.

Special: This flaw is stackable in two ways. At character creation, it is stackable to increase the extremity of the debt. Also, during character creation and during game, it can be used multiple times to represent multiple debts.

<u>Flaw #</u>	<u>Increase extremity</u>
1 st Flaw	Moderate favor that only a good friend would do.
2 nd Flaw	Moderately-extreme favor that even some friends would do.
3 rd Flaw	Life debt

This Flaw can be taken multiple times for separate debts.

Dependant [Social]

Somebody relies on the character.

Effect: This may be an elderly relative, a child, or an often-in-trouble friend. Whoever it is, this dependency will likely cause the character difficulty.

Devil's Pact [Occult]

(See Devil's Pact in Benefice Flaws)

Escaped Serf [Social]

The character is actually a serf, not a freeman.

Effect: The character must hide this fact or risk being seized by officials for sale to the Chainers or sent back to original master for punishment. This is in essence an Effectual Alternate identity. The character had to obtain his new identity illegally and from somewhat questionable sources and is more likely to fail when used.

When appropriate, the character must make a Bluff check when interacting with other people of a higher stature than a serf or freeman. The Bluff check receives a -3 penalty and the DC is set by the GM based on the likelihood that someone the character is interacting would recognize his mannerisms as those of a serf.

Escaped Slave [Social]

The character has escaped from slavery.

Effect: The character is on the run and refuge is next to impossible. This is in essence an Effectual Alternate identity. The character has no ties to anyone, cannot take Family Ties Flaw, and cannot take the Refuge Flaw. The character is on the constant lookout for the Chainers. They always seem to know who their escaped slaves are. The character automatically gains the Branded Flaw.

Excommunicated [Social]

The character has committed some great heresy and repeatedly refused absolution from a priest, forcing the Church to excommunicate him.

Effect: Orthodox Church doctrine dictates that the character is damned and denied the Pancreator's grace. By church's standards, the character is an outcast and those who know find it difficult to associate with him. They risk the wrath of the church.

An excommunicated character with levels in Priest or Brother Battle can no longer gain levels in those classes. A theurgist that is excommunicated finds it more difficult to learn his art, however it is not impossible. No excommunicated character can gain Church Ordination Flaws. Excommunicated characters with levels in other classes cannot gain any contacts with the church or favors.

Fallen from Grace [Social]

The character has lost face before his peers and superiors.

Effect: This is similar to Black Sheep except that it applies to a specific sect/order or guild.

For a church sect or order, this means that the character can not hold a position of prominence in the sect – meaning he can not have access to the following flaws: Brother Battle Auxiliary, Chartophylax, Eskatonic Tertiary, Inquisitorial Seal, Occult Warrant or Sanhedrin Commission, based on the order or sect. Also, within that sect, the character does not climb the ‘rank ladder’ as fast. This means the character must take the Church Ordination twice before gaining the rank he seeks.

For a guild, this means that the character does not have access to Taskmaster, Legate, or Boatswain and does not benefit from Family Membership (although he does retain the membership). Also, within that guild, the character does not climb the ‘rank ladder’ as fast. This means the character must take the Guild Commission twice before gaining the rank he seeks.

Family Enemy [Social]

Your character has done something to anger a member of a guild family or hong

Prerequisite: Guild Commission

Effect: Just as a family or hong can be a valuable ally, they can also make determined enemies. With this affliction flaw, the character suffers occasional setbacks while calling on favors from contacts and family friends in the guilds. Once per game, the GM may cause a Gather Information or Favor check to fail. This is in effect the enemy causing problems for the character.

Special: This Flaw can be taken up to 3 times to represent the severity of the infraction.

- | | |
|---|--|
| 1 st – Want to make the character's life difficult | Gather Information or Favor fail once per game |
| 2 nd – Wants to harm the character | Gather Information or Favor fail twice per game |
| 3 rd – Wants to kill the character | Gather Information or Favor fail three times per game + permanent nemesis. |

Imperial Disapproval [Social]

The character has performed some action which has resulted in the disapproval of the Imperial Court or the Emperor himself.

