

# Perks and Flaws

## What are Perks and Flaws?

### **Perks**

Perks are extra benefits you can give your character to further customize them. They are purchased with perk points, and every character begins with 2 of these. Because these perks represent definitive qualities of your character, you will rarely gain points during gameplay.

You can spend perk points at character creation or at any level-up. You do not have to spend them all at once. In certain circumstances (you feel as though your character's experiences have changed him), you may ask the GM if you can redistribute your perk points.

Some perks are a bit modular – they have certain aspects you can remove or add to change their cost. A perk can cost between whole numbers of points (e.g., 2.5), but a single perk – including modifiers – cannot be bought for less than 1 point. Most perk add-ons can be reduced to 0.5 but not further.

### **Flaws**

Flaws are the exact opposite – they are drawbacks that limit your character in some way he or she would not normally be limited, at least by the system. Buying flaws gives you more perk points to spend, but you should try not to use them for min-maxing – they should really describe character flaws and roleplaying limits.

As a general rule, flaws are worth half as many points as an equivalent perk costs. Unlike perks, a flaw can be reduced as low as 0.5 points in total value.

## **Perk List**

### **Animal Empathy (2)**

You have an uncanny sense of emotions when it comes to animals. You can affect them with Charisma-based checks as if they were human, as long as the method involves empathy and the animal can see/hear you.

The Animal Affinity feat and a low Charisma or some social flaw may make sense with this perk.

#### **Modifiers:**

- *Broad Limit* (-1): Your animal empathy only works on canines, felines, fish, reptiles, etc.
- *Narrow Limit* (-1.5): Your animal empathy only works on dogs, alligators, penguins, lizards, etc.

#### **Extras:**

### **Animal Friend (2)**

Animals' dispositions toward you are automatically one level better than they should be (e.g., Indifferent if they would be Unfriendly), but this cannot improve above Friendly by default.

Your Animal Friend extra cannot affect more animals than what is covered in your Animal Empathy perk.

#### **Modifiers:**

- *Broad Limit* (-0.5)
- *Narrow Limit* (-1)
- *Two Steps* (+1): Affected animals' dispositions toward you are two levels better instead of just one (although you still cannot achieve more than Friendly without further interaction).

### **Any Feat (3)**

You can acquire any feat as a 3-point perk. You must fit its prerequisites normally. Except at character creation, you cannot have just qualified for a feat to select it as a perk (for example, you can't take Brawl as a feat at level 6 and immediately buy Improved Brawl as a perk; you must wait until level 7).

The perk feat you choose should be definitive of your character in a way that a normal feat would not be.

### **Attractive (2)**

You are particularly attractive. You receive a +2 bonus to Charisma-based checks (except Intimidate) to affect anyone who might be sexually or aesthetically attracted to you.

When taking this perk, you should decide in what way your character is attractive - i.e., what his or her "look" is. For example, you may have "classic" or "exotic" looks;

you may be “sexy” or “cute”; you may fit a certain group aesthetically (e.g., “Gothic”). You may choose two such descriptors.

Depending on this choice, you may find that some people who wouldn't normally be sexually attracted to your character (people of the same sex who are heterosexual, for instance) will be affected by at least part of the bonus anyway because of a certain aesthetic attraction; conversely, some people who **should** be attracted will not be affected because they just don't like your "look."

A high charisma is not necessary for this perk.

**Modifiers:**

- *Ugly Puppy* (+0): For whatever reason, something about you just screams, “Please mother me.” Whoever would be affected by your bonus is subject to it because you’re just so pitiable. Unfortunately, this could turn some people off.
- *Extra Descriptor* (+1): Your beauty is more broadly appreciated. You can choose a third descriptor for your Attractive perk. Note that you can only buy this once.
- *Supermodel* (+1): Someone follows you around with an airbrush. Choose one of your descriptors; your bonus is doubled when dealing with people affected by that descriptor. However, some people may think you look fake.

**Contacts (0.5 per rank)**

Each time you buy this perk, you gain 10 contact points which can be spent as follows:

- Your first contact is free, but each additional contact costs 3 contact points and must be built separately. By default the contact is friendly towards you (and thus will do you small favors – they may demand some form of payment or favors for anything bigger) and has some very general knowledge of the setting. If you buy Knowledge skills for them, they know how to tailor the information to make it relevant for you.
- Total skill modifier for a skill will cost 1 contact point per +2 modifier. Your contact’s modifiers cannot exceed your max skill ranks + 6.
- The Wild Talent feat costs 4 contact points (and comes with its automatic power). Each additional power costs 2 contact points; the contact is limited to 1<sup>st</sup>-level powers and cannot have class bonus powers. (Psionic contacts require special GM approval.)
- If you want your contact to be heavily invested in a certain area, theme, group, etc. in the campaign and therefore be able to provide you with more specific information in this regard, this costs 2 contact points per. Most contacts can only be this involved in two areas/themes/etc. at most.
- If you want your contact to be able to get goods for you, this costs 2 contact points. If you want the contact to have access to goods that are normally illegal, this costs 2 more contact points. You can spend 1 more contact points to reduce his asking price by 10% (or -2 DC for Wealth), 2 more for 20% (-3 DC), etc., down to 40% (-5 DC).

