

THE JESTER DRAGON'S GUIDE TO DEFECTS

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

By William T. Thrasher, Michael O. Varhola, and the Skirmisher Game Development Group

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Pathfinder Roleplaying Game Edition



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Dedication

To Sarah, for putting up with my seven defects during the production of this book. To JoOoOosshhh!, and the other delightfully flawed players who inspired the Metagame Defects.

— William T. Thrasher

To all the friends, family, and foes who have inspired the many true-to-life Defects that appear in this book and selflessly expose me to them, year after year.

— Michael O. Varhola

Introduction

Even as characters can have Feats that give them particular aptitudes and enhance their various skills and capabilities, so too can they suffer from Defects that negatively affect their ability to function. Following is a description of what Defects are and some of the ways they can be used to make games more fun, unpredictable, and, in some cases, more realistic.

Characters can acquire Defects — whether temporarily or permanently — during the course of the game in a number of different ways, including the results of curses and side effects of double-edged magic items. There is no limit to the number of Defects a character can have. Most Defects can be taken only once, but a number have effects that stack (e.g., Fugly) or that can be applied to different factors (e.g., Severe Allergy, Phobia), as noted in the individual descriptions.

Sometimes, at the DM's option, a particular Defect can be attributed to all the members of a race, tribe, or other grouping (e.g., the members of a particular subspecies of Dwarf might suffer from the Defect Magic Item Jinx).

Players can also opt to willingly give their characters Defects (e.g., in the interests of roleplaying and character development), either when their character is created or upon attaining a new level. Those who do so are entitled to take bonus Feats in exchange. While there is no limit to the number of Defects a character can have, there are some limitations on the number of offsetting bonus Feats a character can acquire, as follows:

- * The number of offsetting bonus Feats must always be fewer than the regular number of Feats a character is entitled to (i.e., those that are acquired initially and every third level, and not including bonus feats acquired as a benefit of a class or race). The exception to this is if the character has one regular Feat, in which case he can still also have one offsetting Feat.

- * Offsetting Feats can only be acquired at levels other than those at which the character receives a regular level-based feat (although the Defects could be acquired sooner). The exception to this is when the character is 1st level.

- * In all cases a character must meet the prerequisites of an offsetting bonus Feat in order to take it.

A number of different types of Defects are presented in this book, and they include General, Item Creation, Metagame (which can affect things outside the game), and Metamagic. Metamagic Defects in particular can

profoundly affect the spells used by characters and have a dramatic influence on game play. Some of these allow as many as two or even three offsetting Feats (although the rate at which these can be taken is still subject to the afore-mentioned provisions). Several Defects are also labeled as being intended for use in Modern or Sci-Fi role-playing games.

If a character manages to free himself of a particular Defect after taking it in exchange for a Feat, (e.g., if a Fat character loses weight), he will subsequently lose a Feat as well, either the one he took in exchange for it or one of the DM's choosing.

Characters can, however, attempt various measures to temporarily offset or reduce the effects of various Defects. For example, the DM might rule that a character with Allergies might be able to halve their effects with herbal potions that cost 25 gp apiece and have effects that last an hour. Likewise, the DM might decide that the effect of the same Defect might be neutralized for the duration of an encounter if any "cure" spell is cast specifically for this purpose.

Effects of passive Defects (i.e., those that have ongoing effects that do not usually need to be adjudicated) typically have effects equal in power to Feats. For example, the Feat Lightning Reflexes affects Reflex saves by +2 and the Defect Sluggish Reflexes affects them by -2. Effects of active Defects, however, which may only come up infrequently and which players may not be as quick to emphasize, often have detrimental effects somewhat greater in power than the benefits typically bestowed by Feats. Regardless of the effects of a Defect, however, one should not be the sole factor that ends up actually getting a character killed.

Unlike Feats, however, players cannot necessarily be expected to remember their Defects at inopportune times. This often pleasurable task must fall to the DM, and it is recommended that he keep a list of various characters' Defects handy, and refer to it periodically, so as not to miss any easy or appropriate opportunities to apply them. Ideally, any given player's Defects surface and have some impact — if only a comical one — at least once in each game session.

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Critical Misses & Failures

Just as especially good rolls can lead to critical hits and exceptional successes, so too can particularly bad rolls lead to critical misses or fumbles on attacks and profound failures on skill checks, ability checks, and saving throws. These can lead to combat, encounters, and other activities being more unpredictable and lethal, but also more realistic and exciting. To a much greater extent than critical hits and successes, however, critical misses and failures require more discretion, imagination, and quick thinking on the part of a DM.

Generally, there is a threat of a critical failure on a natural roll of 1 on a d20. Some Defects, however, can increase the threat range for particular sorts of critical failures (e.g., to a natural roll of 1-2).

Fumbled Attacks

If a character rolls a natural 1 on an attack roll, there is a chance of a critical miss or fumble. When this happens, the character must make a Reflex saving throw with a DC equal to the AC he was attempting to hit and, failing it, something bad will happen. Exactly what is up to the GM and there are a number of possibilities.

- * If a friend is within 5 feet of a character using a melee weapon, or within a 180 degree arc of the direction faced by a character with a missile weapon, then that friend will be struck if the failed saving throw roll is sufficient to hit the friend's AC (roll randomly if multiple characters are subject to such attacks). Roll damage normally.

- * If a charging character fumbles his attack, then he plows into a friend, slams into a wall (d6 + Strength bonus damage), falls over a cliff or into a river if the edge of one is within 5 feet of what he was charging at, runs onto his opponent's weapon (normal damage), or suffers some other mishap.

- * If a fumbling character is not charging and no friends are within range of his attacks, then some other appropriate effect will occur, such as flinging away his weapon, having his bowstring break, or striking a wall or the floor with his weapon and having it break (DC 15 saving throw for masterwork weapons, DC 5 for magic weapons).

- * Barring a more creative effect, the GM can simply rule that the fumbling character has become unbalanced, has to recover his grasp on a weapon slipping out of his hand, or something similar and consequently loses the opportunity to act during his next turn.

Saving Throws

If a character rolls a natural 1 on a saving throw, there is a threat of a critical failure. When this happens the character must attempt the saving throw again; if this roll is a success then the saving throw is just a simple failure, and if it is failed a second time then the failure is critical. Depending on what is being saved against, the effects of a critical failure can vary widely.

- * If the critically failed save is against an effect that causes damage, then this damage might be maximized (although this could be limited to maximizing the damage on no more than one die per level/HD of the affected creature).

- * If the effect being resisted has a duration, then this might be maximized (e.g., a critical failure to resist *Cause Fear* might make the character subject to its effects for a flat 4 rounds, rather than a random 1d4 rounds).

- * In cases where a character would normally be immune to effects after failing a saving throw against them, he might have to instead be subject to and have to save against it again.

- * In addition to the normal effects of a critically failed saving throw, a character might be Stunned for one round (drops everything held, cannot take actions, takes a -2 penalty to AC, loses Dexterity bonus to AC if any).

(Lack of) Ability Checks

If a character rolls a natural 1 on an ability check, there is a threat of a critical failure and the character must immediately attempt the check again; if this roll is a success then the saving throw is just a simple failure, and if it is failed a second time then the failure is critical.

- * If appropriate, a critically failed ability check might result in d2 points of ability score damage. A character critically failing a Strength check, for example, might pull a muscle.

- * If damage might result from a failed ability check, then it could be maximized in the case of a critical failure.

Skill Checks

If a character rolls a natural 1 on a skill check, there is a threat of a critical failure and the character must immediately attempt the check again; if this roll is a success then the skill check is just a simple failure, and if it is failed a second time then the failure is critical. The effects of this will vary depending on the skill being attempted and examples of a few possibilities follow.

- * For many skills, a critical failure might represent

a result that harms a character's ability to succeed on subsequent related attempts, imposing a -2 penalty on them.

- * If tools of some sort are being used to help accomplish a skill check, then they might be broken or damaged, which might either negate a bonus they are providing or impose penalty on attempts to practice the skill until they are repaired or replaced (e.g., -2).

- * If the character is doing something that might cause damage, then he might take an additional 1d6 points (e.g., an attempt to use Disable Device to lower a stuck portcullis might cause it to fall onto the character).

- * If the critically failed skill check results in an effect that causes damage, then it might be maximized.

- * If the critically failed skill check results in an effect that requires a saving throw, then that saving

throw might be at a penalty (e.g., if using Find Traps on a lock armed with a poison needle trap, a critical failure might indicate that the needle embeds itself deeply, imposing a -2 penalty on the subsequent saving throw against the poison).

- * The effects of a critically failed skill check could be based on the skill.

- + If a character is using Survival to "get along in the wild," anyone being foraged for might accidentally eat some poisonous mushrooms (DC 10 Fortitude saving throw, 1d2/1d2 Con damage).

- + If a character is using Diplomacy, he might make a serious *faux pas* that shifts the attitude of the people he is dealing with to two places worse, something that can only be reversed with great effort, if at all.

- + If the character is using Heal to administer first aid, he might inflict an additional point of damage on the already-injured character.





Defects

Absentminded Magician [General]

A spellcaster with this Defect has a bad habit of forgetting spells before they are cast.

Prerequisite: Ability to prepare and cast spells.

Detriment: After an Absentminded Magician prepares spells for the day, but before any are cast, the GM randomly selects one prepared spell. The character immediately loses the prepared spell.

Special: At the GM's option, the lost spell may be kept secret until the character attempts to cast it. This Defect can be taken multiple times, causing an additional spell to be lost with each instance.

Advanced [General] (Sci-Fi)

A character with this Defect is only comfortable working with highly-advanced technology.

Prerequisite: Must be from a technologically advanced (e.g., post-industrial) society.

Detriment: An Advanced character suffers a -4 penalty to all skill checks made to use, understand, or repair pre-industrial technology. Additionally, this character can never craft or create functioning pre-industrial items.

Aggression Inhibitor [General] (Sci-Fi)

A character with this Defect is rendered artificially passive by technological means.

Prerequisite: AI, clone, cyborg, robot, or subject of brainwashing.

Detriment: A character with an Aggression Inhibitor cannot initiate combat and cannot use an attack action against another creature until that creature inflicts at least 1 hit point of damage upon this character or his allies. Additionally, this character suffers a -2 penalty on all attack rolls and Intimidate skill checks.

Ailing [General]

A character with this Defect is especially vulnerable to disease.

Detriment: An Ailing character must make twice the normal number of successful Fortitude saving throws to recover from diseases. Also, when rolling to avoid contracting a disease, an Ailing character must roll twice, taking the lower of the two rolls. Finally, all damage from disease is increased by 1 for this character.

Airsickness [General]

The sky's the limit when it comes to this character's comfort.

Detriment: An Airsick character suffers a -1 penalty on all skill checks, attack rolls, and saving throws when flying by any means. At the GM's discretion, this penalty applies at all times while in the Elemental Plane of Air.

Airsickness, Severe [General]

This character suffers from debilitating nausea when airborne.

Prerequisite: Airsickness.

Detriment: A character with Severe Airsickness is Sickened when flying by any means, suffering a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks. At the GM's discretion, this penalty applies at all times while in the Elemental Plane of Air.

Alchemical Accidents [General]

A character with this Defect often forgets that it's acid into water, not the other way around.

Prerequisite: Alchemist or Craft (alchemy) as a class skill.

Detriment: Whenever a character prone to Alchemical Accidents rolls a natural 1 on any Craft (Alchemy) skill check, or other skill check related to chemicals, an explosion immediately occurs within the square he is occupying. This explosion inflicts 1d6 + Craft (Alchemy) skill ranks of fire damage to everything within the character's square, and half damage to everything in each adjacent square. Creatures occupying adjacent squares are allowed an immediate Reflex saving throw (DC 10 + Craft (Alchemy) skill ranks) to dive for cover, fall prone, or the like, and thereby avoid damage.

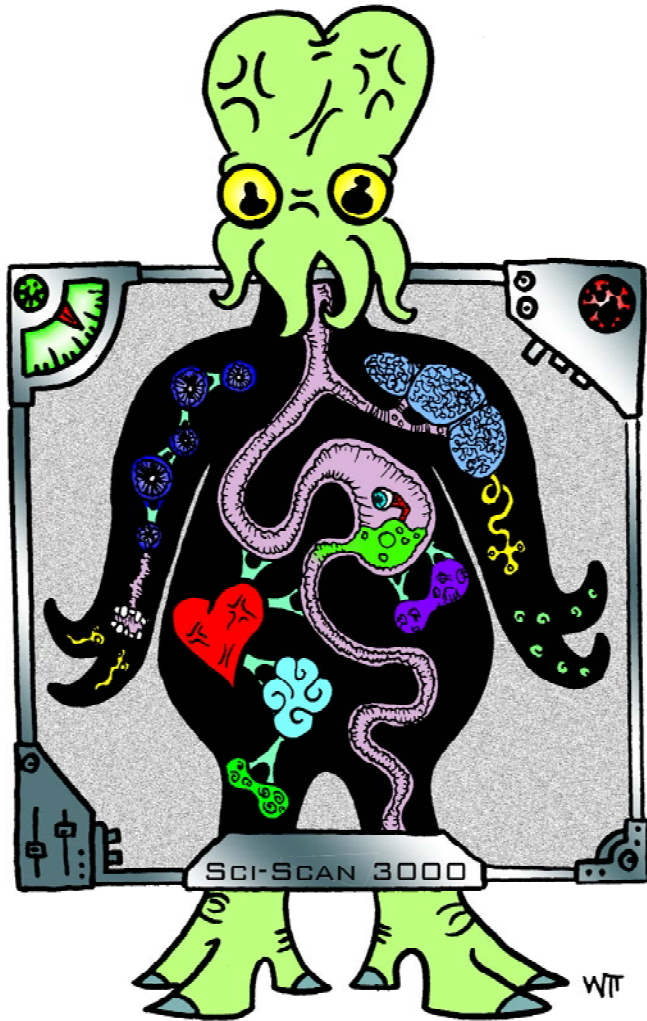
Alien Biochemistry [General] (Sci-Fi)

A character or creature with this Defect has a metabolism that is exotic at best and incomprehensible at worst.

Prerequisite: Aberration, alien, mutant, or from a plane other than the Prime Material.

Detriment: Whenever a creature with Alien Biochemistry consumes something for the first time, food or otherwise, there is a 75% chance the substance

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consumed will fail to provide nourishment. Additionally, all Heal skill checks made to aid or heal this character suffer a -2 penalty.

Special: The effects of this Defect might not apply under certain circumstances (e.g., if the creature is eating food from its own alien plane of existence, it is being treated by a creature of the same species that also has this Defect).

Alien Biology [General] (Sci-Fi)

Due to extraterrestrial evolution, extensive genetic engineering, or rampant mutation, a character with this Defect has a wildly inhuman anatomy.

Prerequisite: Any alien race.

Detriment: Any Heal skill check made to aid a character with Alien Biology suffers a -2 penalty. Likewise, this character suffers a -2 penalty to all Heal skill checks made to aid others that do not share the same Alien Biology.

Potions and high-tech remedies that mimic their

effects heal only half as much damage if not specifically prepared for such creatures.

Special: At the GM's option, this Defect may be mandatory for certain alien characters.

Allergic to Magic [General]

A character with this Defect reacts poorly to spells of all kinds.

Prerequisite: Cannot possess spell resistance.

Detriment: A character Allergic to Magic who is successfully affected by a spell, spell-like ability, potion, or other magic effect, is Sickened for a number of rounds equal to the level of the spell affect, suffering a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

Allergic to Monsters [General]

The presence of certain monsters causes your eyes to water, your skin to break out in hives, and your breathing to become labored.

Detriment: Select a creature type (e.g., aberration, construct, dragon). Whenever a character Allergic to Monsters is within 10 feet of a creature of the selected, he must make a Fortitude save (DC 10 + ½ the creature's Hit Dice) every round or be Sickened until the ends of the encounter. Additionally, the natural attacks of creatures of the selected type inflict +1 damage to this character.

Special: This Defect may be taken multiple times. Select an additional creature type each time it is taken.

Allergies [General]

A character with this Defect is particularly vulnerable to allergens.

Detriment: Whenever a character with Allergies is exposed to any common allergens, such as dust, mold, or dander, he must make an immediate DC 15 Fortitude saving throw or suffer a combination of allergy symptoms. These might include hives, watering eyes, and uncontrollable sneezing and will inflict a -2 penalty to all attack rolls, skill checks, and ability checks. Symptoms persist until the character is no longer exposed to the allergens.

Special: Especially large concentrations of potent allergens (e.g., brown mold, dust elementals) can cause profoundly violent reactions, inflicting a -4 penalty to attack rolls, skill checks, and ability checks, with a DC 20 Fortitude save to avoid.

Allergy, Severe [General]

A character with this Defect is extremely allergic to a common substance.

Prerequisite: Allergies.

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Detriment: Whenever a character with Severe Allergies is exposed to a particular common substance (e.g., peanuts, pipeweed smoke, shellfish), he is afflicted as if by poison. In such cases, he must make a DC 20 Fortitude saving throw, suffering initial and secondary damage of 1d6 Constitution.

Special: This Defect can be taken multiple times, with each instance applying to a different substance.

Angry Drunk [General]

Consumption of alcohol makes a character with this Defect prone to violence.

Detriment: When consuming alcohol, an Angry Drunk must make a DC 10 Will saving throw any time an NPC makes direct eye contact, says something off color, or otherwise does something trivial at which the character could take offense. On a failed save, the Angry Drunk must make an unarmed or improvised weapon attack against the NPC. An Angry Drunk suffers a cumulative –2 penalty to the aforementioned Will save for every drink after the first during the encounter.

Special: If there are no NPCs present, PCs may become targets of the Angry Drunk's booze-fueled wrath. Also, at the GM's option, a female character with this Defect might substitute scathing and demeaning insults for physical attacks.

