

Flaws

Convert from 3.5 to 5.0

Flaw	Prerequisite(s)	Summary
Acrophobia	None	You have disadvantage on all d20 rolls and checks when you are near any edge or cliff, in a tree or similar.
Androphobia	Non-male	You are afraid of men. When dealing with men you have disadvantage.
Anthropophobia	None	You have a fear of people. You have disadvantage when dealing with people.
Aquaphobia	None	You find water, particularly deep water, frightening for an unknown reason. If you are on, in or within sight of a large body of water or river you have disadvantage.
Arachnophilia	Not arachnophobic	You REALLY like spiders. You have advantage when dealing with spiders.
Aurophobia	None	Oh god! It's shiny and yellow, keep it away! When you see gold or the color gold you have disadvantage.
Autophobia	Any non-evil	You are afraid of being alone. You have disadvantage when you are alone.
Blind As A Bat	None	-6 to all Spot and Search checks
Blood Rage	None	You must have blood every 24 hours
Breed Envy	Cha 20+	You are too charming for your own good and people overly hate you for it. You have disadvantage when your renown is applicable.
Claustrophobia	None	You are afraid of tight spaces. You have disadvantage in tight spaces or areas of 11' square or less.
Clumsiness	None	You have an unfortunate habit of dropping things, knocking things over, tripping, losing something, and the like.
#VALUE!		You have disadvantage on any check when you are doing something else.
Compulsive Killer	Short Temper	When somebody pisses you off they are going to die before the night is done. (CE)
Conceited	None	You believe that you are better than everyone else. You have advantage whenever someone is trying to boast. You have disadvantage when you are trying to be humble.

Conspiracist	None	When dealing with plots or stories you see the conspiracy, you have disadvantage trying to figure out anything that is not a conspiracy and advantage when it is.
Corruption	None	When doing a good deed, others always see it as self-serving or some other way it was advantageous for you to do what you did.
Coward	Must not be immune to fear.	You have disadvantage on fear saves
Curious	None	If you don't give in to your curiosity, when you finally do investigate something you have disadvantage.
Daredevil	None	If you have a better than 20% chance of success you have disadvantage on any dangerous check, otherwise you have advantage.
Deadly Strength	Str 20+	No matter what your character's intentions are, your attacks always cause lethal damage... even with your fists.
Deaf	None	You have disadvantage on any surprise check.
Disorganized	None	When you need some piece of your equipment you must make a check with disadvantage to find it. Even sheathed weapons.
Ditzy	None	You have disadvantage on notice and concentration checks.
Elfphobia	None	You have a fear/hatred of elves. When dealing with elves you have disadvantage.
Entomophobia	None	An abnormal and persistent fear of insects. When dealing with insects of any size you have disadvantage.
Epilepsy	None	When under stress, there is a chance you will seizure. 1 wisdom save per event. DC is 12.
Esophilic Esophagitis	None	The inability to hold down your food, and a resulting frail character. -2 to constitution.
Estranged	None	Because of what you have done your family, friends, neighbors, loved ones, and even your dog have come to hate you.
Extreme Boredom	No Sleeping Disorder	When nothing interesting is happening, you fall asleep.

Extreme Loyalty	none	You must do what your master says, you are always at disadvantage when dealing with the source of your loyalty.
Fear of Starvation	None	You are terrified of starving to death, as such you must always bring food with you. When you have 3 days or less of food on you, you are at disadvantage.
Geliophobia	None	The fear of laughter, really... you have disadvantage when anyone around you laughs.
Ghost-Warped	None	Your body reacts strangely to contact with ghosts and other incorporeal creatures, granting you some of their disabilities for a short time.
Gullible	None	You believe things, no matter how farfetched they seem. You have disadvantage to detect lies or bluffs. You must make a check when you here a information.
Gynephobia	Non-female	You are afraid of women. You have disadvantage when dealing with a woman.
Haemophilia	None	Your blood does not clot correctly. You have disadvantage on death saving throws.
Hallucinations	None	You see things that aren't really there. When a situation arises when you need to interact or do combat with someone and there is more than one target or creatures to deal with roll a D6, if you roll a 6 you go deal with your hallucination instead.
Haphephobia	None	You actively avoid physical contact. When touching another living creature you have disadvantage.
Heartless	None	You do not know the difference between right and wrong. When making a moral decision you must make a wisdom check with disadvantage to make the right choice.
Hemeralopia	None	You cannot see in daylight. You have disadvantage in brightness equal to that of the sun.
Homophobia	None	You are particularly squeamish at the sight of blood. Any time you see blood you have disadvantage.

