

# MOT's FLAWS

Updated, 26 Oct, 2016

## Bully Vendetta

This flaw comes from an online resource, the DnD Wiki: <[http://dnd-wiki.org/wiki/Main\\_Page](http://dnd-wiki.org/wiki/Main_Page)>. Note that this Flaw has a slightly different format than the standard presented in Unearthed Arcana. I have edited the feat in ways which only affect the formatting and some of the grammar. I also included some of the 'edits' from the DnD Wiki: <[http://www.dnd-wiki.org/wiki/Talk:Bully\\_Vendetta\\_\(3.5e\\_Flaw\)](http://www.dnd-wiki.org/wiki/Talk:Bully_Vendetta_(3.5e_Flaw))>. This flaw may be selected by any character in our campaign (provided they meet the prerequisite). As with other flaws, selection must occur (unless permitted by the DM) at character creation/1st level. For each flaw that you take (up to two), you may select an additional Feat. Character's who take this specific flaw will not stand for bullying.

**Prerequisite:** No immunities to mind-affecting compulsions.

**Benefit:** A bonus feat for which you meet the prerequisites.

**Effect:** You cannot use the Intimidate skill. You were bullied all your life, and now you have the power to stop others from being bullied. Unfortunately, you go a bit too far, and often overreact to bullying. You stand up for the abused, often with disproportionate retaliation... even when you misinterpret the situation. If you notice an NPC bullying some living thing, person, animal, etc., your status towards them becomes hostile. If a PC bullies some living thing, you become unfriendly and immediately attempt to stop them.

Your character hates all bullying and cannot stand to see someone overpowering someone weaker than them. You suffer a -2 penalty to Bluff, Diplomacy and Sense Motive because of your judgmental mindset. Whenever you see and/or hear a creature instigate attacks, Intimidation or insults on a creature that is smaller and/or has less than half the offending creature's HD, you must make a Will save (DC 10 + the offending creature's HD total). On a successful save, you're able to ignore the "abuse" and act normally. On a failed save, an extraordinary mind-affecting compulsion activates, forcing you to intervene for a number of rounds equal to your HD total. Any round not spent on aggressive retaliation toward the offending creature during this time counts you as flat-footed and distracted (for the purposes of making certain skill checks) due to your preoccupied focus. You can only be under the effect of one compulsion at a time.

**Credit:** Credit for this 'HomeBrew' character flaw goes to 'dyston' (date created June 5th, 2013) see the DnD Wiki: <[http://dnd-wiki.org/wiki/Bully\\_Vendetta\\_\(3.5e\\_Flaw\)](http://dnd-wiki.org/wiki/Bully_Vendetta_(3.5e_Flaw))>. Requested/Recommended for inclusion in the "Rob's World!" campaign by Dave Read.

## Spontaneous Undead Visitation

A character with the flaw 'Spontaneous Undead Visitation' is afflicted with a familial curse that has been passed down a family line as the result of a curse imposed on the character's ancestor some time in the past. Some characters are unaware of the origins of this flaw, while others know of the flaw's core history. Character's afflicted/affected by this flaw are subject to randomly occurring instances of undead visitation. The character's mere presence/proximity to source materials (i.e. dead bodies) can trigger the flaw's morbid consequences. A casual camping trip down by the lake can suddenly become a nightmarish scenario as a gaggle of skeleton's animate and claw their way out of the ground, seeking vengeance upon the source of their disturbance and all who accompany him/her.

**Prerequisite:** Family history includes an incidence which would explain this flaw.

**Benefit:** A bonus feat for which you meet the prerequisites.

**Effect:** Your character is occasionally 'visited' by corporeal undead creatures. The type of undead varies based upon the roll of d%. Here is a sample list for the DM's use.

% roll	Undead type
01-40	Skeletons (Type/Variety and HD may vary). See MM pages 225-227.
41-70	Zombies (Type/Variety and HD may vary). See MM pages 265-267.
71-85	Ghoul. See MM pages 118-119 (substitute with Lacedon if campaign is aquatic based).
86-95	Ghast. See MM page 119.
96-00	Mhorg. See MM pages 189-190.

A search for keyword 'Undead' on the Wizard's monster listing: <<http://archive.wizards.com/default.asp?x=dnd/lists/monsters>> should provide ample options for additional undead creatures. Undead creatures that are visited upon an afflicted character should be restricted to the corporeal type. In addition a mindless/non-intelligent foe makes for the best candidate under this flaw. Note that the type and number of undead appearing should depend upon the character, his/her level, and any accompanying allies. If a low level character is camping by his/herself in the wilderness, then the character might be visited by a single skeleton. If an eighth level adventurer is staying at the 'Inn of the slaughtered lamb' with a group of five other adventurers, then a horde of Ghouls led by a Ghast might descend upon the Inn. The actual type and number of undead which 'appear' is entirely up to the DM. The interval of appearance is also up to the DM. There should be a plausible source for the appearance of any particular type of undead. A character at sea wouldn't be likely to encounter a group of zombies, but camping anywhere near the local cemetery would offer a perfect source for spontaneously animated undead.

**Special:** No matter the character's class or alignment, the undead which appear will be hostile towards the character and his/her allies. The undead are imbued with a hatred for the character and seek to destroy him/her. They will not stop attacking until destroyed or turned. The undead which appear cannot be 'charmed', 'controlled' or otherwise influenced. A character with the ability to destroy or turn the undead may use that ability without restriction. A character who is afflicted by this flaw gains only 1/2 experience from encounters triggered by this flaw. They might also incur the ire of their traveling companions or fellow adventurers should the reason for these unwelcome visits be discovered.

**Credit:** Robert Vaessen (Created Apr, 2015)