Animal Habits [General]

After shapeshifting, a character with this Defect has a difficult time leaving animal behaviors behind.

Prerequisite: Lycanthrope, Wild Shape class feature, or other ability to transform into an animal.

Detriment: When a character with this Defect reverts to her natural form after a period of

shapeshifting, for the next 1d4 hours she manifests behaviors consistent with the last shape she assumed (e.g., snuffing hindquarters or scratching like a dog, clawing furniture like a cat, digging for truffles like a pig). While exhibiting animal behaviors, the character suffers a –1 to –4 penalty on all Charisma-based skill checks, depending on the inappropriateness of the behavior exhibited. A DC 15 Will save is required to suppress these behaviors for the duration of an encounter.

Ashy [General]

Ashy characters suffer from extremely dry skin.

Detriment: An Ashy character has exceptionally dry, flaky skin, giving him a gray, ashen pallor and causing his epidermis to constantly flake off, leaving a layer of dandruff on his clothing, armor, and companions. This flaky powder also sloughs off on the ground, granting a +4 bonus to all skill checks made to track this character or any party he is with. Because this condition is somewhat disgusting, it also imposes a –1 penalty on any Charisma-based skill checks in which the character is trying to elicit a positive response from other people.

Bad With Animals [General]

Some people just don't get along with animals.

Prerequisite: Cannot possess an animal companion or the Animal Affinity Feat.

Detriment: A character who is Bad With Animals suffers a –2 penalty on all Handle Animal and Ride skill checks.

Bad Teeth [General]

A character with this Defect has a mouth like a jack-o-lantern.

Prerequisite: A mouth.

Detriment: A creature with Bad Teeth halves all damage inflicted by unarmed bite attacks. Additionally, the character in question also suffers a –2 penalty on all Charisma-based skill checks that require an open mouth (e.g., Bluff, Diplomacy, most Perform skills).

Bashful [General]

Due to shame, modesty, or an embarrassing anatomy, a character with this Defect is uncomfortable with his own nudity.

Prerequisite: Character class other than Barbarian.

Detriment: A Bashful character suffers a –1 penalty to all die rolls when underdressed (e.g., wearing nothing but undergarments). Additionally, when naked or if their genitals, backside, or breasts are



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exposed, a Bashful character cannot take full-round actions, cannot wield two-handed weapons or make attacks with both hands, and suffers a 20% chance of spell failure when casting spells with somatic components, as at least one of her hands are occupied covering their shame.

Belly Flop [General]

A character with this Defect always falls face first.

Detriment: A character that Belly Flops always lands prone at the end of a fall from a height of 10 feet or more or a jump from any height. Additionally, all attempts to trip this character receive a +2 bonus.

Bitch [General]

A character with this Defect generally considers herself to be assertive, but is actually just pushy and unpleasant.

Detriment: Because she is so strident, Bitch suffers a -2 penalty on all Charisma-based skill checks.

Blabbermouth [General]

A character with this Defect is an unending font of irritating chatter.

Prerequisite: Ability to speak.

Detriment: Anytime a Blabbermouth is present in a party, allied characters suffer a -4 penalty on all hearing-based Perception skill checks, while opponents enjoy a +4 bonus to all hearing-based Perception skill checks made to detect the party or track them by sound. A Blabbermouth may attempt to shut-the-hell up for the remainder of an encounter with a successful DC 10 Will save. Only one such saving throw may be attempted per encounter.

Bleeder [Combat]

A character with this Defect is prone to bleeding out.

Detriment: A Bleeder suffers double damage from attacks that cause bleeding, such as those inflicted by swords or daggers. Additionally, the Heal check DC to staunch the Bleeder's wounds is 20.

Blind [General]

A character with this Defect cannot see.

Detriment: A character with this Defect cannot see. She takes a -2 penalty to Armor Class, loses her Dexterity bonus to AC (if any), moves at half speed, and takes a -4 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision automatically fail (e.g., reading, vision-based Perception checks). All opponents are considered to have total concealment to the blinded character (50% miss chance).



Bot Hater [General] (Sci-Fi)

A character with this Defect is mistrustful of robots and robotic technology, no matter how useful they might be.

Detriment: A Bot Hater must make a DC 15 Will save whenever interacting with a robot. On a failed save, the character must vandalize, sabotage, verbally abuse, or otherwise interfere with the robot in question. Additionally, the character suffers a -2 penalty on all rolls made to build, repair, or socially interact with robots.

Brainless Brawler [Combat]

Some people are too dumb to hit the broad side of a barn.

Prerequisite: Intelligence of 9 or less.

Detriment: A Brainless Brawler applies his negative Intelligence modifier to all Attack rolls.

Brew Neutral [General]

Potions, philters, and other alchemical concoctions have little effect on characters with this Defect.

Detriment: A Brew Neutral character gains no benefit from imbibing potions and other consumable magic items.

Special: Poisons affect this character normally.

Brittle Bones [General]

A character with this Defect has bones that break easily.

Detriment: Bludgeoning attacks made against a character with Brittle Bones have their critical threat range increased by one place and receive a +2 bonus

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on rolls made to confirm critical hits. Additionally, this character takes falling damage as if he had fallen an additional 10 feet.

Broken Claw/Horn/Tusk [Combat] [Monster]
Deformity, an old injury, or a lifetime of violence has weakened this creature's natural weapons.

Prerequisite: Bite, gore, claw, or other natural attack.

Detriment: This creature suffers a -2 penalty on all damage rolls made when using one of its natural attacks, inflicting a minimum of 1 damage on a successful attack. This Defect can be taken multiple times, provided the creature has a sufficient number of natural attacks to which it can be applied.

Bucking Mount [General]

Some riders have the misfortune of regularly being thrown by their mounts.

Prerequisite: Must possess a mount of some sort.

Detriment: Whenever the rider of a Bucking Mount rolls a natural 1 or 2 on any Ride or Handle Animal skill check while mounted, he must make an immediate Reflex save (DC 10 + mount's Hit Dice + mount's Strength modifier) or be violently thrown from his mount as it bucks.

Special: At the GM's option, any rider thrown from a Bucking Mount may take falling damage depending upon the size of the mount, or its elevation in the case of flying mounts. Additionally, a Bucking Mount may need to be calmed with a Handle Animal skill check before it can be mounted again. If the roll to calm the mount results in a natural 1 or 2, the creature will buck once again after letting the rider back onto it.

Butterfingers [General]

A character with this Defect is prone to making mistakes when performing skills requiring Dexterity.

Detriment: Any time someone with Butterfingers attempts to make a Dexterity-based skill check, he suffers a -2 penalty.

Chew Materials [General]

A character with this Defect absentmindedly gnaws on his spell components, often ruining or devouring them.

Prerequisite: Spellcaster.

Detriment: Because a character inclined to Chew Materials is often surprised to discover his material components damaged or missing, he suffers a 10% chance of spell failure when casting spells with material components. The character must replace the material components in question for any spell that



fails as a result of this Defect before he may attempt to cast it again.

Special: At the GM's option, it may harm a character to chew on certain types of material components (e.g., guano, strange plants, precious gems).

City Folk [General]

A character with this Defect is a hothouse flower who wilts in rustic and natural surroundings.

Prerequisite: Raised within the confines of a bustling metropolis.

Detriment: City Folk suffer a -2 penalty to all Bluff, Diplomacy, Sense Motive, and Survival skill checks in rustic, underdeveloped, and wilderness environments.

Civilian [Combat]

A character with this Defect has never taken up arms.

Detriment: A character with this Defect receives no weapon or armor proficiency from his class, and can only purchase weapon and armor proficiencies through Feats.

Special: If this Defect is bought off, the character does not gain the normal weapon and armor proficiencies granted by her class until the next time the character gains a level.

Clumsy [General]

Some people aren't as coordinated as others.

Detriment: A Clumsy character suffers a -2 penalty on all Dexterity-based skill checks.

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Computer Illiterate [General] (Modern. Sci-Fi)

When it comes to computers, a character with this Defect doesn't know where to begin.

Prerequisite: Must be from a setting where computer technology is commonplace.

Detriment: A Computer Illiterate suffers a -4 penalty to all rolls related to computers and can never gain skill ranks in any computer-related skill. This Defect can be taken a second time. If so, all attempts make to use or interact with computers automatically fail, with a 25% chance of failing critically.

Conceited Caster [General]

Some spellcasters are too sophisticated to waste time practicing lesser magics.

Prerequisite: Spellcaster.

Detriment: A Conceited Caster refuses to cast 0 level spells, which she regards as petty parlor tricks and far below her abilities. Before casting a 0 level spell, a Conceited Caster must take a full-round action hemming and hawing about the indignity of being made to cast simple cantrips, followed by a DC 15 Will saving throw. If the save succeeds, the 0 level spell can be cast, but the caster suffers a -2 penalty on all attack rolls, skill checks, and saving throws for the remainder of the encounter due to the humiliation of being seen working such mediocre magic.

Country Folk [General]

A character with this Defect finds the crowded streets and high towers of civilization intimidating and off-putting.

Prerequisite: Raised away from a large urban environment.

Detriment: Country Folk suffer a -2 penalty on all Bluff, Diplomacy, Sense Motive, and Survival skill checks in urban environments.

Creaking Joints [General]

Due to advanced age, poor health, rheumatism, or a lifetime of failing to limber up, a character with this Defect has joints that pop and creak during physical activity.

Prerequisite: Dexterity 13 or lower.

Detriment: Creaking Joints inflict a -2 penalty on all Stealth skill checks. Additionally, all Disable Device and Sleight of Hand skill checks suffer a -2 penalty when attempted in the presence of non-allied NPCs as the sound of popping joints gives the character away.

Curse Magnet [General]

Baleful magic is unnaturally drawn to a character with this Defect.

Prerequisite: Cannot possess spell resistance.

Detriment: Any time a spell, spell like ability, or magic effect with the death, evil, or fear descriptors is cast from or directed at a target within 30 feet of a Curse Magnet, there is a 25% chance it will effect the Curse Magnet instead of the intended target. If the spell, ability, or effect in question would not normally harm the Curse Magnet (e.g., *animate dead*, *protection from good*, *wail of the banshee*), the Curse Magnet



Defects

takes 1 point of non-lethal damage per spell level or caster level (whichever is higher). Spellcasters with this Defect are at risk of being targeted by their own spells.

Curses Fate [Metagame]

A character with this Defect doesn't suffer bad luck lightly, loudly cursing the fates, himself, his allies, and the gods when things go his way.

Detriment: Whenever the player of a character who Curses Fate rolls a natural 1 on any attack roll, skill check, or saving throw, the character must use his next full-round action to do nothing but loudly gripe, curse, and otherwise vocalize his displeasure with the universe that is obviously treating him unfairly.

Curtailed Spell [Metamagic]

A character with this Defect casts spells that do not last nearly as long as they should.

Prerequisites: Spellcaster, cannot possess the Extend Spells Feat.

Detriment: all spells cast by a character with this Defect last half as long as normal. Spells with durations of concentration, instantaneous, or permanent are not affected.

Dancing Fool [General]

A character with this Defect likes nothing more than to do a jaunty jig to a lively tune.

Prerequisite: Ability to hear.

Detriment: Whenever a Dancing Fool hears music, he must make an immediate Will save (DC 10 + Perform skill ranks of the musician). On a failed save, the character dances until the music ends. A dancing character can move normally, but is denied the usual Acrobatics skill check to avoid provoking attacks of opportunity. If the character is attacked or threatened with immanent danger, he may make a second Will save to stop dancing and act normally. If this second check fails, the character must one move action to dance each round.

Darkblind [General]

A character with this Defect cannot see in darkness as well as others of her race.

Prerequisite: Darkvision.

Detriment: A Darkblind character gains no benefit from the Darkvision ability.

Deaf [General]

A character with this Defect lacks the sense of hearing.

Detriment: A Deaf character cannot hear and is incapable of receiving auditory information.



Additionally, this character gains no benefit from bardic performance.

Declines to Use Quivers [Combat]

Despite the convenience offered by quivers, characters with this Defect prefer to clutch arrow and bolts in their hands, tie them to their legs, stuff them into backpacks, or hail them around in other bizarre ways.

Prerequisite: Proficiency with any bow or crossbow.

Detriment: A character with this Defect never stores arrows and bolts in a convenient fashion. Reloading a bow or crossbow becomes a standard action. Additionally, A character who Declines to Use Quivers gains no benefit from the Rapid Reload and Rapid Shot Feats.

Declines to Use Scabbards [Combat]

Inexplicably, a character with this Defect refuses to use scabbards, sheathes, or similar cases for weapons like swords and daggers, preferring to carry them in unusual ways (e.g., tying them to a board strapped to the forearm, tucked into a belt).

Prerequisite: Proficiency with edged weapons.

Detriment: Drawing a weapon is a hazardous activity for character's who Decline to Use Scabbards, requiring a DC 15 Reflex save to avoid injury. On a failed save, the character accidentally inflicts the

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weapon's normal damage upon himself (not including Strength bonus). Additionally, making use of the Quick Draw Feat inflicts a -2 penalty to abovementioned Reflex save.

Delicate [General]

A Delicate character can withstand less physical damage than others.

Detriment: When rolling for Hit Points at each level, a Delicate character's hit die is reduced by one die type (e.g., d12 to a d10, d10 to a d8) A Delicate character's hit dice are modified by Constitution as normal.

Despises Infirmary [General]

A character with this Defect vocally resents illness and weakness in others.

Prerequisite: Bitch, Dick, or any evil alignment.

Detriment: A character that Despises Infirmary suffers a -4 penalty on all skill checks performed on behalf of or in conjunction with creatures that are visibly ill or injured, including the Aid Another action. Additionally, the attitude of a creature who Despises Infirmary is always one step worse towards creatures that are visibly ill or injured (e.g., Hostile rather than Unfriendly). If a skill check of the aforementioned sort fails, the attitude of the creature with this Defect will shift so as to be two places worse than usual and, if it becomes worse than Hostile, the creature that Despises Infirmary will feel fully justified in attacking or otherwise harming the infirm creature.

Special: A creature with this Defect does not think any less of itself as the result of its own infirmity or illness and sees no disparity between expecting sympathy for its own ills while being completely merciless with those of others.

Desirable Organs [General] (Sci-Fi)

Due to alien biology, superior genetics, or a freakish bounty, a character with this Defect has organs worth a lot of money to the right people.

Detriment: All NPCs who engage in combat with a character with Desirable Organs will attempt to harvest those organs the moment the character is incapacitated or dead. Likewise, NPCs will never attempt to capture this character unless they can immediately transport him to a location where his organs can be harvested. Organ removal inflicts 1 permanent Constitution damage per organ and may cause instant death depending on the organs removed.

Dick [General]

A character with this Defect generally considers

himself awesome, but is actually pushy and unpleasant.

Detriment: Because he is so strident, a Dick suffers a -2 penalty on all Charisma-based skill checks.

Diminished Channeling [General]

Some holy rollers can count on the favor of the gods less than others.

Prerequisite: Channel energy class feature.

Detriment: A character with Diminished Channeling can channel energy two fewer times per day. This Defect may be taken multiple times.

Disfavored Enemy [General]

A character with this Defect is clueless when it comes to hunting certain prey.

Detriment: Select a creature type from the ranger's favored enemy table. A character with this Defect suffers a -2 penalty on all Bluff, Knowledge, Perception, Sense Motive, and Survival skill checks against creatures of the chosen type. Additionally, the character suffers a -2 penalty on all weapon attack and damage rolls against creatures of the chosen type. Finally, this character possesses or acquires a favored enemy, they can never select their disfavored enemy as a favored enemy.

Disgusting Biology [General] (Sci-Fi)

A character with this Defect does something dreadfully unpleasant when engaging in a common physical activity.

Prerequisite: Alien or mutant.

Detriment: When this Defect is taken, select a mundane activity (e.g., eating, speaking, mating). Whenever a character with Disgusting Biology engages in the selected activity, he does something nauseatingly repellant (e.g., secrete a foul-smelling ichor, spews slime, turns inside out). As a result, he suffers a -4 penalty on all Charisma-based rolls for the duration of the encounter. Additionally, those who witness the obscene display must make an immediate DC 15 Will save or be sickened for 6 rounds.

Dishonest Face [General]

A character with this Defect has a naturally shifty expression and facial structure that suggests an inherent criminal disposition.

Detriment: A character with a dishonest face suffers a -2 penalty on all Bluff and Diplomacy skill checks. Additionally, any attempt to use Sense Motive on this character has a 25% chance of indicating that the character is being deceptive or dishonest regardless of his actual intentions.

Divine Pun-ishment [Metagame]

If you play with words, you're gonna get verbed.

Detriment: Whenever the player of a character subject to Divine Pun-ishment makes a pun during play, the character is immediately struck by lightning for 1d6 holy electricity damage that bypasses damage resistance and other forms of protection. At the GM's option, the damage may be increased to 2d6 or even 3d6, depending on the egregiousness of the pun.

Special: At the GM's option, this Defect can also apply to Star Wars quotes, references to memes, and warmed-over Monty Python routines.

Doubting Thomas [General]

Due to skepticism in a fantastical world or outright paranoia, a character with this Defect responds to monstrous and supernatural threats with total disbelief.

Detriment: Whenever a Doubting Thomas encounters a supernatural phenomenon or certain creatures (e.g., Aberrations, Constructs, Dragons, Fey, Magical Beasts, Outsiders, or Undead), the character must spend a full-round action attempting to disbelieve as if the phenomenon or creature was a possible illusion.

Drops Weapons [General]

A character with this Defect doesn't understand the importance of hanging on to weapons.

Detriment: Anytime a character that Drops Weapons makes a successful attack that apparently kills or incapacitates a foe, he will drop whatever weapon he is holding. If there is still a threat within 30 feet, the character may attempt a DC 15 Will save to avoid dropping weapons. This Defect does not apply to weapons that are sheathed or similarly stored, only those that are held.