Hippopotomonstrosesquippedaliophobia	None	You have an irrational fear of long words. You can't use any word over 8 letters or you have disadvantage for 24 hours. If you hear words over 10 letters you have disadvantage dealing with the person who said the word.
Hopeless Collector	none	You constantly collect some random, often useless item.
Horrible Luck	None	You have disadvantage on every d20 check. Or you can have a -1 on every d20 check.
Horrible Luck, Greater	None	Same as above but you get both not just one.
Ichthyophobia	Non-Aquatic	You have disadvantage when dealing with all things aquatic.
Idiocy	Int 8 or lower	What's a "flaw"? You have disadvantage on any intelligence check or save.
Impatient	None	Hurry up!, You have disadvantage on concentration, and you will jump in and try any task that someone fails.
Inattentive	None	You have disadvantage on concentration, and notice checks.
Incompetent	wisdom 10 or below	This person can't be trusted to do anything. This character can never get it right. You have disadvantage on wisdom checks and wisdom saves.
Isolationist	None	You don't like to be around people. You have disadvantage when you are not alone.
Jerk	None.	You're pretty much just an all-around jerk when it comes to conversation. You have disadvantage when making any charisma check or saving throw.
Jumps to Conclusions	None	
Kleptomania	None	You find yourself strangely attracted to certain objects (usually valuable ones). You must steal every day or you have disadvantage on all dexterity checks and saving throws that day.
Ladies Man	Male, Charisma 16+	You are practiced with the womanly kind, and your interactions with other men suffer as a result. You have disadvantage when dealing with men.
Lalophobia	Must be able to speak normally	You are afraid of speaking. You aren't mute, but speaking holds a deep, inbuilt fear in you. When you speak you have a disadvantage on any check that results from it.

Lazy	None	Not sure if you can truly game this.
Lecherous	None	Anytime you are around women you have to have sex or be disadvantaged until you do. This disadvantage is on wisdom and intelligence checks and their saves.
Lovestruck	None	You love someone with your whole heart and it shows when they're not around. Disadvantage on notice checks and seduction rolls. You gain advantage when resisting seduction.
Luposlipaphobia	A DM with a sense of humor.	Your worst nightmare is to be chased by timber wolves around a kitchen table on a newly waxed floor while wearing socks. I did not make this one up. But it is LOL funny. The disadvantage is obvious.
Magic Addiction	Ability to cast arcane spells.	You are addicted to arcane energy. You must spend time each morning to sate your addiction or you will suffer a painful withdrawal. You must cast a spell of your highest level each morning when you wake
Magical Hydrophobia	None	Your body rejects water. You must drink 2 gallons of water per day. (Would he float?)
Magical Mania	Ability to cast arcane spells.	Arcane energy has changed you, you have racing thoughts and speech. You have disadvantage on any type of communication and even teaching new spells to someone.
Magical Schizophrenia	Ability to cast arcane spells.	Arcane energy has changed you, you fear its powers and your train of thought is also affected. There are so many variations and depths to this that the player and GM should come with something.
Merciful	None	Many times you don't have it in your heart to kill. Any time you attack with a lethal attack you have disadvantage.
Misanthrope	Non-Good	You hate your own race. When dealing with your own race you have disadvantage.
Mood Swings	Charisma 9 or less	You go from happy to sad or sad to happy just like that! Charisma checks are at disadvantage, also charisma saves.

