

FLAWS BY CHARACTER CLASS

ARTIFICER

d4 Flaw	Effect
1 Too much time alone in your workshop has left your interpersonal skills lacking.	-1 on all Charisma Checks
2 Your mind is a finely tuned machine, your physique is anything but.	Your Strength score decreases by 1
3 Your work with canons and firearms has damaged your hearing.	Disadvantage on Wisdom (Perception) checks that rely on hearing.
4 Your work with strange liquids and potions has taken a toll on you.	-4 on all Constitution saving throws against poisons.

BARBARIAN

d4 Flaw	Effect
1 You grew up without a formal education of any sort.	You cannot read or write any languages.
2 The emotional expense of raging makes you susceptible to the influence of others.	Disadvantage against all charm effect when not in a rage.
3 Yep, you're the stereotypical Conan type barbarian.	Your Intelligence decreases by 1
4 Civilization has too many rules and regulations.	Disadvantage on all Charisma (Persuasion) checks made in a town or city.

BARD

d4 Flaw	Effect
1 You're a lover, not a fighter.	Disadvantage on all checks against the Frightened condition.
2 You are always thinking about the next song, sonnet or story.	-1 to all Wisdom (Perception) checks.
3 Nature is for druids, and you prefer the comforts of a civilized society.	Disadvantage on all Intelligence (Nature) and Wisdom (Survival) checks.
4 Your happy-go-lucky attitude and lighthearted outlook on life annoys your companions.	Whenever you grant an ally bardic inspiration, roll 1d20. On a 1 you fail to inspire them and the expended use does not grant inspiration.

CLERIC

d4 Flaw	Effect
1 You are slow to anger.	-1 to initiative rolls.
2 You have a difficult time relating to different points of view.	Disadvantage on Charisma (Persuasion) checks against those of a different alignment.
3 Your combat training followed strict adherence to the 'old ways'.	You may not wield edged weapons.
4 You are deathly afraid of large bodies of water.	Disadvantage on attack rolls, skill checks, and saving throws made when you are underwater.

DRUID

d4 Flaw	Effect
1 So much beautiful flora and fauna to look at.	Disadvantage on all Wisdom (Perception) checks when outside.
2 Animals are so much better than people.	Disadvantage on all Charisma (Persuasion) checks when speaking with a humanoid creature.
3 Your love of animals can put you in danger.	-2 on all initiative checks when encountering beasts.
4 You believe in the old gods who proclaimed metal should never be wielded or worn.	You cannot wield weapons or wear armor made from metals.

FIGHTER

d4 Flaw	Effect
1 Your aggressive nature gets the best of you sometimes.	If you are 1st in the initiative order, the first attack made against you is with advantage.
2 Your stamina is not always as great as you think it is.	When you attempt to use your Action Surge, roll 1d20. On a 1 your attempt to use this ability fails and you must finish a short or long rest before you can use it again.
3 You are imprudent and apt to making poor decisions.	Your Wisdom score decreases by 1.
4 Your bravado means that you never back down to your enemies.	You may not use the Dodge action.

MONK

d4 Flaw	Effect
1 You are less resilient than you should be.	Disadvantage in an ability saving throw of the DM's choice that you are not proficient in.
2 You act aloof when dealing with other creatures.	-1 on all Wisdom (Persuasion) checks.
3 You are extremely uncomfortable in enclosed spaces.	If you are in an enclosed area (five or less feet), you gain the frightened condition.
4 You grew up in a cold environment and find heat intolerable.	All fire based attacks do an additional 2 points of damage.

PALADIN

d4 Flaw	Effect
1 You are honor bound when it comes to combat.	-2 on initiative checks if an enemy is unarmed.
2 Your strength comes with a lack of grace.	Your Dexterity score decreases by 1.
3 A weapon should always be used to inflict the most damage, no matter the circumstances.	Attacks with weapons that have the versatile property and are not wielded as a two-handed weapon are made at disadvantage.
4 Arcane magic is for those with little or no faith.	Disadvantage on all Intelligence (Arcana) checks.

RANGER

d4 Flaw	Effect
1 You can't excel in every terrain...	Choose one type of terrain that is not your favored terrain. When you make an Intelligence or Wisdom check related to your this terrain, you do not add your proficiency bonus if you are using a skill that you're proficient in.
2 You are brash, moving with little care regarding your opponents.	Attacks of Opportunity against you are made at advantage.
3 Your spellcasting ability is less than stellar when threatened or distracted.	Disadvantage on concentration checks when two or more foes are within 5 feet.
4 You are incredibly naive.	Disadvantage on all Wisdom (Insight) checks to see through deceptions.

ROGUE

d4 Flaw	Effect
1 You suffered a horrific fall on one of your first jobs, resulting in a slight fear of heights.	Disadvantage on all attacks, skill checks, and saving throws any time you are climbing.
2 You never want the responsibility of caring for another living creature.	You may not have a pet, mount, or henchmen.
3 You spent so much time slinking around in the shadows has made you sensitive to magical light.	You have disadvantage on all attacks made when you are within magical bright light, such as the <i>daylight</i> spell.
4 You are the craven sort.	Disadvantage on all saves against fear based effects.

SORCERER

d4 Flaw	Effect
1 You have difficulty controlling certain types of magic.	Pick one school of magic. Whenever you attempt to cast a spell from that school of magic, roll 1d20. On a 1, you are unable to cast the spell and lose the spell slot.
2 You have a hard time moving around on difficult terrain.	When you enter or start your turn in difficult terrain, roll 1d20. On a 1 or 2 you trip and fall prone.
3 The raw magic you wield has taken its toll on your body.	Disadvantage on all checks made against effects that cause exhaustion.
4 Good thing your not a wizard, because animals detest you.	Disadvantage on all Wisdom (Animal Handling) checks.

WARLOCK

d4 Flaw	Effect
1 You have difficulty controlling certain types of magic.	Pick one school of magic. Whenever you attempt to cast a spell from that school of magic, roll 1d20. On a 1, you are unable to cast the spell and lose the spell slot.
2 Your not used to carrying around your possessions.	Your carrying capacity is your Strength score multiplied by 7.
3 You have poor vision (20/200).	Disadvantage on all ranged attacks over 30 feet.
4 Sneaking around is beneath you.	Disadvantage on all Dexterity (Stealth) checks.

WIZARD

d4 Flaw	Effect
1 You have difficulty controlling certain types of magic.	Pick one school of magic. Whenever you attempt to cast a spell from that school of magic, roll 1d20. On a 1, you are unable to cast the spell and lose the spell slot.
2 Yep, your the stereotypical frail wizard.	Your Strength score decreases by 1.
3 You see well close-up, but have difficulty seeing things at a distance.	Disadvantage on sight-based Wisdom (Perception) checks and ranged attacks beyond 60 feet.
4 Your weak immune system leaves you vulnerable to disease.	-4 on all Constitution saving throws against diseases.