Dumb [General]

This character's ignorance knows no bounds.

Detriment: A dumb character suffers a -2 penalty on all Intelligence-based skill checks.

Dumpster Diver [General]

One man's trash . . .

Detriment: Whenever a Dumpster Diver encounters a refuse pile, garbage can, landfill, rubbish tip, or other collection of thrown-out old junk and rotten leftovers, he must make an Immediate DC 15 Will save to not start picking through the garbage for potentially useful or reusable items.

Special: The GM is free to increase the DC of the Will save if the source of garbage is particularly large,



diverse, or might offer rich pickings. Furthermore, at the GM's option, a Dumpster Diver who fails this save suffers from the Malodorous Defect (see page 31) until he takes a bath.

Dyslexic [General]

Dyslexic characters transpose letters, numbers, and other written characters when reading and writing.

Prerequisite: Ability to read.

Detriment: Any time a Dyslexic character must read text, runes, maps, music, or other written works, he must make an immediate DC 10 Intelligence check. On a natural 1 or a roll failing by 5 or more, the character derives incorrect or incomplete information. If the roll is a natural 1 and fails by five or more the GM ensures that this information is critically inaccurate. Dyslexic characters suffer a -2 penalty on all Craft, Profession, and Spellcraft skill checks including books, scrolls, or reading and/or writing.

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Easily Surprised [General]

Some people don't know how to deal with surprise.

Detriment: An Easily Surprised character cannot take a standard or move action during a surprise round.

Effeminate/Butch [General]

A character with this Defect looks like they were born a member of the opposite gender.

Detriment: A character that is Effeminate/Butch is considered to always be making a Disguise skill check to appear as a member of the opposite sex unless naked. They take no penalty for this check, nor does any negative Charisma modifier apply (a positive Charisma-modifier applies as normal) All other uses of the Disguise skill are made normally.

Enfeebled Spells [Metamagic]

A character with this Defect casts spells that are much weaker than normal.

Prerequisite: Spellcaster.

Detriment: All variable, numeric effects of spells cast by this character are reduced by one-half. Saving throws and opposed rolls are not affected, nor are spells without random variables.

Epileptic [General]

A character with this Defect is prone to having seizures that cause blackouts.

Detriment: Whenever an Epileptic is exposed to potential triggers for this condition (e.g., flashing lights, intense stress, extreme fatigue, sickened, nauseated, being suddenly awakened, and consuming alcohol and drugs), he must make a DC 10 Fortitude save. On a failed save, the character will fall prone and thrash about in a seizure for 1d10 rounds. Once the seizure passes, the character is spent and disoriented, suffering a -2 penalty to all ability scores for one hour, during which time another seizure is not possible.

Evil Aura [General]

For some reason, a character with this Defect has the aura of an evil person.

Prerequisite: Any non-evil alignment.

Detriment: This character's alignment is always treated as evil for the purpose of spells and effects that deal with alignment, regardless of the alignment the character actually had. For example, this character registers to *detect evil*, takes damage from *holy word*, etc.

Evil Hand [General]

A character with this Defect has a hand that acts with its own malevolent will.

Prerequisite: At least one hand.

Detriment: 1d4-1 times per day, the GM takes control of this character's Evil Hand, using it to do mischief for 1d4+1 rounds. During this time, the character does not have control over this hand, which can perform any one-handed action the character could normally perform, including casting spells which only require somatic components.

The Evil Hand may use any Feat, skill, or ability the character possesses and makes attacks at the character's highest Base Attack Bonus. If it attacks the person it's connected to, that person is denied their Dexterity bonus to AC.

Finally, when the Evil Hand is acting independently, the character may attempt to grapple his own hand in order to restrain it.



Evil Twin [General]

"It wasn't me! It was my double!"

Prerequisite: Any alignment other than true neutral.

Detriment: A character with this Defect has an evil – or in the case of evil characters, good – twin. This NPC is identical to the character in every way (right down to its character sheet), except his alignment is reversed and he wants nothing more than to ruin the character's life. Every play session there is a 50% chance the Evil Twin will make an appearance, influence the campaign, or otherwise attempt to screw over their sibling. The Evil Twin cannot be permanently slain, redeemed, reconciled with, or otherwise made to stop interfering in the character's life until this Defect is bought off.

Special: An Evil Twin gains a +4 bonus to all Bluff and Disguise skill checks made to pass as its hated sibling, and make take 10 on all such skill checks.

Extra Special: An Evil Twin need not be a blood relative. It can represent a doppelganger, clone, identical cousin, or any other wicked counterpart that just happens to look just like a hero.

Excess Beard [General]

A character with this Defect has a beard so long, bushy, and unkempt it makes a tempting target for enemies.

Prerequisite: A beard.

Detriment: Anyone attempting to initiate a grapple against a character with Excess Beard gains a +2 bonus to the combat maneuver roll made to initiate the grapple. Additionally, a character with Excess Beard suffers a –2 penalty to CMD when subjected to a trip attack. Finally, this character's beard always provokes an attack of opportunity when an opponent enters an adjacent square.

This character refuses to just shave or trim the beard.

Expiration Date [General] (Sci-Fi)

A character with this Defect has a limited lifespan.

Detriment: Due to genetic engineering, brainwashing, or a built-in self-termination system, a character with this Defect will die at a specific date and time. If this Defect is taken once, the character will expire in 1d6 years. If taken twice, the character expires in 2d6 months. If taken thrice, the character expires in 3d10 days. If taken four times, the character expires in 4d6 hours. If taken five times, the character begins play dead.

Special: Unless this Defect is bought off, the character's death at the time of the expiration date cannot be prevented or undone by any means.



Existentially Ignorant [Metagame]

A character with this Defect doesn't have the first clue about the true nature of the universe of his place in it.

Detriment: The player portraying an Existentially Ignorant character cannot read the contents of any gaming book during play, especially the core rulebook for the game currently being played.

Fashion Plate [General]

A character with this Defect prides himself on his fashion sense and ability to keep up to date with the latest trends.

Detriment: Whenever a Fashion Place purchases or crafts clothing, armor, and wearable items, the total cost is increased by 30%. This price increase covers the cost of obtaining "high fashion" or otherwise stylishly customized version of the item in question. Additionally, the character suffers a –2 morale penalty to all Charisma-based skill checks when forced to wear common or otherwise unstylish clothing.

Fat [General]

A character with this Defect is much heavier than average.

Detriment: A Fat character suffers a –1 penalty to all skill checks subject to an armor check penalty.

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Furthermore, a Fat character has to pay 50% more for clothing, armor, and other equipment that fits properly and requires twice as much food and water than is normal for his race.

Faulty Aggression Inhibitor [General] (Sci-Fi)

A character with this Defect is perpetually angry for no discernable reason.

Prerequisite: Cyborg, robot, AI, or clone.

Detriment: Because of his hostile demeanor, a character with a Faulty Aggression Inhibitor suffers a -2 penalty on all Charisma-based skill checks except Intimidate, and his attitude towards other creatures is always one step worse than it would otherwise be (e.g., Hostile rather than Unfriendly). Furthermore, this character tends to engage in behavior likely to be considered menacing or unnerving (e.g., perpetually cleaning/priming weapons, scanning the room for potential targets).

Faulty Implants [General] (Sci-Fi)

A character with this Defect has a few short circuits in his bionic implants.

Prerequisite: At least one cybernetic implant or mechanical augmentation.

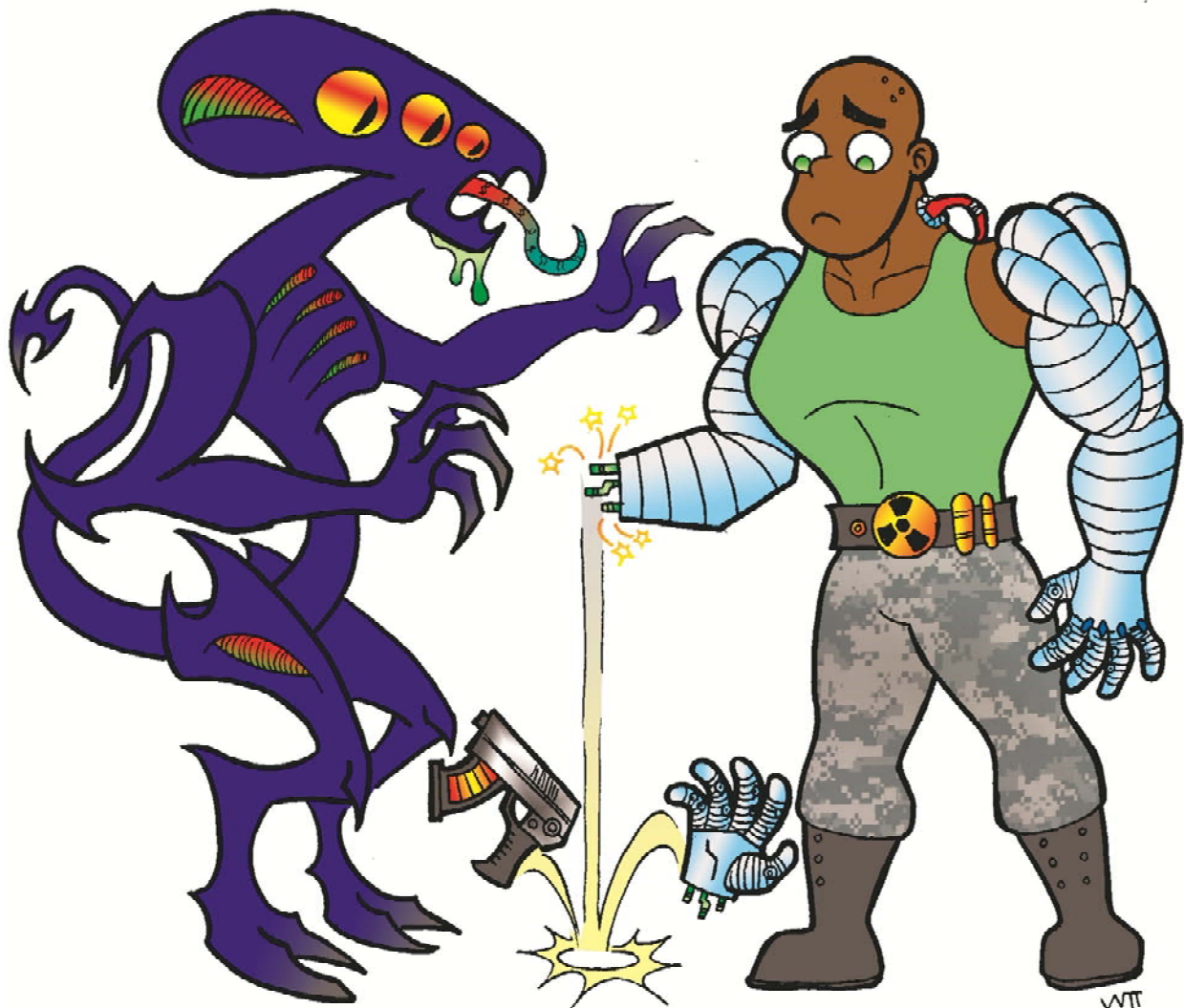
Detriment: Whenever a character with Faulty Implants rolls a natural 1 on any roll involving or affected by his implants, he must make an immediate Fortitude save (DC 15 + the number of implants the character possesses) or take 1d6 damage as the implant short circuits, burns out, and otherwise puts too much strain on his meat body.

Feeble Summoning [Metamagic]

A character with this Defect summons weak and pathetic creatures.

Prerequisite: Ability to cast a summoning spell.

Detriment: Every creature summoned by a character with this Defect has -2 Strength and





Constitution for the duration of the spell that summoned it. Additionally, this character cannot possess the Augment Summoning Feat.

Festering Wound [General]

A character with this Defect has a wound or injury that refuses to heal.

Detriment: A character with a Festering Wound always has his hit points reduced by 1, suffers a –1 penalty on all Charisma-based skill checks because of the odor of the infected wound, and grants a +2 bonus on any skill check made to track the wounded character.

At the GM's option, carrion eaters and similar monsters might be more inclined than usual to attack such a character. Also, if not properly treated and dressed, blood, pus, and other fluids seeping from the Festering Wound may stain or damage clothing and equipment.

Special: This Defect can be taken multiple times. If so, its numeric effects tack. Multiple instances represent multiple small wounds or a single large wound. As the GM's option, *cure disease* or more potent healing magic may remove the Festering Wound for one day.

Fewer Bombs [General]

A character with this Defect can throw fewer bombs per day.

Prerequisite: Bomb class feature.

Detriment: A character with this Defect can throw two fewer bombs per day and cannot take the Extra Bombs Feat.

Special: This Defect can be taken multiple times. Its effects stack.

Fixated on Bullshit [General]

A character with this Defect focuses on minor, irrelevant details rather than the big picture, more concerned with process than results.

Detriment: Whenever a character Fixated on Bullshit makes a skill check to notice something – typically Perception – he suffers twice the normal risk of a critical fumble. Furthermore, whenever he has the chance, such character must make a DC 10 Will saving throw to avoid taking some action appropriate to this Defect (e.g., pretty criticism, time-wasting comments, quoting obscure regulations).

Special: In some societies, this Defect is considered an asset. Official bureaucrats, for example, often cannot advance without it.

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Flees in Terror [General]

When the going gets scary, this character gets going.

Detriment: Whenever a character that Flees in Terror suffers from the frightened or shaken conditions, or is successfully targeted by a fear-based spell or effect, he must make an immediate DC 15 Will save. On a failed save, the character gains the panicked condition for the duration of the condition or effect.

Follows SOPs [General]

A character with this Defect is a stickler for proper procedure.

Detriment: A character who Follows SOPs takes 50% longer to complete any technical task and must always take 10 when making a Craft or Profession skill check whenever possible.

Font of Exposition [General]

When something needs to be explained, a character with this Defect does the explaining.

Prerequisite: Ability to speak and training in at least one Knowledge skill.

Detriment: Whenever a Font of Exposition succeeds at any Knowledge skill check, he must spend at least 1d4 + Knowledge skill ranks minutes bringing everyone up to speed on the subject as if they had no knowledge of the subject at all. Additionally, this character must begin the first encounter of every play session bringing the other characters up to speed on the campaign as if they haven't been participating in it, regardless of what situation the adventurers are in. If the character's life is threatened while delivering exposition, he must make a Will save (DC 10 + highest Knowledge skill rank) to shut up and defend himself.

Foolish [General]

Common sense isn't all that common for this Character.

Detriment: A Foolish character suffers a -2 penalty on all Wisdom-based skill checks.

Four Eyes [General]

A character with this Defect doesn't wear glasses well.

Prerequisite: Wears glasses.

Detriment: A character with this Defect suffers a -2 penalty on all Charisma-based skill checks when wearing glasses.

Freakishly Tall [General]

A character with this Defect is much taller than average.

Detriment: A Freakishly tall character suffers from

all the detriments of being one size category larger than normal, while gaining none of the benefits (e.g., -2 size penalty to Dexterity, -1 size penalty to AC and attack rolls, and a -4 size penalty to Stealth checks).

Fugly [General]

A character with this Defect is really f***ing ugly.

Detriment: A Fugly character suffers a -2 penalty on all Charisma-based skill checks.

Special: This penalty does not apply when interacting with creatures that cannot see. This Defect can be taken multiple times. Its effects stack.

Generic Bombs [General]

Some explosions are nothing special.

Prerequisite: Bomb class feature.

Detriment: A character's Generic Bombs inflict regular damage with no associated energy type. Additionally, this character cannot take discoveries which modify bombs.

Normal: Alchemist's bombs inflict fire damage.

Generous Tipper [General]

A character with this Defect likes to spread the wealth.

Detriment: A Generous Tipper always pays 15% more for food, lodging, and the services of craftsmen.

Glass Jaw [Combat]

Some characters just can't take a punch.

Detriment: A character with a Glass Jaw takes double damage from unarmed strikes and grapples.

Glow [General]

A character with this Defect radiates colored light.

Prerequisite: Alien, mutant, energy being, outsider, or survivor of massive radiation exposure.

Detriment: A character who Glows suffers a -4 penalty to Stealth and Disguise skill checks. Additionally, hostiles attacking this character suffer no penalties for low lighting or total darkness. Likewise, all attempts to track this character by sight gain a +2 bonus.

Special: At the GM's option, a character can offset the effects of this Defect by wearing heavy clothes that completely cover his body. However, doing so inflicts a -1 penalty on all skills subject to an armor check penalty.

Hands Off Fate [Metagame]

The gods may place dice with the universe, but you can't.

Detriment: The player of a character with this

Wearing Glasses

Characters might end up wearing various sorts of eyewear for any number of reasons. Examples could include magnifying spectacles for offsetting Defects like Nearsighted, sunglasses for preventing the adverse effects of extremely bright light, and magical goggles that can allow their wearers to see things like invisible creatures or magical auras. Keeping glasses in place when they need to be there, however, can constitute a constant nuisance.

Preventing Knock-Offs

Any time a character wearing glasses makes a Reflex saving throw, he must make an additional DC 15 Reflex saving throw or have the glasses fall off and land 1d4+1 feet away in a random direction.

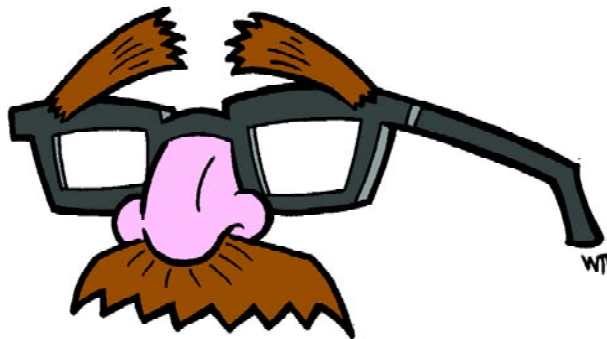
Furthermore, any time a character wearing glasses suffers melee damage, falling damage, or damage from large objects (e.g., a giant's thrown boulder), he must make a Reflex saving throw with a DC equal to the damage suffered or have his glasses knocked off, landing as described above.