Afflictions & Curse Flaws

Effect: The gamemaster and the player must work out the infraction. Taking this affliction flaw does not mean the Emperor is actively seeking to kill the character. It does mean, however, the character can not gain Imperial Favor Flaw and has a harder time getting audience with the Imperial Court. The character also has a -3 penalty to all Diplomacy with any ally of the Emperor.

Special: This affliction flaw can be taken multiple times to reflect the severity of the offense.

1st – Offended a low-ranking member of the Imperial Court.

2nd – You have earned the dislike of an Imperial Guard or an important member of the Imperial Court.

3rd – You have insulted one of the highest ranking members of the Imperial Court or a member of the Imperial family.

4th – You have offended the Emperor himself.

Indebted [Social]

The character is in debt.

Effect: The character cannot attain more than 1 level of Assets Flaw and must work to assuage this debt, less the creditor take his possessions, lands or even sell him to Chainers. Taking this flaw puts the character 2000 Firebirds in debt.

Special: This Flaw is stackable to reflect the amount of debt.

<u># of Flaw</u>	<u>Amount</u>
1 st Flaw	2000 Firebirds or Minor Debt (can be eventually paid back)
2 nd Flaw	6000 Firebirds or Major Debt (must work very hard to pay back debt)
3 rd Flaw	10,000 Firebirds or Catastrophic Debt (risk losing fief and/or rank)
4 th Flaw	Life Threatening Debt

Infamous Ancestry [Social]

The character is descended from a particularly notorious member of his house.

Prerequisites: Noble Title 1+

Effect: The character suffers from a notorious ancestry. The character will have to overcome from the stigma attached to the bad reputation of this relative. The identity and deeds of the ancestor should be worked out between the GM and the player. As a penalty, in Noble social settings where the infamy is well known, the character has a -3 to Diplomacy.

Afflictions & Curse Flaws

Also, there is always a chance the character will get recognized in a crowd. At times when the GM deems appropriate, he can make a recognition check – 8 + character's Cha bonus + bonus's based on proximity to home world/territory. If successful, the results are up to the GM.

This flaw is stackable to reflect the renown of the ancestry. Each new level of the flaw adds -2 to the penalty as well as +3 to the recognition check.

Lost Worlder [Social]

The character is from one of the newly discovered Lost Worlds.

Effect: In the years since the Fall, the universe has changed greatly and the character has a hard time fitting in. This flaw gives the character -3 to Sense Motive and Diplomacy checks in the Known Worlds.

This can be burned off with socialization and adaptation to the Known Worlds. Once the character gains 8 ranks in Knowledge (Known Worlds), this flaw no longer has effect. This must take place in game and not at character creation.

Nobody [Social]

This is the starting status of a character that hasn't found their way into a Scraver family.

Prerequisite: Scraver only, Guild Commission 1

Effect: The character has minimal protection from the guild masters and connections within the guild are thin. Until the character works his way into a Scraver family, the character can not take another Guild Commission Flaw. He also can not call in favors from the Scraver guild, and the guild tithe is usually higher until they find that family.

Oath of Fealty [Social]

The character owes an oath of fealty above and beyond his normal obligations.

Prerequisite: Noble 1+, Guild Commission 1+, or Church Ordination 1+

Effect: All nobles owe an oath to their prince, all priests to their archbishop, all League members to their dean. An Oath of Fealty Flaw is something in addition to that oath. The object of this oath can be anything within reason and needs to be worked out between the GM and the player during character creation or in game. It could be giving aid when called by the noble or acting as a contact for inside information. The other side to this is there is usually something the character receives in return for this oath.

This flaw is stackable to measure the severity of the Oath.

1st Flaw – Serious Oath – will aid in major dealings in exchange for same.

2nd Flaw – Martial Oath – will risk life in exchange for a great boon, like land or protection.