**Alternates:****Connected (1 + 0.5 per rank)**

Instead of an individual contact, you have some connection to a larger group of people. You have 10 contact points at first rank and receive 5 contact points per additional rank, and you are limited to 40 contact points with Connected.

This differs from the Contacts perk in the following ways:

- Your associates are indifferent by default instead of friendly. They are not personally invested in helping you but instead feel some kind of obligation. They may not know (or care) how to give you the information that is most relevant when asked.
- Your web of contacts is by default invested in their own group and can tell you anything about it – that they would want to speak about, anyway.
- You do not have a specific contact to find, per se. A successful DC 20 Gather Information check will locate someone in your group of contacts if they would logically be present in your current area.
- They cannot all be given Wild Talent. You should buy a psionic contact separately.

Other options remain the same.

**Fame (1)**

Each time you buy this perk, your reputation score increases by 1.

You cannot gain more than a +5 bonus to your reputation score from any combination of the Fame perk and the Renown feat. You also cannot have both the Fame perk and the Obscurity perk and/or Low Profile feat.

**Favor (3)**

*Only at character creation or after a break; further favors should be gained in RP*

A certain person or group owes you a favor for whatever reason. When you call it in, they will do their best to help you out if it's reasonable (which varies by person/group).

Damaging your relationship with the person or group may cause you to lose your favor as might asking for something they consider a bit extreme. Once this happens or once you've called it in, you lose the Favor perk. You regain the points you've spent at your next level-up.

**Friggin' Spooky (2.5)**

Maybe people are always telling you your eyes are like a gateway to a cold, dead, very disturbing world. Maybe you like to show off your new ram horns. Maybe you just radiate insanity. For whatever reason, you're scarier than hell.

You enjoy the benefits of the Frightful Presence feat whether you qualify for it or not. Unfortunately, you can't control it; you can kiss fitting into any normal social life goodbye.

But you never know – some people might just like it.

**Modifiers:**

- *Activated* (+1.5): People don't **always** think you're the spawn of the Devil. You can somehow change your appearance or manner – perhaps your freak factor is just a disturbing costume. Just keep tellin' yourself that.
- *Diminished* (+0): You're only scary under certain circumstances; for example, when someone reads your mind or when you're faced with the loss of a loved one. Be creative. You freakshow.

**Gifted (2.5)**

*Only at character creation; cannot buy back later*

You are naturally endowed with some measure of talent above others, but as a result you've spent less time honing your skills. You gain 2 more point-buy points, but you lose a fourth of the skill points you would receive at first level.

You cannot have both this perk and the Skilled perk.

**Intuitive (3)**

You don't have questions; you have answers. Sometimes you know things that other people don't pick up on. This could come in the form of a circumstance bonus to a Knowledge check, Spot, Listen or Sense Motive Check, Wisdom check, etc. (at whatever time the GM decides) or even extra information that the GM lets only you in on.

Unfortunately, sometimes your intuitive powers freak people out or make them suspicious.

A high Wisdom score makes sense for this perk. It is compatible with the Intuition talent and may be appropriate for Seers.

**Modifiers:**

- *Limited* (-1): Your intuition only applies to a certain category – for example, general knowledge, characters' motivations, leaps of logic, etc.

**Lucky (2)**

Things just plain go right sometimes when you know they shouldn't. You may find a useful item where you least expect it, a potentially inflammatory comment of yours may go unnoticed, etc. This "luck" will, for the most part, not affect the results of die rolls.

A high charisma or the Iron Will feat would complement this perk.

**Extras:****Reroll (2)**

You can reroll a single check, save, attack roll, etc. (or make someone else reroll one of the same) once per week of game time.

**Modifiers:**

- *Broad Limit* (-0.5): At your choice, you can only reroll saves, skill checks, ability checks, attack rolls, etc.
- *Narrow Limit* (-1): You can only reroll Fortitude saves, Strength checks, Hide checks, etc. You cannot use this to further limit attack rolls.

- *Self- or Others Only (-0.5)*: At your choice, your influence only affects either your own or others' rolls.

### **Obscurity (1)**

Each time you buy this perk, your reputation score decreases by 1.

You cannot gain more than a -5 penalty to your reputation score from any combination of the Obscurity perk and the Low Profile feat. You also cannot have both the Obscurity perk and the Fame perk and/or Renown feat.

### **Skill Bonus (1.5)**

There's one particular thing for which you have a natural gift. Pick one skill; you receive a +2 inherent bonus to checks using it.

You can only buy this perk once per skill. It does not allow you to use a skill that otherwise cannot be used untrained if you do not have ranks in it. You also cannot take both this feat and a skill feat (e.g., Stealthy) – you should drop one in favor of the other.

You can take this perk multiple times, but each time it affects a different skill.

### **Skilled (2.5)**

*Only at character creation; cannot buy back later*

You may have been less capable, but you've been working hard to get better. You lose 2 point-buy points but gain a 25% increase in your skill points at first level.