As a move-equivalent action when making any such saving throws, a character can clutch at the glasses in an attempt to keep them in place, gaining a +4 in the process. Additionally, all such saving throws are at -4 for monocles and at +4 for glasses equipped with some sort of strap to prevent them from falling off. DMs should ensure that such measures end up being more trouble than they are worth (e.g., having them get caught on things, provoking strangling attacks of opportunity when the glasses slip down around the character's neck).

Consequences of Knock-Offs

If a saving throw to prevent glasses from being knocked off is a critical failure (i.e., a roll of a natural 1 confirmed by a simple failure), then the character's glasses are broken and cannot be used again until repaired. If a bespectacled character gets his eyewear knocked off, he will typically utter a phrase like "My glasses!" and make a DC 10 Will saving throw to resist the urge to try to immediately retrieve them as a move-equivalent action. This check is made at -5 for characters with Defects or conditions that make them dependent on their glasses (e.g., Nearsighted).

Anytime a pair of glasses gets knocked off their wearer, they are at risk of being stepped on until retrieved. Anyone adjacent to a square into which



a pair of glasses has been knocked can use an attack to deliberately step on or strike the glasses with a weapon, breaking them on a successful attack against AC 11 that inflicts at least 1 hit point of damage. Furthermore, anyone moving in or through the square might accidentally step on and break them. This is determined by making a d20 roll and adding Strength modifiers and the same size modifiers used for grapple checks and, if the result is 21 or greater and inflicts at least 1 point of damage, they are stepped on and crushed.

If a character is casting a spell when his glasses are knocked off, any Concentration checks he subsequently has to make to keep from losing the spell are at -4. Furthermore, if a character has his glasses knocked off while casting a spell from a scroll, there is a 50% chance of spell failure, rolled after any Concentration checks have been resolved.

Aesthetic Concerns

Finally, the sorts of eyeglasses created in Medieval, Renaissance, and fantasy societies are likely to be relatively crude, grim-looking affairs (e.g., like "birth control" glasses associated with the 1950s and the U.S. military, or worse). As a result, characters wearing such accessories generally suffer a -2 penalty on Charisma-based skill checks.

Repairing Broken Glasses

There are a number of ways to repair damaged glasses, including various uses of the Craft skill. This may not often be practical while adventuring, however, and magic is more likely to be applicable under such circumstances; three separate *Mend* spells — one for each lens and one for the frames — will generally fix a pair, as will a single casting of *Make Whole*.

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Defect us forbidden from rolling dice during play. All die rolls for this character are made by the GM or another player of the GM's choice.

Hearty Appetite [General]

A character with this Defect likes to eat well and is accustomed to large meals.

Detriment: A character with a Hearty Appetite requires 50% more food each meal than normal for his size. Additionally, the character must begin checking for starvation after 1 ½ days without food and must make all subsequent Constitution checks to avoid starvation every half hour.

Heavy Worlder [General] (Sci-Fi)

A character with this Defect is only at home in high-gravity environments.

Prerequisite: Must have been born and raised in a high-gravity environment.

Detriment: A Heavy Worlder suffers a -2 penalty on all Dexterity-based rolls when in a normal or low-gravity environment. Additionally whenever a Heavy Worlder jumps, runs, or charges in a normal or low-gravity setting, he must make an immediate Reflex save or fall prone at the end of the movement. The DC for this saving throw is 10 in normal gravity, 15 in low gravity, and 20 in zero gravity.

Hey, Your Shoes Are Untied [General]

A character with this Defect forgets to tie his shoes.

Prerequisite: Ability to wear shoes.

Detriment: The first time each day a character with this Defect takes a move action, charges, or runs, make an immediate DC 10 Will save. If the save fails, the character forgot to tie his shoes and falls prone, taking 1d4 damage. Not wearing shoes offers no protections from this Defect.

Hidebound [General]

A character with this Defect doesn't develop as quickly as their more eclectic companions.

Detriment: A Hidebound character gains no benefit from having a favored class and cannot take the Eclectic Feat.

High Strung [General]

A character with this Defect is easily frustrated, always under stress, and has difficulty accepting failure.

Detriment: Whenever a Highly Strung character rolls a natural 1 on a skill check or attack roll, they immediately suffer 6d6 frustration damage.

Highly Suggestible [General]

A character with this Defect is exceptionally susceptible to post-hypnotic suggestions, mesmerism, and other forms of mind control.

Prerequisite: Cannot possess the Strong Willed Feat.

Detriment: A Highly Suggestible character suffers a -2 penalty on all Will saving throws made to resist mind-affecting spells, spell-like abilities, psi-powers, and other abilities that target the mind. Additionally, the character cannot attempt to disbelieve illusions without being prompted by another character.

Holy Immolation [General]

Sometimes you're so evil it burns.

Prerequisite: Any evil alignment.

Detriment: Anytime a character subject to Holy Immolation comes into direct physical contact with a holy symbol, icon, idol, altar, tome, saint's relic, or other item consecrated, blessed, or associated with a good-aligned deity, the character immediately takes 1d6 damage. This damage is both fire and holy and not reduced by damage reduction. Voluntarily maintaining physical contact with the holy item requires a DC 15 Will saving throw.

Horny [General]

A character with this Defect has an overworked libido and is unable to keep from coming on to people.

Detriment: A Horny character is constantly turned on, compelled to flirt with any characters to which he is sexually attracted (e.g., virtually all males/females in accordance with the character's sexual preference). Anytime a Horny character is in the presence of one to which he is attracted (generally whoever has the highest Charisma), it is assumed he is constantly coming on to and otherwise harassing them.

Even in dangerous situations, a Horny character has trouble resisting this inclination, and at least once per minute (10 rounds) must make a Will saving throw in order to resist the urge to chat up the target. The DC for this save is 15 + the Charisma modifier of the target. If the Horny character's life is threatened, the DC drops to 5 + Charisma modifier.

Hot Flashes [General]

A woman with this Defect suffers from debilitating surges of body temperature.

Prerequisite: Female, middle-aged.

Detriment: Once per hour – typically at inconvenient times – the menopausal character must make a DC 15 Fortitude save. If the roll fails, the character suffers a -2 penalty on all attack rolls, skill

checks, and saving throws for 3d6+12 rounds. This save is modified by the armor check penalty for any worn armor; by -2 if it is warmer than 80 degrees Fahrenheit; and by +4 if it is below freezing.

HP Transfusion [General]

When you heal others, you pay a heavy price.

Prerequisite: Ability to cast *cure* spells.

Detriment: Whenever a character with HP Transfusion casts a *Cure* spell (e.g., any spell with “cure” in the name, *Cure Light Wounds*) he loses a number of HPs equal to 1/2 the HP healed by the spell in question. Additionally, any character who casts a *cure* spell on a character with HP Transfusion loses a number of HPs equal to 1/2 the HP healed.

HP Transfusion, Extreme [General]

When healing others, you give as good as your patients get.

Prerequisite: HP Transfusion

Detriment: As HP Transfusion, but the character loses HP equal to the HP healed by his *cure* spells, and *Cure* spells cast upon this character cost the caster HP equal to the HP healed.

Hunchback [General]

A character with this Defect has a pronounced curved spine, resulting in a bent posture and humped back.

Detriment: Because a Hunchbacked character is frequently in pain, must struggle to stand upright, and often has trouble breathing, he can only engage in strenuous physical activity (e.g., combat, faster than normal movement) for a number of rounds equal to his Constitution score before becoming fatigued.

Such characters also have difficulty finding clothing and armor that fits properly, and any armor worn by a Hunchback that is not custom-fitted suffers all the penalties for being hastily donned. These penalties are doubled if the Hunchback actually dons armor hastily.

Hunchbacked characters often appear disturbing to others. There is a 50% chance an NPC is disturbed by the Hunchback's appearances, inflict a -2 penalty on all Charisma-based skill checks except Intimidate made to interact with said NPC.

Hypersensitive [General]

A character with this Defect is extremely sensitive to intense sensory stimuli.

Detriment: A Hypersensitive character suffers a -2 penalty to all attack rolls, skill checks, and saving throws when exposed to extreme sensory stimuli (e.g., strong odors, bright lights, loud noises).



I Come In Peace [General]

“Wait! I think it can be reasoned with!” are typical last words for characters with this Defect.

Detriment: A character with this Defect will never willingly initiate combat against another intelligent being. Even after this character is attacked, he cannot retaliate without first spending at least one full-round action attempting to reason with the attacker.

Special: At the GM's option, if this character is unsure of the sapience of a hostile life form, he must play it safe and assume it is intelligent and capable of being reasoned with.

Ignorant [General]

This character's mental lassitude knows no bounds.

Detriment: An Ignorant character suffers a -2 penalty on all Wisdom-based skill checks.

Illiterate [General]

A character with this Defect doesn't know how to read or write.

Detriment: An Illiterate character cannot use the written form of any language in which he is proficient. Likewise, he cannot use scrolls and tomes, and all Craft and Profession skill checks that require reading automatically fail.

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Imperial Marksmanship Training [Combat] (Sci-Fi)

A character with this Defect couldn't hit the broad side of a bio-dome.

Prerequisite: Proficiency with energy weapons.

Detriment: This character suffers a -4 penalty on all attack rolls made with ranged energy weapons (e.g., blasters, disintegrators, blasters).

Impoverished [General]

A character with this Defect doesn't have two copper pieces to rub together.

Detriment: An Impoverished character receives half the normal allotment of starting wealth at character creation. Additionally, the character begins each play session having lost all monies acquired during the previous session.

Special: An impoverished character cannot simply give all his money to another character before the end of one session and take it back at the start of another.



Incompetent [General]

A character with this Defect isn't good at a particular task.

Detriment: An Incompetent character suffers a -4 penalty to single class skill. This Defect may be taken multiple times, and can apply to the same skill more than once. Additionally, this character cannot possess the Skill Focus Feat for any skill in which he is Incompetent.

Incompetent Combatant [Combat]

A character with this Defect has trouble holding his own in a fight.

Detriment: An Incompetent Combatant receives half the normal Base Attack Bonus for his class (rounded down).

Incomplete Training [General]

There is a significant gap in the training of a character with this Defect.

Detriment: A character with Incomplete Training begins play without one of his class skills. If the character ever gains levels in another class that lists this skill as a class skill, he still cannot claim that skill as a class skill.

Incontinent [General]

A character with this Defect involuntarily relieves himself when under stress.

Detriment: If an attack inflicts hit point damage greater than an Incontinent character's Constitution score, or the character becomes shaken, frightened, panicked, or cowering, he must make a DC 15 Fortitude save to avoid soiling himself.

A soiled character suffers from the Malodorous Defect (see page 31) until he washes both himself and his clothing and armor. Additionally, a soiled character takes a 5 foot penalty to his speed because it is uncomfortable to move in soiled clothing.

Indecisive [Combat]

A character with this Defect has trouble making quick decisions under pressure.

Prerequisite: Cannot possess the Improved Initiative Feat.

Detriment: An indecisive character suffers a -4 penalty to Initiative checks.

Inept [General]

A character with this Defect isn't very good at anything.

Detriment: An Inept character uses a d12 for all skill and ability checks instead of a d20. He may never take 10 or 20 on a skill or ability check, but may "take 6" and "take 12" instead. Following all other normal rules for taking 10 and 20 respectively.

Inept, Extremely [General]

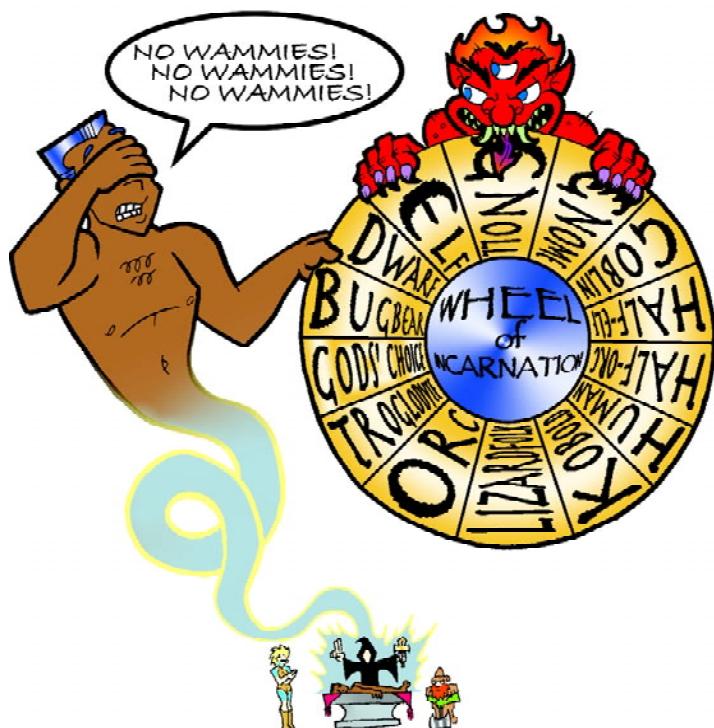
A character with this Defect is bad at everything.

Prerequisite: Inept.

Detriment: An Extremely Inept character uses a d12 for all rolls which normally require a d20.

Special: NPCs with this Defect reduce their challenge rating by 2.

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Involuntary Reincarnation [General]

Whenever this character returns from the dead, they do so in a new form.

Prerequisite: Must live in a setting where resurrection, raising, or other means of reliably returning for them death exists.

Detriment: Whenever a character with this Defect returns to life after a period of death, roll on the Incarnation table (Pathfinder Core Rulebook, page 332) as if they were the target of a *Reincarnate* spell, regardless of the method of resurrection. If the character is the target of a *Reincarnate* spell, the result on the table is always “Other (GM’s Choice)”.

Is This the Love of Which You Humans Speak? [General] (Sci-Fi)

A character with this Defect is particularly vulnerable to human lusts.

Prerequisite: Alien or robot.

Detriment: Other creatures and NPCs gain a +4 bonus to all attempts to seduce or romantically manipulate a character with this Defect.

Isn’t House Trained [Monster]

Some animals disgrace themselves indoors or out.

Prerequisite: Animal companion or house pet.

Detriment: If an animal that Isn’t House Trained is kept indoors for 1d4 hours, it will relieve itself in the nearest available corner. Until the resulting mess is

cleaned up and the air cleared, anyone within the room must make a DC 10 Fortitude saving throw every minute or be sickened so long as they remain within range of the offending odor.

Junkie [General]

A character with this Defect is an addict.

Detriment: When this Defect is taken, select a substance to which the character is addicted. Any day a Junkie is unable to get a fix, she suffers a –2 penalty to all ability scores. Typical habits cost 1 gp per day to maintain, assuming ready availability of the substance in question (e.g., laudanum, crack, grain alcohol). This Defect can be taken multiple times, with effects that stack (e.g., two instances of Junkie would affect all ability scores by –4 and cost 2gp per day to maintain).

Kill Switch [General] (Sci-Fi)

A character with this Defect is neutralized by a certain stimulus.

Prerequisite: Robot, cyborg, or subject of brainwashing.

Detriment: Whenever a character with a Kill Switch is exposed to a specific trigger (e.g., a code phrase, encrypted radio signal, candy bar commercial) he immediately falls unconscious for 1d4 hours or until awakened with another trigger or a DC 10 Heal skill check. A specific NPC or organization will have knowledge of the character’s Kill Switch trigger and the ability to use it. At the GM’s option, another party member is also entrusted with the Kill Switch trigger.

Klutz [General]

A Klutz is exceptionally clumsy and prone to tripping and dropping things.

Prerequisite: Sluggish Reflexes.

Detriment: Anytime a Klutz runs or charges, he must make a DC 5 Reflex saving throw or trip and fall prone at the end of movement, suffering 1d4 damage in the process. Furthermore, any time he rolls a natural 1 or 2 on attack rolls, he must roll again. If the second roll would result in a miss, he accidentally hurls his weapon 5d4 feet in a random direction. If he rolls a natural 1 or 2 on this second roll, he injures himself instead, suffering normal weapon damage.

Knuckle Cracker [General]

A character with this Defect compulsively cracks her knuckles, often as a flourish before attempting an action requiring fine manipulation.

Prerequisite: Fingers with knuckles.

Detriment: Before a Knuckle Cracker performs an

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action requiring delicate or precise use of her hands (e.g., crafting jewelry, picking locks, casting spells with somatic components), she must use a move-equivalent action to crack her knuckles. The sound of cracking knuckles is clearly audible up to 30 feet away, and audible up to 60 feet away with a successful DC 10 Perception skill check. A DC 15 Will saving throw is needed to resist the urge to crack one's knuckles.

Lack of Confidence [General]

A character with this Defect lacks self-confidence and constantly second-guesses himself.

Detriment: Whenever a character with a Lack of Confidence makes an Intelligence-, Wisdom-, or Charisma-based skill check, roll twice, keeping the lowest result.

Landlubber [General]

Some people don't have sea legs.

Detriment: A Landlubber suffers a -2 penalty on all rolls made at sea.

Lazy Eye [General]

A character with this Defect has eyes that point in different directions.

Prerequisite: One or more functioning eyes.

Detriment: A character with a Lazy Eye suffers a -1 penalty on all sight-based Perception skill checks, missile weapon attack rolls, and opposed Charisma-based skill checks. This Defect can be taken multiple times - once for each functioning eye - when effects that stack.

Learning Disability [General]

A character with this Defect had trouble learning things as well or as quickly as others.

Detriment: A character with a Learning Disability must pay two skill points to purchase a rank in a class skill.