3rd Flaw – Extreme Oath – Will perform suicide mission in return for something great in case of survival or to save family honor.

Obligation [Social]

The character has a duty he cannot avoid.

Effect: This could be a sacred site a character has to keep holy or a payment he must make on a regular basis. This differs from Oath of Fealty because the character does not get anything in return. This flaw is stackable to increase the strength of the obligation.

1st Flaw – Hindrance (Ex. requires the character to be on s specific planet on holy days)

2nd Flaw – Hazardous (Ex. puts the character's life at risk)

3rd Flaw – Extreme (Ex. the character has sworn to uncover the heresies of a Brother Battle Leader)

This obligation can be burned off through storyline and roleplayed in game.

Orphan [Social]

The character does not have any family ties.

Effect: Family ties are everything in the universe of Fading Suns. The character lost his family at a very early age and nothing ever replaced it. Slavery is a real possibility to him if he doesn't find an alliance. A character with this flaw can not take Alien Upbringing or Noble Title, since both require a family.

A noble class character can take this flaw but can not take Noble Title. He is a title-less noble.

The character is penalized with –4 Diplomacy when dealing with social situations where family upbringing would matter and constantly has to avoid contact with the Chainers. Once the Chainers learn the character has no family, he is a free target for slavery.

Obun Orphan: An Obun's family does not have to die for the character to be an orphan. The family can ostracize and abandon the character. This is a major stigma within Obun society.

Ostracized [Social]

The character is a member of minority in the Known worlds that is hated and persecuted.

Effect: The character is snubbed by society and may be even denied of certain rights like self-determination and free travel. For the most part, the character suffers these effects anytime he ventures outside of his culture.

The character gains a -3 to Gather Information, Diplomacy and Bluff to any attempts to interact with people not of his culture.

Special: This Affliction Flaw can be stacked twice to increase the effects of the persecution.

1st - -3 penalty to Gather Information, Diplomacy and Bluff outside one's cultures

2nd - -4 penalty to Gather Information, Diplomacy and Bluff outside one's cultures

Outcast Guildsman [Social]

The character's standing with his guild has been scandalized and his loyalty to his family questioned.

Prerequisite: Guild Commission 1+

Effect: The character has strayed from the flock, and now his family has turned against him. The character is considered rogue and can only recover his status by "landing a big score" on the family's behalf. His guild will not deal with him.

The character cannot gain any further Guild Commission Flaws in his Guild until his status with the Guild is restored.

Outsider [Social]

The character comes from a non-traditional Obun background.

Prerequisite: Obun characters

Effect: The character will feel uncomfortable in normal Obun society, although he will not be discriminated against. The character suffers a -3 to Sense Motive and Diplomacy within Obun society.

Outlaw [Social]

The character is a wanted criminal.

Effect: Someone somewhere has a price on the character's head. A long jail term is the best the character can hope for.

Special: This flaw is stackable to measure the scope of the crime and those who hunt the character down.

1st Flaw – hunted on a single world, world wide.

2nd Flaw – hunted within a domain of a royal house for jail time -or- wanted dead or alive on a single world.

3rd Flaw – hunted throughout the Known Worlds for jail time -or- wanted dead or alive in a domain of a royal house.

4th Flaw – wanted dead or alive throughout the Known Worlds.

Penitent Knight [Social]

The character is on a quest to remove the stain of a past misconduct for the Church.

Prerequisite: Church Ordination 1+, Brother Battle order

Effect: Brother Battle does not send out its members to do penitence lightly – these types of quests take years.

The character is at the beck-and-call of every true believer in trouble.

The nature of the infraction needs to be worked out between the GMs and the players.

Questionable Ties [Social]

The character is associated with people of questionable character.

Effect: The character is rumored to have assisted a group or person of questionable reputation in some way or another. This rumor may or may not be true (must be worked out with GM), but it plagues the character in regions in which the association would cause problems.