You cannot have both this perk and the Gifted perk.

### **Strong Back (1)**

Your Strength score is considered two points higher for the purposes of determining your carrying capacity.

### **Supernatural Sense (2)**

*This perk cannot be taken by psions or mages.*

There's some crazy stuff out there, and you know it. You can sense items, effects, etc. of a supernatural origin. By default this includes both magic and psionic effects. You cannot discern anything about the supernatural (including the location of the effect) beyond its presence and, to some extent, its intensity.

A moderately high Wisdom may make sense for this perk but is by no means necessary.

#### **Modifiers:**

- *Magic or Psionic Only (-1)*: You can sense either magical effects or psionic effects but not the other.
- *Accurate (+0.5)*: You can sense the location of supernatural effects.

## Flaw List

### **Bad Connections (1)**

You've been involved with some... interesting characters in the past. Who these people might be will vary by campaign, but you should generally not be able to take advantage of your relationship with them. No, sir, the only thing you gained is an elephant skeleton in your closet.

(Your past in connection to this flaw should be something that could ruin your social life entirely if it got out.)

#### **Modifiers:**

- *Nobody's Perfect* (-0.5): Well, maybe not an elephant, but it's still a skeleton. If this secret got out, it probably wouldn't completely ruin your life, but you've been involved with someone or done something that in some way continues to haunt you. Watch your back. *You cannot take this flaw as a result of your in-game actions; this is a backstory or downtime element.*

#### **Extras:**

### **Damning Duty (2)**

Whoever you were involved with still has some control over you, whether you like it or not. Perhaps they're blackmailing you into doing their will or have actually convinced you that their plans are right even though you don't agree with their motivations. Whatever the case, sometimes you find yourself forced into doing things you'd really rather not.

This can vary a lot depending on the actual group you've been connected with. You'll need to work with the GM to determine some general guidelines of what they expect from your character.

### **Ill (2)**

You have some sort of serious, probably chronic illness that requires regular medication or attention. Suitable conditions include diabetes, tuberculosis, AIDS, etc. – something serious, but your clock isn't exactly ticking or anything as long as you have some special care.

If you have access to normal medical services that the modern world provides or you simply devote a lot of time to your health, this will not be a big problem for the most part. But in situations when you don't have the opportunity to nurse your illness, problems may arise (physical ability score penalties, loss of consciousness, debilitating sickness, etc.).

The GM will not outright kill you unless you decide that it's finally time for your character to succumb.

A low CON and/or STR score may be appropriate for this flaw; then again, chronic illnesses can affect just about anyone.

#### **Modifiers:**

- *Very Ill* (+1.5): You have a condition that can only be corrected with regular surgical procedures, chemical treatments, etc., such as cancer, leukemia,

advanced heart disease, etc. You may indeed have only a set period of time left to live, even if you take good care of yourself.

### **Irrational (1.5)**

Maybe sometimes you get too emotional, or you think about people's motivations way too much, or you're just plain off your rocker. Whatever the cause, there are times when you add 2 and 2 and get 5.

As a player, this is mostly in your hands; you should decide when your character misinterprets something. Also note that this is something beyond the understandably occasional illogical leap - you're a tad bit crazy.

A low Wisdom score would be appropriate, but even otherwise stable people can have major hang-ups.

#### **Modifiers:**

- *Limited* (-0.5): It takes only certain things to set you off. This could be anything: love, conflict, certain kinds of people, etc. (This includes the flaws **Overconfident**, **Clingy** and most other minor to moderate psychological flaws.)
- *Actually Crazy* (+2): You have an incredibly debilitating mental disorder, such as schizophrenia, psycho-syphilis, advanced depressive psychosis or something. Whatever the DSM-IV would call it, it ain't good. Your behavior and thought patterns are inherently chaotic. *Warning: This flaw may produce practically unplayable characters!*

### **Magophobic (1)**

Anything beyond the natural, material world just plain creeps you out. Obviously anyone would be scared if a big, nasty demon suddenly jumped out of the bushes, but you're utterly freaked by even the most subtle hint of the supernatural – an explanation of fengshui might put you on edge.

This flaw might be worth more in a particularly high magic or high psionics setting; it may be worth less if these things really are fiction.

This flaw is worth 1.5 points for characters that also have the Supernatural Sense perk.

### **Negative Perk (X/2)**

You can take the opposite of a perk's effects as a flaw for half of the perk's value. Round down to the nearest whole number or 0.5.

The effects of this negative perk may behave variously depending on what exactly you define as "opposite."

You can name this flaw however you like; for example, a character with Negative Perk (Lucky) could have the flaw Unlucky or Bad Karma or Ill-fated.

**Example:**

**Skill Penalty (0.5)**

There's one skill you just can't wrap your head around. Choose a skill; you can now either take a permanent -2 inherent penalty to it or the skill can no longer be useable untrained to you (if applicable). If you choose the latter and then invest skill points into the skill, you must change to the former or buy off the flaw.

You can name this flaw however you like; for example, a person who has a penalty to Sense Motive may have the **Naïve** flaw.