Lesser Channel [General]

The power of the divine does not so much flow and trickle through a character with this Defect.

Prerequisite: Channel Energy class feature.

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Detriment: When channeling energy, a character with this Defect rolls d4s instead of d6s.

Life Support [General] (Sci-Fi)

A character with this Defect cannot survive un-aided in terrestrial environments.

Prerequisite: Alien, mutant, or outsider.

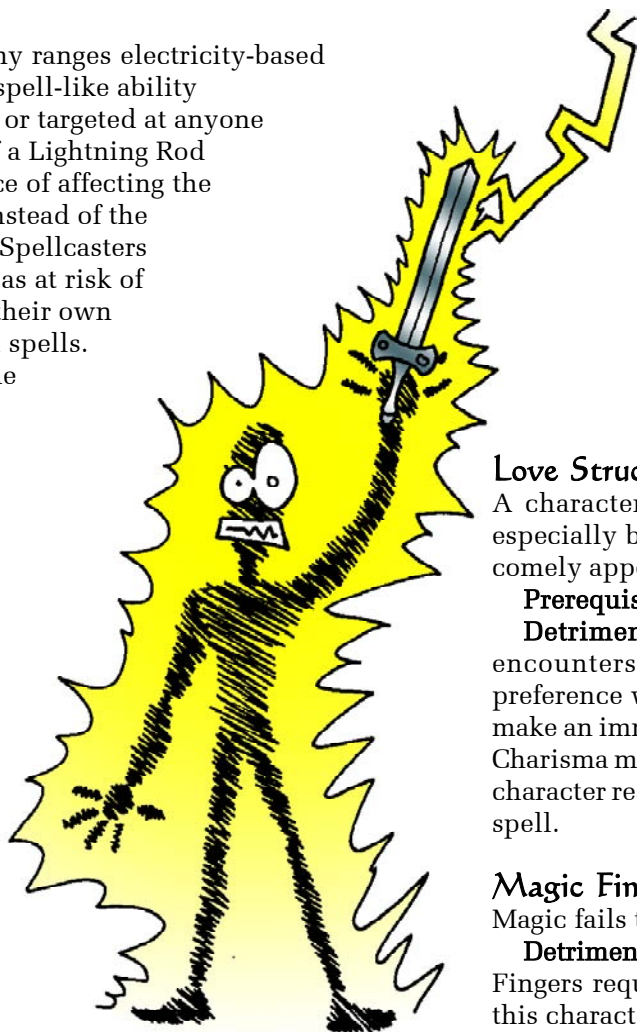
Detriment: A character with this Defect requires a life support apparatus to survive outside its race's native environment. Examples include a hydration collar for aquatic beings, methane re-breathers for nitrogen-based aliens, or gravity-neutralizing harnesses for beings from low-gravity planets. The character must be equipped with its chosen life support device when outside its native environment. Should the device ever become lost, destroyed, or require a recharge, the character immediately suffers the effects of drowning.

Lightning Rod [General]

Electricity is drawn to a character with this Defect.

Detriment: Any ranges electricity-based attack, spell, or spell-like ability originating from or targeted at anyone within 30 feet of a Lightning Rod has a 50% chance of affecting the Lightning Rod instead of the intended target. Spellcasters with this Defect as at risk of being struck by their own electricity-based spells.

Special: At the GM's option, a character with this Defect may be repeatedly struck by lightning during storms.



Light Worlder [General] (Sci-Fi)

A character with this Defect is only at home in low-gravity environments.

Prerequisite: Must have been born and raised in a low-gravity environment.

Detriment: A Light Worlder halves all movement rates when in a normal or higher gravity. Additionally, due to lost muscle tone, a character with this Defect suffers a -2 penalty on all Strength-based rolls when in normal or higher gravity. Finally, due to decalcified bones, a Light Worlder takes +1 damage from all bludgeoning attacks and falls.

Limited Ecology [Monster]

A creature with this Defect only thrives in a narrow range of environments and finds it difficult to survive in others.

Prerequisite: Environment type other than "any".

Detriment: This creature suffers a -2 penalty on all saving throws and skill checks when in any environment other than those listed in its ecology entry.

Love Struck [General]

A character with this Defect is easily infatuated, especially by those possessed of social graces and a comely appearance.

Prerequisite: A sexual preference.

Detriment: When a Love Struck character first encounters an NPC corresponding to his sexual preference with a Charisma of 11 or higher, he must make an immediate Will saving throw (DC 15 + NPC's Charisma modifier). On a failed save, the Love Struck character reacts as if he was the target of a *fascination* spell.

Magic Fingers [Metamagic]

Magic fails to function without the proper gesture.

Detriment: All spells cast by a character with Magic Fingers require a somatic component. Additionally, this character cannot take the Still Spell Feat.

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Magic Item Jinx [General]

A character with this Defect cannot reliably use magic items.

Detriment: Any time a character with this Defect attempts to activate a magic item (e.g., drink a potion, cast a spell from a scroll, speak a command word), there is a 20% chance the item will simply not function. Similarly, during any given minute, there is a 20% chance that any given passive magic item (e.g., armor, rings, weapons) will simply not function. This Defect can be taken multiple times, increasing the chance of malfunction by 20% each time (to a maximum of 100%).

Magic Jazz Hands [Metamagic]

Why use one hand to cast a spell when you can use two?

Prerequisite: Magic Fingers.

Detriment: All spells cast by a character with Magic Jazz Hands require 2 somatic components (e.g., two free hands).

Male Chauvinist Pig [General]

A character with this Defect thinks being a woman is a Defect.

Prerequisite: Male.

Detriment: A Male Chauvinist Pig suffers a -2 penalty on all Charisma-, Intelligence-, and Wisdom-



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based rolls related to women. Additionally, female adventurers and NPCs gain the benefit of the ranger's Favored Enemy class feature against this character.

Malodorous [General]

Characters with this Defect naturally produce overwhelmingly unpleasant body odors.

Detriment: All NPC reactions to a Malodorous character are lowered by one step (e.g., Friendly to Indifferent). Also, creatures with the scent ability can detect a character with this Defect at twice the normal range. Survival and Perception skill checks to track or detect this character by scent gain a +4 bonus.

Material Magic [Metamagic]

A character with this Defect requires physical fuel to work magic.

Detriment: All spells cast by a character with Material Magic require a material component worth at least 1gp per spell level which is consumed in the casting. 0 level spells require a material component worth at least 1sp. Spells which already require a material component are not affected.

Mechanical Jinx [General] (Modern, Sci-Fi, Steampunk)

A character with this Defect cannot reliably use mechanical devices.

Detriment: Whenever a Mechanical Jinx attempts

to use any sort of mechanical device (e.g., locks, clockwork machines, gadgets), there is a 20% chance that it will simply not function. Additionally, any time a Mechanical Jinx attacks with a mechanical weapon (e.g., crossbows, siege engines, firearms), and rolls a 1-4, roll again. If this second roll is a miss, the weapon gains the broken condition.

Mediocre [General]

A character with this Defect consistently fails to meet his full potential.

Detriment: A Mediocre character suffers a –1 penalty to all skill checks.

Middle Aged [General]

A character with this Defect has peaked, and has begun the slow decline that comes with age.

Detriment: A character with this Defect increases his age category to middle age, receiving all of the detriments and none of the benefits of advancing years (e.g., –1 to Strength, Dexterity, and Constitution). Normally, this Defect is only available during character creation, but may be inflicted upon the character at a later date due to curses, life-draining magic, time warps, etc.

Normal: When a character advanced to middle age they suffer –1 to Strength, Dexterity, and Constitution, but gain +1 to Intelligence, Wisdom, and Charisma.



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Minimize Spell [Metamagic]

Let's just call your spells "fun sized!"

Prerequisite: Enfeebled Spell

Detriment: All variable, numeric affects of spells cast by someone with this Defect are minimized to the lowest possible result. Saving throws and opposed rolls are not affected, nor are spells without random variables. Additionally, you cannot possess the Maximize Spell Feat.

Missing Arm [General]

The character is missing a hand and a portion of the corresponding arm.

Detriment: A character with a Missing Arm cannot perform tasks or wield weapons that require two hands. Tasks which are normally performed with two hands but which can conceivably be performed with one take twice as long to perform and all associated skill checks suffer a -2 penalty. These penalties are cumulative with any off-hand penalties if the character's primary hand is missing.

Missing Both Arms [General]

The character is armless and possibly harmless.

Prerequisite: Missing Arm

Detriment: A character Missing Both Arms cannot wield weapons, make Craft skill checks, or make Perform or Profession checks that require the use of hands.

Missing Leg [General]

The character is missing a foot and a portion of the corresponding leg.

Detriment: A Character with a Missing Leg reduces his base speed by 10 feet. All attempts to trip this character receive a +2 bonus. Additionally, this character cannot kick as part of an unarmed attack without falling prone after the attack roll.

Missing Eye [General]

A character with this Defect has one less eye than he was born with.

Prerequisite: Ability to see with at least one functional eye.

Detriment: A character Missing an Eye suffers a -2 penalty on all sight-based Perception skill checks and missile weapon attack rolls due to poor depth perception.

Mis-Brew Potion [General]

A character with this Defect tends to mix potions that don't quite work properly.

Prerequisite: Brew Potion Feat.



Detriment: Whenever a character with this Defect creates a potion, the GM makes a secret DC 20 Craft (alchemy) skill check on her behalf. If this secret roll fails, the potion inflicts some relatively minor Defect on the drinker. This side effect can be determined based on circumstances, by rolling on the Potion Miscibility Table (see Appendix II), or by turning to a random page of this sourcebook. This side effect persists for 1d4 minutes, or as long as the potion's effects, whichever is longer. This duration is double if the secret roll results in a natural 1.

Misplaced Ki [General]

A character with this Defect has less *ki* than most.

Prerequisite: *Ki* Pool class feature.

Detriment: A character with this Defect has his *ki* pool reduced by 2. Additionally, this character cannot possess the Extra *Ki* Feat. This Defect can be taken multiple times. Its effects stack.

Monolingual [General]

A character with this Defect only comprehends one language.

Prerequisite: Must qualify for a bonus language.

Detriment: A Monolingual character is limited to a single language (usually common), chosen at character creation. He cannot speak, understand, read, or write any other language until this Defect is bought off.

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Monstrous Appearance [General]

A character with this Defect is so hideous that he is often mistaken for a monster.

Prerequisite: Charisma 9 or less or Fugly.

Detriment: A character with a Monstrous Appearance is so bizarrely ugly that he looks uncannily like a specific monster type (e.g., flesh golem, hobgoblin, zombie), evoking appropriate reactions from the world at large. Members of the actual monster type will rarely make this mistake, generally denying the character any benefit he might hope to eke out of this Defect.

NPC reactions to this Character must be determined by the GM on a case-by-case basis, but will generally range from cold indifference, to -4 on opposed Charisma-based skill checks, to immediate violence.

Morbidly Obese [General]

A character with this Defect is so overweight that he nearly is incapacitated by it.

Prerequisite: Obese.

Detriment: A Morbidly Obese character suffers a -3 penalty on all skills subject to an armor check penalty. A Morbidly Obese character also has its base speed reduced to just 5 feet per round and those with who are able will generally avail themselves of motorized conveyances, suspensor implants, being hauled around on carts by minions, etc. Furthermore, the character also suffers a -2 penalty to AC and takes up as much space as a creature one size category larger (but does not have improved reach), which might keep it from getting into or out of certain areas. It also has trouble finding clothing, armor, and other accessories that fit properly and must pay 200% more for such items and requires four times as much food per day as normal for a member of its race.

Mumbled Spell [Metamagic]

The spell won't work unless you say the magic words.

Prerequisite: Spellcaster.

Detriment: All spells cast by a character with this Defect require a verbal component. Additionally, this character cannot take the Silent Spell Feat.

Mute [General]

A character with this Defect lacks the power of speech.

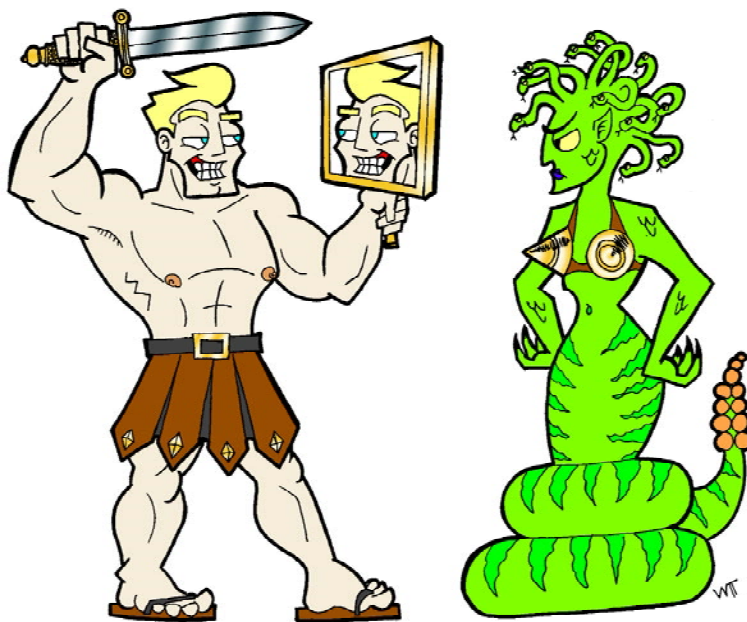
Detriment: A Mute had permanently lost the ability to speak. This character cannot cast spells with verbal components without the aid of the Silent Spell Feat, activate magic items that require a command word, or use singing-based bardic performance.

My Dog Has Fleas [General]

A character with this Defect has an animal companion plagued by fleas, ticks, and other biting parasites.

Prerequisite: Animal companion or steed.

Detriment: The animal companion of a character with this Defect suffers a -1 penalty on all die rolls due to the constant distraction caused by the pests invading its hide. Additionally, the character suffers a -2 penalty on all Handle Animal and Ride skill checks made to interact with his animal companion due to its constant scratching.



Narcissist [General]

The most beautiful thing a character with this Defect has ever is himself.

Prerequisite: Ability to see, Charisma 11+.

Detriment: Whenever a Narcissist sees himself in a reflective surface (e.g., mirrors, pools of water, highly polished weapons), he must make an immediate Will saving throw (DC 15 + his own Charisma modifier) or be fascinated by his own reflection.

Narcoleptic [General]

A character with this Defect is prone to falling asleep at any time.

Detriment: Once per encounter a Narcoleptic must make a Will saving throw for fall asleep for one minute (10 rounds). The DC for this save starts at 5 and increases by 1 with every successful save. It reverts to DC 5 after the character awakes from a Narcoleptic sleep.

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Near Shot [Combat]

Your arrows may fly swift and true, but not far.

Detriment: When using projectile weapons, a character with this Defect reduces all range increments by half.

Nearsighted [General]

A character with this Defect has difficulty seeing things beyond the tip of his nose.

Prerequisite: Ability to see.

Detriment: A Nearsighted character suffers a -2 penalty on all sight-based Perception skill checks and projectile weapon attack rolls.

Nonlethal Spells [Metamagic]

A character with this Defect cannot inflict lethal damage by magical means.

Detriment: All spells cast by a character with this Defect that normally inflict lethal damage inflict nonlethal damage instead. Additionally, all creatures summoned or created by this character inflict nonlethal damage as well.

Nonstandard Body Type [General]

A character with this Defect has a body type well beyond average for their race.

Detriment: Unless a character with a Nonstandard Body Type wears armor customized for his unique build, he suffers a -1 armor check penalty. Additionally, when wearing clothes that haven't been custom fitted, this character suffers a -1 penalty to all Charisma-based skill checks because no one respects someone in ill-fitting clothes.

Special: Purchasing custom fitted clothing and armor increases the cost by 10%. A DC 15 Craft (armor of clothing) check is required to custom-fit armor and clothing respectively.

Not a Morning Person [General]

No matter how long a character with this Defect sleeps, they never wake up well rested.

Detriment: Even after 8 hours of sleep, a character with this Defect always wakes with the fatigued condition. This condition persists for 1 hour after waking.

Not a Team Player [General]

When it comes to working together, this character finds the "me" in "team".

Detriment: A character with this Defect can never use the Aid Another action, benefit from another character's Aid Another action, gain teamwork Feats, and neither grants nor receives a flanking bonus in combat.

Notorious [General]

This creature has a horrid reputation that inspires fear and hatred in others.

Detriment: Those who know of the Notorious creature's terrible reputation gain the benefits of the ranger's Favored Enemy class feature against it. These bonuses are cumulative with those granted by the Favored Enemy class ability.

Nudist [General]

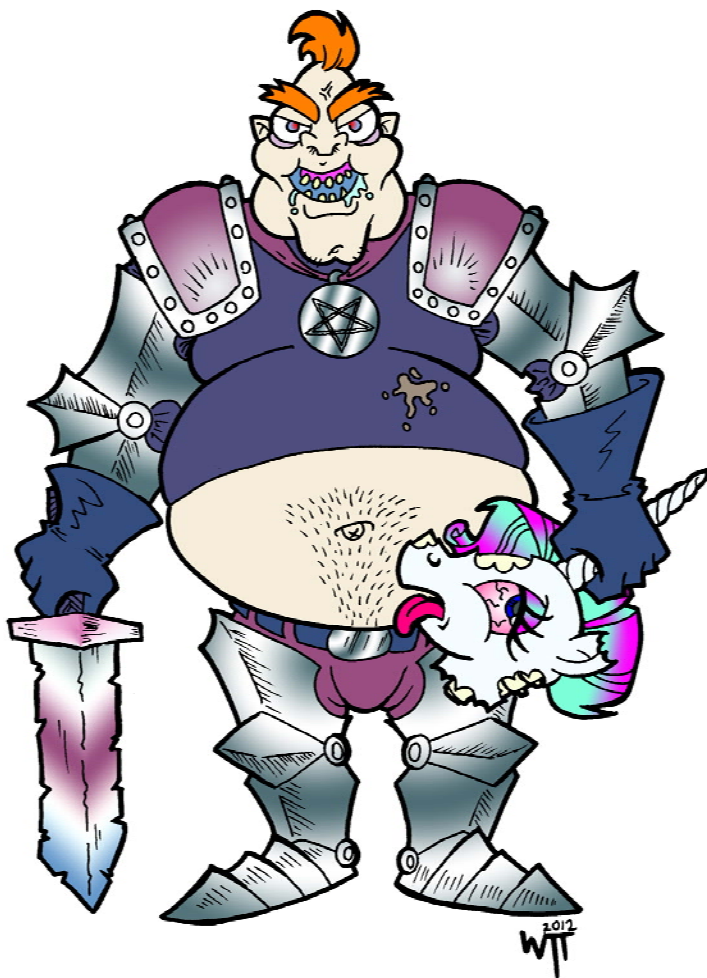
A character with this Defect prefers not to wear clothes.