-3 to Gather Information, Diplomacy and Bluff in areas that the association would be deemed questionable.

Royal Detractor [Social]

The character has somehow managed to alienate someone within one of the five Royal Houses.

Effect: The detractor may be a knight or minor noble who holds a long-standing grudge against the character.

The character with a detractor in his own house usually has more difficulty in internal politics within the nobility, is less likely to get a fair hearing in house disputes, and his rise in the house will be more hindered depending on the influence of the detractor.

Within the house, the character gains a -3 on Diplomacy and Gather Information checks where the patron's name would be known. Also, when the GM sees fit, he may deny this character one extra Noble Title feat when the character levels.

This flaw is stackable at character creation to indicate the rank of the patron.

1st Flaw – Low-level knight with little power

2nd Flaw – Moderately powerful low-ranking noble

3rd Flaw – Powerful low-ranking or moderately powerful high-ranking noble

4th Flaw – Powerful high-ranking noble

Repentant Heretic [Social]

The character once committed some heresy that put him at odds with the Church.

Effect: The nature of the transgression must be worked out between the GM and the player. This means the character has to repent his offense before progressing further within his sect or order. He cannot gain Church Ordination Flaws until the infraction is erased from his record.

Special: This flaw is stackable to measure the severity of the sin.

1st Flaw – Schismatic – minor offense

2nd Flaw – Heretic – major offense

3rd Flaw – Apostate – complete abandonment of faith

Stigma [Occult]

The character has a stigma of some sort.

Effect: The stigma is something which if noticed by the common populace would cause revulsion, suspicion, or fear. When coming up with these, think of what would unnerve a superstitious medieval peasant. This flaw is stackable to measure the significance of the stigma.

1st Flaw – Mild (Ex: wandering eye, hair on palms)

2nd Flaw – Severe (Ex: dwarf, hunchback)

3rd Flaw – Fearsome (Ex: pointed fangs)

4th Flaw – Unholy (Ex: red eyes, forked tongue)

Unaware [General]

The character is unaware of a certain aspect of his background.

Effect: The character does not know he is a Clone or a Changed in some way, or something like that. This needs to be worked out between the GM and the player, but it should be something associated with great stigma and effectual to the character's life.

Vendetta [Social]

Something you, your family, or your friends have done has earned you an unyielding enemy.

Effect: This person (or people) will do everything in his power to make the character's life difficult. This flaw is stackable to reflect the severity of the vendetta.

1st Flaw – Makes the character's life difficult. -3 to any favor check. -3 to Gather Information in places the enemy has influence.

2nd Flaw – Wants the character dead.

3rd Flaw – A group makes the character's life difficult

4th Flaw – Multiple groups want to make life difficult or a group wants the character dead.

Visionary [Occult]

The character receives prophetic visions, often opaque and hard to understand.

Effect: While Eskatonic mystics might think the character is gifted, most other people think him mad or even possessed. The nature of the vision and whether they actually mean anything or not is up to the GM. They do not warn of imminent danger, however.

Vow [Social]

The character has taken a particular vow.

Effect: It is not only church leaders who take vows seriously. Lay men, guilds men, and nobles have been known to take them, too. Vows usually represent something the character has chosen to give up, such as material goods, sex, or talking. The subject of the vow should be something of significance and worked out between the GM and the player.