Naive	Wisdom score less than 14	You trust people a little too much. You have disadvantage when dealing with bluffs, coercion or other influence checks.
Narcissistic Personality Disorder	None	Clearly, you're far better than any creature, person, or deity. You don't accept others ideas without direct overwhelming proof. You have disadvantage dealing with anyone who has bettered you, or better looking or is or has done better than you in absolutely anything.
Necrophobia	Must be alive	You have a fear of the dead and dead things. You have disadvantage when around undead or the dead.
Night Blindness	None	Your night vision is horrible due to a birth defect. You are -4 to notice, search. Jump, ranged attacks and surprise.
Nocturnal Enuresis	None.	You just can't seem to get any restful sleep. You have disadvantage on dexterity and constitution checks and saves unless you find a way to sleep 8 hours.
Nyctalopia	No natural darkvision	You cannot see in the dark. -4 notice and search and surprise in the dark, also -4 to attack and you have no dexterity to your AC.
Nyctophobia	No natural Darkvision	You are afraid of the dark. You have disadvantage on surprise checks, you
Overconfident	None	You believe that nothing is beyond your ability. You never look at the numbers before you attempt something. Let another player hold the numbers portion of your character sheet.
Paranoia	None	Trust no one! In dealing people and organizations you are at a disadvantage.
Perverted	None	Your character has an infallible tendency to stare where he shouldn't. You have disadvantage when dealing with the target of your perversion. Also with any who notice and are their protector.
Pride	None	No matter the odds, you refuse to retreat from battle due to your overwhelming pride and honor. (GOOD LUCK)

Pseudologia Fantastica	None	You must make checks to tell the truth and you are at a disadvantage when you do.
Pyromania	Non-lawful	You like setting things on fire and watching them burn.
Pyrophobia	None	You have an unnatural fear of fire. In and around any kind of fire you are at a disadvantage.
Rabbit Phobia	none	You have a irrational fear of rabbits, OMG okay you have disadvantage around rabbits and rabbits feet harms, cooked rabbit and bugs bunny.
Racist	None	You have an unnatural hatred of other races. The key word is unnatural, so with that whatever race it is you are at disadvantage dealing with them even in combat.
Reincarnated Misfortune	None	Things in this life remind you of things from your last, and these things make you sad. Anytime you meet someone new or are in a strange or new surrounding roll a d20 if you roll a 1 you are sad and have disadvantage for one hour.
Sadness	Must be able to feel emotions.	For a reason, you are eternally sad. Thus you lost your will to live. <i>They won't even make a skill check so what is the point.</i>
Short Attention Span	None	You have disadvantage on concentration, and notice checks.
Spamming facts	none	'Do you know kobolds eat spiders?' When it comes to useless facts their intelligence is normal. Otherwise it is -4 for all other checks.
Stubborn	none	Even a mule would have a tough time changing your mind. You are at a disadvantage whenever you have given in and are working against what you thought was the way to go.
Substance Addiction	None	You are physically or mentally dependent on some kind of addictive substance. While under the influence you are at a disadvantage on all checks.
Thinks Aloud	Must be able to think and speak	Pfft, what an idiot -- Hey, why's he glaring at me. This could be very fun and disruptive at the table. I think my whole last group in CA had this one.

Tourette's Syndrome	None	"Somebody wash that wizard's mouth out with soap!" They have disadvantage in all social situations.
Untouchable	Corporeal	Character has a severe distaste for being touched by others. Has disadvantage when in physical contact with any living or undead is touching them.
Vicious Personality	Barbarian, Warrior, Dwarven Defender or Paladin	Don't make him angrier than he already is.....Really how is this a disadvantage with a vague alignment system. Here we go! Anytime you are not mean to an NPC you are at disadvantage for the next hour.
Whimsical	None	You decide to do things simply because you feel like it...
Worst Luck	None	You seem to always fall short at the worst possible moment, right when it matters most. Any final check or killing blow you are at -4 and have disadvantage.
Xiphiphilia		An unhealthy fascination with swords and large bladed weapons. Anytime you are around weapons even in battle you are at a disadvantage when you can see them.
Zealot		You believe in your gods, and you do so with great devotion and faith, so much so that you cannot conceive of why others would do different. You always do as you're told, you never question anything the church does or says. They are always right and everyone else is wrong. You won't listen to any other point of view and if you do you are at -4 and disadvantage until your confess your sins to the clergy.