Detriment: A Nudist prefers to be naked or mostly naked at all times. A character is considered mostly naked so long as they are not wearing anything in the armor, body, chest, and shoulder item slots, and no pants, skirt, underwear, etc.

A Nudist that isn't at least mostly naked is uncomfortable, taking a -2 penalty to Charisma and Wisdom and a -5 foot penalty to speed as that much clothing feels slightly awkward. Furthermore, wearing armor is problematic, and all armor check penalties are doubled.



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Obese [General]

A character with this Defect is really, *really* overweight.

Prerequisite: Fat.

Detriment: An Obese character suffers a -2 penalty on all skills subject to an armor check penalty. An Obese character also has their base speed reduced by 5 feet. Furthermore, the character also suffers a -1 penalty to AC and has trouble finding clothing, armor, and other accessories that fit properly and must pay 100% more for such items. Finally, an Obese character requires three times as much food per day as normal for a character of her race.

Oblivious [General]

A character with this Defect doesn't pay attention to his surroundings.

Detriment: An Oblivious character is always considered to be flat-footed.

Obvious Magic [General]

Obvious magic is obvious.

Prerequisite: Spellcaster.

Detriment: Whenever a character who casts Obvious Magic casts a spell or makes use of a spell-like ability, the effect is accompanied by a puff of smoke, a flash of sparks, or a loud sound effect (e.g., poof, zat, bamf) that announces to the world that magic is being used. This obvious display is centered upon the spell's target, but does not affect or inconvenience the target in any way other than making them aware they are the target of a spell. An immediate DC 10 Spellcraft skill check identifies the caster.

Old Age [General]

A character with this Defect has his best years behind him.

Prerequisite: Middle Aged.

Detriment: A character with this Defect has their age category increased to old, gaining all of the detriments of advanced age with none of the benefits (e.g., -2 to Strength, Dexterity, and Constitution). Normally, this Defect is only available during character creation, but may be inflicted upon the character at a later date due to curses, life-draining magic, time warps, etc.

Old Wounds [General]

Past wounds suffered by a creature with this Defect never properly healed.

Detriment: Reduce this creature's hit point total by 10%, rounding up.

One Life to Live [General]

When a character with this Defect dies, there is no coming back.

Prerequisite: Must live in a campaign setting where resurrection, raising, or other means of reliably returning from death exists.

Detriment: A character with One Life to Live cannot be resurrected, reincarnated, wished back into existence, or otherwise returned from the dead by any means. The character can still become undead, but cannot somehow go from being undead to alive.

Other Ways of Knowing [General]

A character with this Defect subscribes to some baseless, outlandish set of beliefs that she feels compelled to relate to others at all times.

Detriment: When interacting with anyone who does not subscribe to her own bizarre beliefs (e.g., Gnomes secretly control all trade and finance, the Common tongue was created specifically to subjugate women, THAC0 made sense), this character suffers a -2 penalty to her Charisma score.

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Outrageous Accent [General]

A character with this Defect speaks with an accent so thick it smothers language.

Prerequisite: Ability to speak.

Detriment: A character with an Outrageous Accent suffers a -2 penalty on all Charisma-based skill checks when speaking or singing and has a 10% chance of spell failure when casting spells with verbal components. This penalty also applies to all attempts made to speak another language, or for speakers of another language to understand the character.

Pack Rat [General]

A character with this Defect is compelled to gather various and sundry items, generally of questionable usefulness.

Detriment: A character with this Defect is compelled to carry at least half his light load encumbrance limit in assorted “clutter” or various sorts. Additionally, he must carry at least as many items of junk as he has points of Strength. Weapons, armor, coins, valuable treasure, objects worth more than 10gp, and magic items are not considered clutter for the purpose of this Defect. Additionally, after any given encounter a Pack Rat will pick up at least one useless object (e.g., a candle stub, empty phial, napkins). He may discard an existing useless item as long as the aforementioned quantity and weight limits are adhered to. If a Pack Rat finds himself unable to meet the item requirements, he becomes depressed, unable to take anything other than move-equivalent actions each round unless he succeeds at a DC 15 Will saving throw. A depressed pack rat can defend normally.

Paradox Prone [General] (Sci-Fi)

The brain of a character with this Defect is particularly vulnerable to logical paradoxes.

Prerequisite: Robot, android, AI, construct, or other creature with an artificial brain.

Detriment: Whenever a Paradox Prone character is exposed to a paradox, logic loop, surrealist art, Zen koan, or prolonged nonsense, it must make an immediate Will save (DC 15 + the Intelligence modifier of the paradox's creator). On a failed save, the character suffers 1d4 Intelligence damage. If the character's Intelligence damage equals or exceeds its Intelligence ability score, its head immediately explodes, inflicting 1d6 + Intelligence modifier damage to everything within 5 feet.

Pathetic Critical [Critical]

This character's critical hits are rare and unimpressive.

Prerequisite: Cannot possess any Critical Feats.

Detriment: A character with this Defect must roll twice to confirm critical hits and succeeds at both in order to confirm the critical.

Peaked [General]

A character with this Defect is less healthy than usual.

Detriment: This Defect inflicts a -2 penalty on all Fortitude saving throws.

Perfectionist [General]

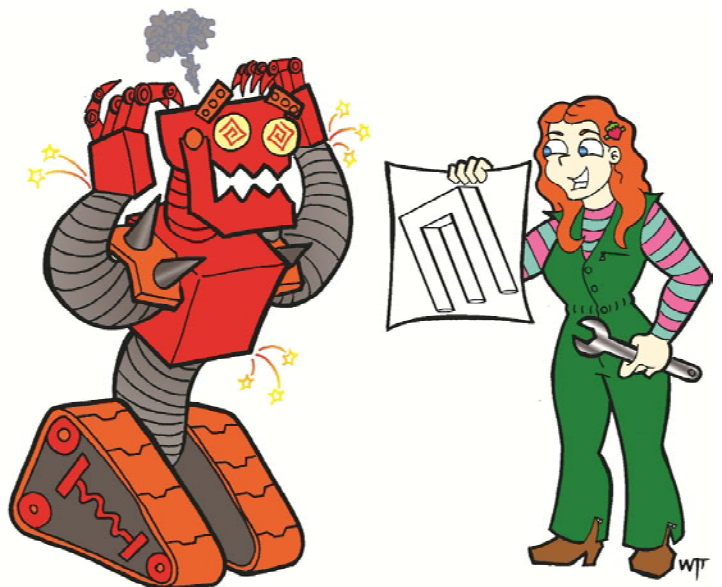
For a character with this Defect, “good enough” just isn't good enough.

Detriment: A Perfectionist can never take 10 under any circumstances, regardless of racial traits, class abilities, or Feats. If a Perfectionist fails any Craft or Profession skill check, he must make additional attempts until he succeeds unless he succeeds on an immediate Will saving throw (DC 10 + skill ranks).

Phobia [General]

Due to trauma or innate fear, a character with this Defect goes to pieces when confronted with a certain object, creature, or situation.

Detriment: When this Defect is taken, select a phobia. A character with this Defect gains the shaken condition when confronted with the object of his Phobia. This Defect can be taken multiple times, gaining a new Phobia each time.



Phobia, Debilitating [General]

Some fears are so intense they render the fearful helpless.

Prerequisite: Severe Phobia.

Detriment: A character with this Defect gains the panicked condition when confronted with the object of his Phobia.

Phobia, Severe [General]

A character with this Defect seeks to escape her fears.

Prerequisite: Phobia.

Detriment: A character with this Defect gains the frightened condition when confronted with the object of her phobia.

Pointless [General]

Due to catastrophic injury, congenital deformity, or deliberate disfigurement, a character with this Defect is missing a pointy anatomical feature normally indicative of her race (e.g., an elf's ears, Half-Orc's tusks, etc.)

Prerequisite: Elf, Half-Elf, Half-Orc, Orc, or any other race with a characteristic pointy body part.

Detriment: A Pointless character suffers a –4 penalty on all Charisma-based skill checks made involving members of their own race due to obvious physical deformity. This deformity cannot be corrected, healed, or removed by any means until this Defect is bought off.

Poison Susceptibility [General]

This Defect renders a creature especially vulnerable to the effects of poisons.

Detriment: A creature with Poison Susceptibility suffers a –4 penalty on all saving throws versus poison.

Potion Junkie [General]

This alchemical addiction results in a compulsion to down potions.

Detriment: A Potion Junkie must make a DC 15 Will saving throw whenever the opportunity to drink a potion presents itself, regardless of the type of potion involved. On a failed save, the character must immediately consume the potion regardless of consequences. See the Potion Miscibility Table (page 55) if this Defect causes a character to drink multiple potions at once.

Poor Pronunciation [General]

A character with this Defect egregiously mispronounces common words.

Prerequisite: Ability to speak.

Detriment: A character with Poor Pronunciation

A Frightfully Short List of Phobias

Ablutophobia – Fear of bathing
 Achluophobia – Fear of darkness
 Acrophobia – Fear of heights
 Agoraphobia – Fear of open/public spaces
 Aichmophobia – Fear of sharp/pointed objects
 Ailurophobia – Fear of cats
 Androphobia – Fear of men
 Aquaphobia – Fear of water
 Arachnophobia – Fear of spiders
 Automatonophobia – fear of golems, et al
 being Autophobia – Fear of being alone/isolated
 Chromophobia – Fear of bright colors
 Claustrophobia – Fear of confined spaces
 Cynophobia – Fear/dislike of dogs
 Disposophobia – Fear of losing things
 Dysmorphophobia – Fear of bodily defects
 Entomophobia – Fear/dislike of insects
 Ergophobia – Fear of work
 Erotophobia – Fear of sex
 Equinophobia – Fear/dislike of horses
 Frigophobia – Fear of cold
 Gephyrophobia – Fear of bridges
 Gerontophobia – Fear of growing old/the elderly
 Gymnophobia – Fear of nudity
 Gynophobia – Fear of women
 Heliophobia – Fear of sunlight
 Ichthyophobia – Fear of fish
 Murophobia – Fear of mice and/or rats
 Mysophobia – Fear of dirt, germs, or contamination
 Necrophobia – Fear of death and/or the dead
 Nyctophobia – Fear of the night
 Obesophobia – Fear of obesity
 Ophidiophobia – Fear of snakes
 Ornithophobia – Fear of birds
 Phonophobia – Fear of loud sounds/sonic attacks
 Pyrophobia – Fear of fire
 Scoleciphobia – Fear of worms
 Selachophobia – Fear of sharks
 Spectrophobia – Fear of ghosts/the incorporeal
 Stygiophobia – Fear of hell/the underworld
 Taphophobia – Fear of graves/being buried alive
 Thalassophobia – Fear of the sea/ocean
 Thanatophobia – Fear of dying
 Thermophobia – Fear of heat
 Traumatophobia – Fear of injury
 Triskaidekaphobia – Fear of the number 13
 Xanthophobia – Fear of the color yellow
 Xenophobia – Fear of strangers/foreigners
 Yllophobia – Fear of trees, forests, or wood
 Zoophobia – Fear of animals

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suffers a -2 penalty on all Perform (act, oratory, sing) and Linguistics skill checks while speaking. Additionally, this character also suffers a 10% chance of spell failure when casting spells with verbal components.

Poorly Educated [General]

A character with this Defect suffers from an incomplete education.

Prerequisite: At least one Knowledge class skill.

Detriment: A Poorly Educated character suffers a -4 penalty on all Knowledge skill checks.

Poorly Trained Pet [General]

A character with this Defect in an animal's master in name only.

Prerequisite: Animal companion, arcane bond (familiar), class feature, or steed class feature.

Detriment: Whenever a character with a Poorly Trained Pet gives their animal companion, familiar, or steed a command, there is a 15% chance the animal will ignore the command outright, and a 5% chance it will do the opposite of what it was commanded to do.

Pray Audibly [General]

Some clerics aren't shy about calling upon their deity's favor and proclaim their faith loudly to the heavens.

Prerequisite: Divine spellcaster with the ability to speak.

Detriment: Character's compelled to make Audible Prayers must speak all prayers aloud at least as loudly as their normal speaking voice while preparing or casting spells with verbal components. When in a dungeon or other hazardous environment this Defect significantly increases the chance of detection (e.g., a DC 5 rather than a DC 15 Perception skill check).

Prefers Oversized Weapons [General]

The only thing more badass than a sword is a freak'n huge sword as tall as you!

Prerequisites: Proficiency with at least one melee weapon.

Detriment: A character who Prefers Oversized Weapons uses melee weapons intended for a wielder at least one size category larger than himself. He is considered to be non-proficient with all melee weapons intended for his size category or smaller.

Prefers Undersized Weapons [General]

The only thing more precise than a dagger is a dagger designed for pixies.

Prerequisites: Proficiency with at least one melee weapon.

Detriment: A character who Prefers Undersized Weapons uses melee weapons intended for a wielder at least one size category smaller than himself. He is considered to be non-proficient with all melee weapons intended for his size category or larger.



Defects

Premature Conjunction [General]

A character with this Defect releases pent-up magical energy before he's ready.

Prerequisite: Arcane spellcaster.

Detriment: At the start of any stressful encounter (e.g., combat, trap encounter, high pressure social situation), a character suffering from Premature Conjunction must make an immediate Will saving throw with a DC of 10 + the character's highest non-expended spell slot. Of the save fails, the character immediately casts the highest-level spell at his disposal at a random target. The GM randomly selects this spell in the case of a tie.

Primitive [General]

A character with this Defect is only comfortable working with crude tools and weapons.

Detriment: A Primitive character suffers a -4 penalty to all rolls made to use, understand, or repair any item of vehicle invented after the Bronze Age. Additionally, this character can never craft or create steel, mechanical, industrial, or post-industrial items.

Psychic Bond [General]

A character with this Defect shares a subconscious, telepathic bond with another.

Detriment: When this Defect is taken, select another player character to which this character is bonded. Any mind-affecting power, spell, or ability targeting the subject of the Psychic Bond affects this character as well. This occurs regardless of whether the power of ability is successful against the initial target or not.

Special: If the player character to which this character is bonded leaves the game for any reason, the GM transfers the bond to a randomly chosen player character.

Punches With a Loose Fist [Combat]

Some people's punches do more damage to themselves than others.

Prerequisite: Cannot possess the Improved Unarmed Strike Feat.

Detriment: Whenever a character with this Defect makes an unarmed attack, he must make an immediate Fortitude saving throw versus a DC equal to the target's character level (or hit dice in the case of monsters). On a failed save, the character breaks his hand, wrist, or fingers, taking one HP of damage and suffering a -1 penalty on all subsequent attack and damage rolls made with that hand and a -2 penalty on all actions requiring delicate use of the hands. These penalties are cumulative if the character continues to damage

his hands with further unarmed strikes. These penalties persist until the hand/hands are healed.

Pygmy [General]

A creature with this Defect is much smaller than average and may be disproportionately formed (e.g., a normal-sized head and torso but stunted extremities).

Detriment: A Pygmy is about two-thirds normal height and half normal weight for a creature of its type or race and has its base speed reduced by 10 feet. Despite this adjustment in stature, this Defect does not change a character's size category and does not bestow any size-based penalties or bonuses.

Pyromania [General]

Pyromaniacs love to watch the world burn.

Detriment: Each day, a character with Pyromania must make a DC 10 Will saving throw or set fire to something of value for which their could be repercussions (e.g., and outhouse, stand of timber, giant gorilla fiberglass gorilla statue). The DC for this saving throw increases by 1 for each day the character resists setting a fire.

Normal: Creatures with the fire subtype can take this Defect, but do not gain a compensating bonus Feat.



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Quarter-Elf [General]

Less Elf than a half an Elf or a whole human.

Prerequisite: Half-Elf

Detriment: A Half-Elf with this Defect does not receive one of the following Half-Elf racial traits: Low-Light Vision, Adaptability, Elven Immunities, Keen Senses, Multitalented. Note: This Defect can only be taken at character creation. It may be taken multiple times, each time removing another of the listed Half-Elf traits. If a character takes this Defect more than twice the GM should just make the player roll up a human character and be done with it.

Quarter-Orc [General]

You have less Orc in you than most Half-Orcs, but more than anyone wants.

Prerequisite: Half-Orc

Detriment: A Half-Orc with this Defect does not receive one of the following Half-Orc racial traits: Darkvision, Intimidating, Orc Ferocity, Weapon Familiarity.

Note: This Defect can only be taken at character creation. It may be taken multiple times, each time removing another of the listed Half-Orc traits. If a character takes this Defect more than twice, the GM should consider just making the player roll up a human character and be done with it.

Quarterling [General]

Due to a random encounter between one of your ancestors and something, you're a little less halfling than the rest of the folk in the shire.