Victory Point to d20 Conversion

<i>Afflictions</i>	<i>D20 Flaws</i>	<i>Location</i>
Background		
Cloistered	Cloistered	FS2 127
Dark Secret	Dark Secret	FS2 127
Infamous Ancestor	Flaw Infamous Ancestor	LKW 10
Infamous Family	Infamous Family	FS2 119
Lost Worlder	Lost Worlder	FS2 128
Oath of Fealty	Oath of Fealty	FS2 128
Obligation	Obligation	FS2 128
Orphan	Orphan	FS2 128
Outsider	Outsider	CotG 41
Unaware	Unaware	PC 179
Vow	Vow	PC 179
Community		
Dependant	Dependant	FS 129
Orphan	Orphan	CotG 41
Royal Detractor	Royal Detractor	LKW 10
Vendetta	Vendetta	FS2 128
Occult		
Dark Glimpse	Dark Glimpse	LKW 101
Devil's Pact	Devil's Pact	TDBtS pg 58
Stigma	Stigma	FS2 128
Visionary	Visionary (Eskatonics only)	PotCS 77
Physical		
Addiction	Addiction	LKW 49
Addicted to Combat Drugs	Addiction	LKW 67
Changed	FS d20 CC	PC 166
Psychological		
Addicted to Sathra Effect	Addiction	TDBtS 41
Riches		
Indebted	Indebted	FS2 132.
Status		
Assimilationist	Assimilationist	CotG 40
Barbarian	Barbarian	FS2 133
Bastard	Bastard	FS2 133
Black Sheep	Black Sheep	FS2 133
Black Sheep Family	Black Sheep Family	MotJW 67
Branded	Branded	FS2 134
Covert Separatist	Covert Separatist	CotG 41
Debt of Honor	Debt of Honor	LKW 11
Escaped Serf	Escaped Serf	FS2 134
Escaped Slave	Escaped Slave	FS2 134
Excommunicated	Excommunicated	FS2 134
Fallen from Grace	Fallen From Grace	FS2 134
Family Enemy	Family Enemy	MotJW 67/99
Hong Enemy	Family Enemy	MotJW 35
Illu	Family Enemy	A&H 88
Imperial Disapproval	Imperial Disapproval	LKW 29
Merchant House Enemy	Family Enemy	MotJW 67
Nobody	Nobody	MotJW 67
Ostracized.	Ostracized	Pc 109
Outcast Obun	Outsider	CotG 41
Outcast Scraver	Outcast Guildsman	MotJW 67

Afflictions & Curse Flaws

Outlaw	Outlaw	FS2 134
Penitent Knight	Penitent Knight	PotCS 57
Questionable Ties	Questionable Ties	MotJW 119
Repentant Heretic	Repentant Heretic	PotCS 41

Curse Flaws

<i>Curses</i>		<i>Location</i>
Appearance		
Homely	-2 to Diplomacy & Bluff (Can not stack with Ugly or Monstrous)	FS 124
Milksop	-2 to Intimidate	LKW 28
Monstrous	-4 to Diplomacy & Bluff (Can not stack with Homely or Ugly)	FS 124
Nondescript	-3 to Diplomacy	LKW 28
Ugly	-3 to Diplomacy & Bluff (Can not stack with Monstrous or Homely)	FS 124
Unhealthy		
Behavior		
Argumentative	-3 to Diplomacy & Bluff when conversing	PC 178
Berserker	-3 to Concentration in combat	PC 178
Bluster	-2 to Diplomacy & Bluff when recounting deeds	FS 124
Brainwashed	DC 15 vs. Will save when something that contradicts brainwashing. If fail, -3 to skill checks in that action.	PC 178
Callous	-3 to Diplomacy when asked for aid	FS 124
Clueless	-2 to Sense Motive & Innuendo	FS 124
Combat Lust	-2 to Diplomacy & Bluff when in combat	LKW 67
Condescending	-2 to Diplomacy & Bluff when among the unenlightened	FS 124
Delusional	DC 15 vs. Will save when something that contradicts with the delusion. If fail, -3 to skill checks in that action.	PC 178
Disrespectful	-3 to Diplomacy and Bluff with authority figures	PC 178
Foolhardy	-3 to Will save when confronted with high risk/high reward situations	LKW 28
Greedy	-2 to Will save when money is involved	FS 124
Guilty	-2 to all rolls when opposing the Church	FS 124
Gullible	-2 to Sense Motive vs. Bluff	FS 124
Haughty	-2 to Diplomacy & Bluff when amongst serfs	FS 124
Impetuous	-2 to Diplomacy & Bluff when trading	FS 124
Indescreet	-3 to Innuendo and -2 to Diplomacy when subtly is important	MotJW 119
Mammon	-2 to Will save when money or valuable possessions are involved	FS 124
Nosy	-2 to Will save to resist learning something new (GM sets DC)	FS 124
Phobic	-3 to Will save when facing phobia. (Player picks the Phobia)	PC 178
Possessive	-3 to Will save when cut out of the action	FS 124
Power Hungry	-3 to Will save when not in charge	LKW 67
Prideful	-2 to Will save to resist avenging an insult (GM sets DC)	FS 124
Rebellious	-3 to Will save when deciding to follow orders (GM sets DC)	PC 178
Righteous	-2 to Will save when judgment questioned	FS 124
Secretive	-3 to Diplomacy with strangers	PC 178
Scheming	-3 to Diplomacy when money involved	MotJW 99
Subtle	-3 to Diplomacy when explaining something	FS 124
Surley	-3 to Diplomacy when upset	PC 178
Uncouth	-3 to Diplomacy when at social functions	FS 124
Unnerving	-3 to Will save when around superstitious people	FS 124
Vain	-3 to Sense Motive when being flattered	FS 124
Vengeful	-3 to Will save to resist avenging an insult to honor (GM sets DC)	FS 124
Weak-Willed	-2 to Will saves	PC 178