Prerequisite: Halfling

Detriment: A halfling with this Defect does not receive one of the following Halfling racial traits: Halfling Luck, Keen Senses, Sure-Footed, Weapon Familiarity.

Note: Do you really want to cut your halfling character down any further? There's barely anything left!

Randomized Summoning [General]

Your summoning spells are highly unpredictable.

Prerequisite: Ability to cast at least one summoning spell (e.g., *Summon Monster*, *Summon Nature's Ally*).

Detriment: When casting a summoning spell, a character with Randomized Summoning cannot choose which type of monster is summoned. Instead, the creature summoned is determined randomly from among the possible creatures the spell in question can summon. It is entirely possible for characters with this Defect to conjure creatures totally inappropriate to their current environment, and must deal with the

consequences as best they can (such as summoning a dolphin into the middle of a desert wasteland).

Rebuff Magic [General]

A character with this Defect attempts to resist even beneficial magic.

Detriment: A character with this Defect cannot choose to voluntarily forgo a saving throw against a magical effect. If the character has spell resistance, they cannot voluntarily lower it in order to receive the benefits of a helpful spell.

Reckless [Combat]

A character with this Defect throws himself headlong into battle, leaving him open to attack.

Prerequisite: Cannot be immune to critical hits.

Detriment: All attacks made against this character have their critical threat range increased by 1. This Defect can be taken multiple times with effects that stack.

Red Shirt [General] (Sci-Fi)

A character with this Defect is always first in line for misfortune.

Detriment: A Red Shirt is always the first attacked in any combat encounter. Additionally, any trap triggered within 30 feet of a Red Shirt has a 50% chance of targeting the Red Shirt rather than whoever sprung the trap. Finally, whenever the party is subject to a surprise attack, all hostiles direct their surprise round attacks to this character.

Note: The actual color of a character's shirt has nothing to do with this Defect.

Reduced Arcane Pool [General]

A character with this Defect draws little power from their arcane pool.

Prerequisite: Arcane pool class feature.

Detriment: This character's arcane pool is reduced by 2.

Special: This Defect can be taken multiple times. Its effects stack.

Reduced Bane [General]

A character with this Defect can use her bane ability less than normal.

Prerequisite: Bane class feature.

Detriment: A character with Reduced Bane can use their bane ability 3 fewer times per day and cannot possess the Extra Bane Feat.

Special: This Defect can be taken multiple times. Its effects stack.

Defects

Reduced Grit [General]

A character with this Defect has less grit than an ordinary gunslinger.

Prerequisite: Grit class feature or the Amateur Gunslinger Feat.

Detriment: A character with Reduced Grit gains 0 grit points at the start of each day, has her maximum grit reduced by 2, and cannot take the Extra Grit Feat.

Reduced Rage [General]

Some barbarians are less furious than others.

Prerequisite: Ability to rage.

Detriment: A character with this Defect reduces the number of turns per day she can rage by 2. This Defect may be taken multiple times.

Reversed Polarity [General]

A character with this Defect has an inverted aura, wreaking havoc on his relationship with positive and negative energy.

Prerequisite: Any non-neutral alignment.

Detriment: A character with Reversed Polarity is

affected by the channel energy class feature as if he were undead. If this character becomes undead, channeled energy effects him as if he were alive. Additionally, spells and spell-like abilities with effects based on alignment affect this character as if his alignment is reversed.

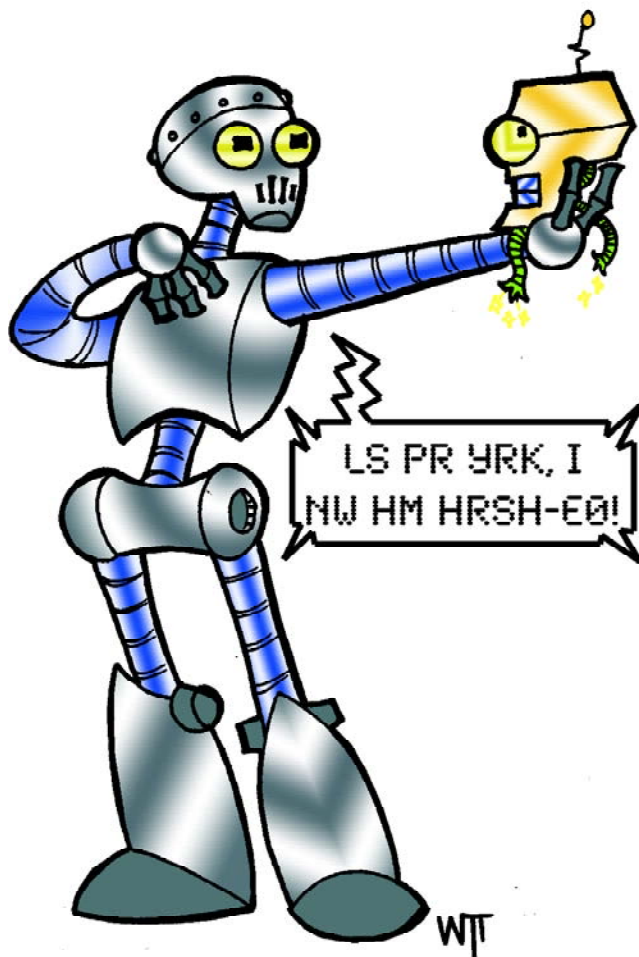
Robotic Voice [General] (Sci-Fi)

A character with this Defect speaks with a monotonous, mechanical voice.

Prerequisite: Ability to speak.

Detriment: A character with a Robotic Voice suffers a -4 penalty on all Bluff, Diplomacy, and Perform (oratory and sing) skill checks with living beings that do not also suffer from this Defect. Furthermore, the character suffers a -4 penalty on all Disguise and Perform (act) skill checks when not attempting to impersonate a mechanical being.

Special: At the GM's option, this Defect can automatically apply to certain types of creatures such as automatons, constructs, AIs, astrophysicists, and cyborgs.



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Romances The Leg [Monster]

Pet's like legs and they know how to abuse them.

Prerequisite: Dog, monkey, or other small or tiny animal companion or pet.

Detriment: At least once per day, an animal that Romances The Leg will attempt to hump someone's leg. This vigorous physical activity lasts for 1d4 minutes unless the subject of the pet's attentions makes a successful DC 15 Handle Animal skill check. While someone's leg is otherwise indisposed, they suffer a 5 foot penalty to movement and a -2 penalty to Reflex saves and Acrobatics and Perform skill checks. Interestingly, the skill Perform (comedy) receives a +2 bonus rather than a penalty.

Runs Like a Girl [General]

Characters with this Defect wiggle their hips, flail their arms, and engage in other involuntary antics while running.

Detriment: When running or charging, a character who Runs Like a Girl covers less ground, gaining only $\frac{3}{4}$ of the normal increased movement rate (e.g., x1.5 instead of double for a charge, x2.25 instead of triple, x3 instead of quadruple). Furthermore, for each round of increased movement, the character must make a Reflex saving throw or drift 1 foot to the left of right (choose randomly) for every time the save is failed. The DC for this save is 10 for movement that is normally double, 15 for movement that is normally triple, and 20 for movement that is normally quadruple.

Runt [Monster]

This creature was born undersized and grew up at the bottom of the pecking order.

Prerequisite: Monster that normally has at least 2 HD.

Detriment: A Runt is one size category smaller than normal for creatures of its type and has its hit dice reduced by 1. At the GM's option, the creature's CR is reduced accordingly.

Safety Protocols [General] (Sci-Fi)

A character with this Defect cannot cause intentional harm to most beings.

Prerequisite: Robot, clone, cyborg, or brainwashed life form.

Detriment: A character with Safety Protocols cannot cause harm, mental or physical, to a particular subject (e.g., human beings, megacorporate property, government personnel). This character cannot attack the chosen subject. If this character, through action or inaction, allows the subject to come to harm, he is wracked with guilt and suffers a -2 penalty on all

Wisdom-based rolls for 1d6 days.

Special: This Defect may be taken multiple times. Choose a new subject each time this Defect is chosen.

Scatterbrained [General]

A character with this Defect doesn't know where his head is at.

Detriment: A character with this Defect must take a full-round action to clear his head and focus on the task at hand before using any Intelligence- or Wisdom-based skill, casting a spell, or performing any action that requires his full attention.

Schizoid [General]

The behavior of a character with this Defect changes without warning.

Detriment: Select either this character's ethical alignment (lawful – chaotic) or moral alignment axis (good – evil). At the beginning of each day, roll 1d6 to determine the character's alignment on the chosen axis for that day.

d6	Alignment
1-2	Lawful/Good
3-4	Neutral/Neutral
5-5	Chaotic/Evil

The character suffers no penalties for their sudden alignment change, but all spells, effects, class abilities, etc. dependent upon alignment use this character's current alignment. Any alignment subtypes the character may have are not altered by this Defect.

Special: The GM may require the character to reroll his alignment in response to certain triggers or stressful situations.

Schizoid, Extremely [General]

The personality of a character with this Defect fluctuates wildly.

Prerequisite: Schizoid.

Detriment: This Defect functions exactly like Schizoid in all regards, except the character's alignment varies both ethically and morally. When the character rolls for alignment, use 1d10 and consult the following table.

Defects

d10	Alignment
1	Lawful Good
2	Lawful Neutral
3	Lawful Evil
4	Neutral Good
5	True Neutral
6	Neutral Evil
7	Chaotic Good
8	Chaotic Neutral
9	Chaotic Evil
10	GM's Choice

Seasonal Affective Disorder [General]

The sights, sounds, and sensations of a particular time of year put this character in a dour mood.

Detriment: When this Defect is taken, select one of the four seasons. During the chosen season, a character with Seasonal Affective Disorder suffers a -2 penalty on all Will saves and a -1 penalty on all attack rolls and skill checks.

Seasonal Rites [General]

Some people are devout all year round while others wait for the big holidays to practice their faith.

Prerequisite: Divine spellcaster.

Detriment: A spellcaster with Seasonal Rites can only prepare spells during holidays observed by her faith, and can only do so by participating in the traditions of the holiday in question. When this Defect is taken, the player and/or GM must determine the dates of the four most important holidays on the clerical calendar (which usually correspond to the solstices and equinoxes). On any other day of the year, the character must make a DC 15 Knowledge (religion) skill check to remember an obscure holiday to observe to prepare spells for that day. This Defect does not affect channel energy or similar abilities.

Self-Medicating [General]

A character with this Defect needs a little special something to get through the day.

Detriment: When this Defect is taken, select a vice (e.g., comfort food, pipe weed, snuff). Whenever a Self-Medicating character fails a Will save, he suffers a -2 penalty on all skill and ability checks, saving throws, and attack rolls until he can consume at least 1gp worth of his vice.



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Selfless Counselor [General]

A character with this Defect is more interested in the actions of others than his own.

Detriment: Each round, a Selfless Counselor must make a Will saving throw (DC 10 + the number of party members) in order to undertake any action. If the saving throw succeeds, he can act as desired. If the saving throw fails, he must spend the round selflessly directing the actions of other party members.

Special: If desired, the Selfless Counselor can opt to waive the saving throw and willingly use this "ability". A character with this Defect is not affected by it as a whole.

Shiftless [General]

A character with this Defect is extremely lazy and cannot be bothered to expend an effort for anything.

Detriment: A Shiftless character is permanently affected as if by a *slow* spell. Once per encounter, he may attempt to overcome the effects of this Defect for the remainder of the encounter by making a DC 15 Will saving throw.

Short-Range Spells [Metamagic]

A character with this Defect reduces the range of all spells.

Prerequisite: Cannot possess the Enlarge Spell Feat.

Detriment: All spells with a range of close, medium, and long cast by a character with this Defect reduce their ranges by half. Close-range spells have a range of 15 feet + 5 feet/four caster levels. Medium-range spells have a range of 50 feet + 5 feet/caster level. Long-range spells have a range of 200 feet + 20 feet/caster level.

Spell ranges not defined by distance, as well as spells without ranges of close, medium, or long, are not affected by this Defect.

Skyclad [General]

A character with this Defect prefers to work magic in the nude.

Prerequisite: Any spellcaster.

Detriment: A character that practices their craft Skyclad cannot prepare spells while clothed. Additionally, wearing clothing inflicts a 10% chance of spell failure in addition to any special failure chance incurred by wearing armor.

Slow Casting [Metamagic]

Spellcasters with this Defect need a little extra time to cast.

Prerequisite: Cannot possess the Quicken Spell Feat.

Detriment: A character with this Defect doubles all casting times. Spells with a casting time of

instantaneous require a move-equivalent action to cast.

Slow Healer [General]

Your body is slow to recover from injury.

Prerequisite: Cannot possess the Diehard or Endurance Feats.

Detriment: When a Slow Healer regains lost hit points by resting, use of healing magic, or the Heal skill, the number of hit points regained is reduced by half, rounded down.

Slow Study [General]

Though a character with this Defect is literate, she reads slowly and requires additional time to commit information to memory.

Prerequisite: Ability to read.

Detriment: A Slow Study takes twice as long to memorize spells from a spell book. Additionally, all attempts to read and use scrolls, tomes, runes, and other text takes twice as long.



Defects

Slowpoke [General]

A character with this Defect is slower than normal.

Prerequisite: Cannot possess the Enhanced Movement Feat.

Detriment: A Slowpoke reduces her base movement by 5 feet. This Defect can be taken multiple times. The effects stack.

Sluggish Reflexes [General]

A character with this Defect reacts slowly to danger.

Prerequisite: Cannot possess the Lightning Reflexes Feat.

Detriment: Sluggish Reflexes inflict a -2 penalty on all Reflex saving throws.

Sociopath [General]

A character with this Defect is an emotionless manipulator, unable to empathize with others.

Prerequisite: Any non-good alignment.

Detriment: A Sociopath is utterly unable to form emotional attachments to others, and as such has a hard time understanding them suffering a -4 penalty to Diplomacy and Sense Motive skill checks.

Sour Notes [General]

Your high notes sound like nails on a chalkboard.

Prerequisite: Bardic Performance.

Detriment: Whenever a character who plays Sour Notes makes use of Bardic Performance to create a spell-like or supernatural affect, allies within 30 feet suffer a -1 penalty on attack rolls, skill checks, and saving throws due to distraction.

Space Madness [General] (Sci-Fi)

A character with this Defect is ill-prepared to handle the psychological rigors of space travel.

Detriment: A character with Space Madness suffers a -2 penalty to all Will saving throws made in outer



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space (e.g., off the surface of a terrestrial planet). Additionally, the character must make a DC 15 Will saving throw every 2d6 days while in outer space. On a failed save, the GM selects an appropriate psychological Defect and applies it to the character. These Defects persist until the character spends at least 1d6 days on a terrestrial planet.

Space Sickness [General] (Sci-Fi)

A character with this Defect is not accustomed to living and working in space.

Detriment: A character with Space Sickness suffers a –2 penalty to all skill checks, saving throws, and attack rolls made in a microgravity environment due to chronic nausea, dizziness, and disorientation. At the GM's option, this penalty may be reduced to –1 or less while aboard a starship or space station equipped with artificial gravity.

Spacer [General] (Sci-Fi)

A character with this Defect is unaccustomed to living and working planetside.

Prerequisite: Must have spent a prolonged period in outer space.

Detriment: A Spacer suffers a –2 penalty to all skill checks, saving throws, and attack rolls made outside of a microgravity environment due to the crushing weight of his own body and the limitations of an environment where “up” and “down” are more concrete than relative. At the GM's option, this penalty may be reduced to –1 or less while on a planet or other environment with less than one terrestrial gravity.

Spell Sickness [General]

A spellcaster with this Defect is physically drained by the act of casting.

Prerequisite: Spellcaster.

Detriment: A character suffering from Spell Sickness is dazed for 1 round after casting a spell.

Squeamish [General]

A character with this Defect has problems dealing with blood, dead bodies, and the like.

Detriment: A Squeamish character cannot bring himself to search dead bodies – humanoid or otherwise – or come in contact with blood and other bodily fluids. The Squeamish suffer a –4 penalty on all Heal skill checks and other tasks that require possible contact with blood or remains.

Star Struck [General] (Sci-Fi)

Cosmic vistas are irresistible to a character with this Defect.

Prerequisite: Ability to see.

Detriment: Whenever a Star Struck character witnesses an expansive star field, nebula, black hole, or other astronomical phenomenon, he must make an immediate DC 15 Will saving throw or be fascinated by the wondrous tableaux, unable to do anything except stare and marvel. This fascination lasts until the character is attacked, damaged, shaken out of it, or passes out from exhaustion.

Stiff Joints [General]

Some people need to limber up before getting to work.

Prerequisite: No more than 13 Dex.

Detriment: A character with Stiff Joints must spend a full-round action stretching and limbering up before engaging in any vigorous physical activity (e.g., combat, running, swimming). Failure to do so inflicts a –2 penalty on all die rolls related to such activities for the remainder of the encounter.

Stubby Fingers [General]

This character has short, fat, sausage-like fingers.

Detriment: A character with Stubby Fingers has difficulty holding on to handheld items. Unless equipped with specially designed weapons, shields, tools, and the like (which can be crafted for +50% item cost), he must make a DC 10 Dexterity check each time he attacks, is attacked, or otherwise might lose hold of the item. On a failed check, the character drops the item. If the dropped item is a weapon being used to make a successful attack, the damage is reduced by half (rounded down).

Susceptible to Energy [General]

This Defect renders the afflicted character especially prone to certain elemental attacks.

Detriment: A character Susceptible to Energy suffers a –4 penalty to AC and all saving throws made to resist attacks, spells, and other effects of an energy type selected when this Defect is chosen (e.g., acid, cold, electricity, fire, or sonic).

Example: A character with susceptibility to fire suffers penalties on saving throws related to mundane and magical fire, alchemist's fire, attempts to keep from catching fire, fire-based breath weapons and the like.