Afflictions & Curse Flaws

Curses		Location
Capabilities		
Minimum Characteristic	-1 to one of the characters Racial Ability Modifiers	PC 178
Dark Side	(Psi or Theurgic characters only) Character starts the game with 1 level of Urge or Hubris	PC 178
Church Standing		
Doubter	-3 to Sense Motive & Gather Information with the faithful	BS 85
Penitent	-3 to Diplomacy & Bluff when dealing with the faithful	BS 85
Apostate	-3 to Diplomacy & Bluff when dealing with the faithful	BS 85
Intolerant	-3 to Diplomacy & Bluff among the faithful	BS 85
Injuries		
Bad Heart	-3 to Endurance checks when performing athletic Flaws for an extended period of time.	PC 178
Bad Liver	-2 to Fortitude vs. Poisons	PC 178
Bad Lungs	-3 to Endurance checks when performing athletic Flaws for an extended period of time.	PC 178
Horrible Scar or Burn	-2 to Diplomacy	PC 178
Incurable Disease	(Special – GM's discretion) – slow healing, endurance problems or physical malady on the skin are examples	PC 178
Limp	-20% movement	PC 178
Missing Arms	-2 to Dexterity skills that require two arms	PC 178
Missing Eye	-2 to Ranged attacks. –1 to Spot checks	PC 178
Missing Leg	-2 to Armor Class. –60% movement	PC 178
Pain Sensitive	-3 to any task for two turns after being injured	PC 178
Shaky Hands	-2 to Dexterity skills requiring fine manipulation.	PC 178
Knacks		
Bad Hearing	-2 to all Listen checks	FS 125
Bad Vision	-2 to all Spot checks	FS 125
Beast Foe	-2 to Animal Handling and Ride in non-combat situations	FS 125
Clumsy	-2 to Climb, Jump, Move Silently, Use Rope and Tumble	FS 125
Mechanically Disciplined	-2 to technical Craft skills	FS 125
Poor Liar	-3 to Will saves vs. Sense Motive checks	PC 178
Quasimodo	-3 to Diplomacy when seducing	FS 125
Reputation		
Cad	-2 to Diplomacy and Sense Motive	FS 126
Liar	-3 to Bluff to those that know character is a liar	FS 126
Rebel	-3 to Diplomacy and Gather Information among nobility	LKW 28
Scary	-2 to Diplomacy & Bluff	FS 126
Tyrant	-3 to Diplomacy when among peasants	FS 126
Size		
Dwarf	Reduce to the smallest Small height.	FS 126
Small	Reduce to Small size category	FS 126