Swear Jar [Metagame]

Talk is cheap, but some words cost extra.

Prerequisite: Ability to cuss.

Detriment: Whenever a character – or the player of a character – with this Defect uses a curse word (e.g., one of the seven dirty words, a notorious four letter word, semprini) he immediately loses 1sp. If

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the character has no silver pieces, he loses gold pieces, or platinum pieces if he possesses no silver or gold pieces.

Technobabble [General] (Sci-Fi)

A character with this Defect won't shut up about technology and the scientific principles behind it. Prerequisites: Ability to speak and an Intelligence of 11 or higher.

Detriment: Whenever this character attempts to understand or use a high-tech item, he must make an immediate Will saving throw (DC 10 + the character's Intelligence Modifier). On a failed save, the character must use one move-equivalent action for the next 1d6 + Intelligence modifier rounds to prattle on about the scientific and engineering principles behind the device.

Special: At the GM's option, a character with this Defect must make a Technobabble Will saving throw after witnessing cosmic phenomena or alien technology.

Teleportation Sickness [General]

Teleportation leaves a character with this Defect disoriented and nauseous.

Detriment: A character with Teleportation Sickness must make an immediate Fortitude save (DC 10 + the level of the teleportation spell or effect). On a failed save, the character is sickened for 1d4 rounds per level of the teleportation spell or effect. For the purposes of this Defect, teleportation is defined as anything that moves the character from one place to another without traversing the space between, including travel between the planes or through time.

Terminal [General]

A character with this Defect is irreversibly dying.

Detriment: A character with this Defect has a condition (determined jointly between the player and GM) that will kill him in 5d10+50 days. No mundane or magical effects can avert this, but a *limited wish* spell can add one day to the character's remaining lifespan, while a *wish* or *miracle* spell adds one day per caster level. Once this condition kills the character, nothing short of divine intervention can bring him back. If the character is killed earlier for another reason, he can be brought back to life normally, but still has the same amount of time left as he did when killed.

Text-O-Holic [General] (Modern, Sci-Fi)

A character with this Defect is always texting.

Prerequisite: Possession of a texting device.

Detriment: A Text-o-holic suffers a -2 penalty on all Perception skill checks, Reflex saving throws, and actions which require concentration or the character's full attention. Additionally, whenever a Text-o-holic confirms a critical, they must spend their next full-round action texting their friends about their good fortune. Should the character be unable to use her texting device for any reason, she suffers a -1 on all rolls until her digital lifeline is reestablished.



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Throws Like a Girl [Combat]

Characters with this Defect throw objects in a weak, limp-wristed manner.

Prerequisite: Cannot possess the Throw Anything Feat.

Detriment: This character's attack rolls made using thrown weapons suffer a -2 penalty. Additionally, all thrown weapon range increments are reduced by half.

Throws Stuff Down Stairs [General]

A character with this Defect habitually flings things down stairs, regardless of consequences, as a means of getting them to the bottom.

Prerequisite: Bitch or Dick, Intelligence or Wisdom of 11 or less.

Detriment: Whenever a creature who Throws Stuff Down Stairs comes to a stairway he intends to descend, he is compelled to fling anything he is carrying on his hands or on his back. A Will saving throw (DC 10) is allowed if the item/items to be thrown is a living being that might be harmed by the experience.

Normal: Normal people know that indiscriminately flinging things down stairways is a terrible idea.

Special: If a character with this Defect encounters a stairwell in conjunction with a stairway, it will attempt to make full use of this feature by dropping items as far down as they will go.

Tithes [General]

A character with this Defect gives regular donations to her temple.

Detriment: A character that Tithes must donate 10% of all acquired wealth to a temple dedicated to a god appropriate to her alignment at least once per month. Failing to do so may incur the wrath of the gods, or at least earn the displeasure of the temple priests. At the GM's option, failing to tithe is considered a violation of a cleric or paladin's code of conduct.

Tithes Generously [General]

A character with this Defect gives significant donations to her temple.

Prerequisite: Tithes.

Detriment: This Defect functions as Tithe, except the character must now donate 20% of all acquired wealth to an appropriate temple. This Defect may be taken multiple times, increasing the amount of the tithe by 10% (to a maximum of 100%).

Toadies to Authority [General]

A character with this Defect is abjectly deferent to any *de facto* authority, regardless of its level or legitimacy, and is quick to obey anyone who claims to be in charge.

Detriment: A character that Toadies to Authority will automatically obey the reasonable orders of anyone in a position of authority (e.g., the commander of the city watch orders the character to remain in doors until dawn). If the order goes beyond the normal purview of the authority in question, the Toady is entitled to an immediate Will saving throw (DC 10 + authority's character level + Charisma modifier).



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Too Cute [General]

The appearance, voice, and mannerisms of a character with this Defect fall somewhere between adorable and precious.

Prerequisite: Charisma 11+.

Detriment: A character that is Too Cute suffers a -2 penalty on all Intimidate skill checks. Additionally, the cuteness within shines forth no matter how the character attempts to hide it, resulting in a -2 penalty to all Disguise skill checks made to pass as someone or something less adorable.

Too Strong For Your Own Good [General]

A character with this Defect is as strong as an ox and twice as likely to break things.

Prerequisite: Strength 13+.

Detriment: Whenever a character with this Defect confirms a critical failure on any Strength-based, Dexterity-based, or attack roll while holding something in his hands, the item in hand gains the broken condition.

Tool [General]

This character is easy to manipulate and frequently

used by others.

Detriment: A Tool suffers a -2 penalty on all Will saving throws against mind-affecting spells and similar effects. Furthermore, anytime someone achieves a critical success with a Bluff skill check against a Tool, the Tool must attempt an opposed Sense Motive skill check. On a failed save, the Tool acts as if affected by a *suggestion* spell.

Toothless [General]

A character with this Defect is all gums.

Prerequisite: Bad Teeth.

Detriment: A Toothless creature is incapable of making bite attacks. Additionally, the creature suffers from a -2 penalty on all skill checks which require speaking, cumulative with the penalties inflicted by Bad Teeth. Finally, a Toothless creature suffers a 10% chance of spell failure when casting spells with verbal components.

Touches Other People's Stuff [General]

A character with this Defect has no respect for other people's possession and feels compelled to move them, hide them, "put them away", repurpose them, or otherwise inconvenience their owners.

Detriment: Anytime a person who Touches Other People's Stuff sights an unattended item belonging to another, she must make a DC 15 Will saving throw. Of a failed save, she must hide, move, or otherwise molest the item in question. This roll is necessary until the save is failed once in any given day.

If challenged, the person with this Defect may respond any number of ways when caught or confronted, including denying knowledge of the item, becoming enraged, creating complex stories to explain the disappearance, lamenting the loss of their own items, casting aspersions on their victim, or trivializing the importance of the item.

Special: Note that characters with this Defect are not compelled to steal items, just misplace or hide them, and are not necessarily dishonest. If they are inclined to steal, that is another matter altogether.

Tourette Syndrome [General]

A character with this Defect is unable to suppress the urge to shout or snarl obscenities and other verbal and physical tics.

Detriment: A character with Tourette Syndrome suffers a -2 penalty on all Charisma-based skill checks made in opposition to anyone offended by profanity. Furthermore, the audible nature of this Defect cases the character to suffer a --2 Penalty to Stealth skill checks. Spellcasters with Tourette Syndrome have a

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10% spell failure chance when casting spells with verbal or somatic components.

Trap Bait [General]

A character with this Defect is a sucker for traps.

Detriment: If a character with this Defect sets off traps whenever they fail a Disable Device skill check made to disarm a trap, regardless of the degree of failure. Additionally, they suffer a -2 penalty on all Perception skill checks made to locate, identify, or detect traps, and a -4 penalty to AC and saving throws against traps.

Normal: A character who fails a Disable Device skill check to disable a trap by 4 or less does not disable the trap, but does not set it off and may try again.

Trap Bait, Extreme [General]

A character with this Defect is an outright klutz who puts everyone at risk for traps.

Prerequisite: Trap Bait.

Detriment: Everyone within 10 feet of this character suffers from the Trap Bait Defect. They do not gain a bonus Feat while under the effects of this Defect.

Trembling Hands [General]

A character with this Defect has hands that shake in times of stress.

Detriment: Anytime a character with Trembling Hands enters a stressful situation (as determined by the GM), his hands begin shaking, inflicting a -2 penalty on all attack rolls, skill checks, and other actions requiring hands. The character may still use Trembling Hands for the remainder of an encounter by spending a full-round action and a DC 15 Will saving throw to calm the shakes.

Ugly On the Inside [General]

A character with this Defect has a face as grotesque as their soul and a demeanor as sour as their spirit.

Prerequisites: Any evil alignment, faint or stronger evil aura.

Detriment: A character that is Ugly On the Inside suffers a penalty on all Charisma-based skill checks (except Intimidate) and ability checks based on the strength of her aura of evil as described. The penalty is -1 for a faint evil aura, -2 for a moderate evil aura, -3 for a strong evil aura, and -4 for an overwhelming evil aura. These penalties do not apply when interacting with other evil creatures or the undead.

Uncommon Tongue [General]

Due to cultural isolation or just plain ignorance, a

character with this Defect fails to comprehend common, or whatever the lingua franca of the campaign setting happens to be.

Detriment: A character with an Uncommon Tongue does not receive common as a starting language and cannot gain proficiency with common until this Defect is bought off.

Special: If common would be this character's only language, replace it with another language of the player's choice.

Uncoordinated [General]

The movements of a character with this Defect are off balance and imprecise.

Prerequisite: Dexterity 11+.

Detriment: An Uncoordinated character cannot apply his Dexterity modifier to AC, Reflex save, attack bonus, or Dex-based skill checks.

Unfocused Critical [Critical]

A character with this Defect is deficient in the art of inflicting grievous injury.

Prerequisite: Cannot possess the Critical Focus Feat.

Detriment: A character with this Defect suffers a -4 penalty on all attack rolls made to confirm criticals.

Unlucky [General]

The unfortunate character with this Defect has chronic bad luck.

Detriment: Once per game session, at a time of the GM's choosing, an Unlucky character suffers a -10 penalty to a single die roll of the GM's choice.

Unlucky, Extremely [General]

Some people's bad luck is a danger to themselves and others.

Prerequisite: Unlucky.

Detriment: Whenever an Extremely Unlucky character's Unlucky Defect manifests, the die roll affected automatically fails.

Unlucky, Ridiculously [General]

This character's bad luck staggers the imagination.

Prerequisite: Extremely Unlucky.

Whenever a Ridiculously Unlucky character's Unlucky Defect manifests, the die roll affected automatically fails critically.

Unnatural Ones [Metagame]

When some people fail, they fail big.

Detriment: Whenever the player of a character subject to Unnatural Ones rolls a d20, all natural 2s are considered natural 1s.

Defects

Unpleasant [General]

Some people are difficult to get along with.

Detriment: An Unpleasant character suffers a -2 penalty on all Charisma-based skill checks.

Untied [General]

This character breaks ties the wrong way.

Detriment: Whenever a die roll made on behalf of this character results in a tie, the character loses the tie.

Venerable Age [General]

The years weight heavy upon a character with this Defect.

Prerequisite: Old Age.

Detriment: A character with this Defect increases his age category to venerable, receiving all of the detriments of advanced age, and none of the benefits (-3 to Strength, Dexterity, and Constitution). Additionally, the GM secretly rolls for the character's maximum age as appropriate for his race.

Vestigial Arms [General]

A creature with this Defect has exceptionally weak arms and hands, greatly reducing their effectiveness for tasks like wielding weapons or opening jars.

Prerequisite: One or more arms or gripping forelimbs.

Detriment: All melee attacks and Strength-based



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skill and ability checks involving the forelimbs or hands of a character with Vestigial Arms suffers a –2 penalty. Furthermore, such characters can only wield light weapons one-handed, require two hands to wield one-handed melee weapons, and cannot normally use two-handed weapons at all unless such weapons are designed for characters at least one size category smaller than the character with Vestigial Arms.

Special: Most characters with this Defect start off with it, but characters might acquire it through some enervating effect (e.g., contact with flesh-eating bacteria). Attacks affected by the Weapon Finesse Feat are not subject to this Defect.

Victory Dance [General]

Some people, like character's with this Defect, can't help themselves when it comes to celebrating a victory.

Detriment: Whenever a character with this Defect confirms a critical, he must spend his next full-round action doing a silly dance in celebration of his good fortune.

Villainous Lookalike [General]

A character with this Defect is the spitting image of a relatively well-known villain.

Detriment: A Villainous Lookalike has enough appearance, mannerisms, and other qualities in common with a notorious villain – living or dead, real or legendary – that he is routinely mistaken for the miscreant. While clever characters will attempt to turn this Defect to their advantage, GMs should ensure that such episodes are short-lived and that appropriate would-be champions turn up regularly to make the character pay for the crimes of his double.

Vulnerability [General]

A creature with this Defect is much more easily defeated under certain conditions.

Detriment: A character with a Vulnerability suffers a –4 penalty to his AC, attack rolls, and saving throws under certain conditions specified or agreed to by the GM. Possible vulnerabilities include; attacked by silver weapons, exposure to meteoric stone, the presence of good outsiders, etc.

Special: This Defect can be taken multiple times. If so, its numeric effects stack, or an additional vulnerability is selected.

Wanders Off [General]

A character with this Defect is inclined to wander away from the party.

Detriment: Anytime the party is at rest (e.g., making

camp, resting between encounters, recuperating after combat), a character who Wanders Off must make a DC 15 Will saving throw or else wander off in a random direction.

Wasteful Caster [General]

A character with this Defect uses material components in an inefficient manner.

Prerequisite: Spellcaster, cannot possess the Eschew Materials Feat.

Detriment: A Wasteful Caster doubles all material components used and/or consumed when casting spells with material components.

Weak Bombs [General]

This is the way the bomb bursts. Not with a bang but a whimper

Prerequisite: Bomb class feature.

Detriment: A character with Weak Bombs rolls d4s for bomb damage instead of d6s.

Weak Mount [Monster]

Some beasts can't handle their burdens.

Prerequisite: Horse, pony, ox, or other mounts or beasts of burden.

Detriment: Weak Mounts reduce their carrying capacity by 50%.

Example: Normally, a pony's light load is up to 100 pounds, medium load is 101-200 pounds, heavy load is 201-300 pounds, and can drag 1,500 pounds. However, a Weak Mount pony has a light load of up to 50 pounds, medium load of 51-100 pounds, heavy load of 101-150 pounds, and can drag 750 pounds.

Weak Sneak Attack [General]

A character with this Defect is less effective when attack from behind.

Prerequisite: Sneak attack class feature.

Detriment: A character with this Defect rolls d4s for sneak attack damage instead of d6s.

Weak Venom [Monster]

A creature with this Defect produces weaker venom than others of the same breed.

Prerequisite: Venom, toxic, or poison natural attack.

Detriment: The DC to resist this creature's natural poison is reduced by half.

Weak-Willed [General]

A character with this Defect lacks willpower.

Detriment: This Defect inflicts a –2 penalty on all Will saving throws.

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Weakling [General]

Strength isn't one of this character's strengths.

Detriment: A Weakling suffers a -2 penalty on all Strength-based skill and ability checks.

Won't Finish Off [General]

A character with this Defect never makes sure a foe is dead.

Detriment: Any time a character that Never Finishes drops a foe to negative hit points, she will refuse to perform a coup de gras on her incapacitated foe. Additionally, she is not entitled to make an opposed Sense Motive check if her foe is using Bluff to play possum. If the character has previously encountered and defeated the foe, she is entitled to a DC 15 Will save to avoid letting her foe live.

Special: Party members should not be able to circumvent the detriment of this Defect by simply finishing off every enemy the Defective character encounters. Instead, a DC 20 Spot check is required to notice that the character has neglected to end her foe and, if failed, the party will naturally assume the deed has been done.

Won't Look Down [General]

A character with this Defect almost never looks where he is stepping.

Detriment: A character who Won't Look Down suffers a -4 penalty on all saving throws related to being tripped, held, injured, or otherwise affected by ground-based effects such as *entangle*, *spike growth*, traps activated by tripwires and pressure plates, and similar effects.

Special: Note that a character with this Defect is not typically prevented from looking down in any way, they just have some disinclination against doing so (and may not even realize this is the case). They are thus unable to do things like see tiny monsters attacking them, examine their own feet, etc.

Won't Tighten Caps [General]

A character with this Defect is bad about properly sealing jars, vials, and other containers.

Detriment: Whenever a character who Won't Tighten Caps attempts to use a potion, vial of holy water, flask of oil, wineskin, or any other container of liquid, she must attempt an immediate DC 12 Reflex saving throw. On a failed save, the liquid in question spills and is wasted. Additionally, spilling some liquids can also have unfortunate consequences (e.g., acid, alchemist's fire, poison).

Work While You Whistle [General]

A character with this Defect whistles annoyingly while engrossed in important tasks.

Detriment: A character with this Defect cannot silently perform actions that require concentration or strenuous physical effort. He whistles, hums, or sings audibly while picking locks, disarming traps, studying tomes, translating inscriptions, and using Craft and Profession skills. The character may make noise while undertaking other actions as the GM sees fit. The character may attempt a DC 15 Will saving throw to suppress this Defect for the remainder of an encounter, provided another character points it out and asks them to stop first.

Xenophile [General] (Sci-Fi)

A character with this Defect is erotically fixated on aliens.

Prerequisite: Ability to perform sexually.

Detriment: When first encountering an intelligent alien with a gender analogous to the character's sexual preference, a Xenophile must make an immediate Will saving throw (DC 15 + alien's Charisma modifier). On a failed save, the Xenophile must attempt to flirt with, hit on, or outright seduce the alien in question.

Special: At the GM's option, alien characters may take this Defect to be unnaturally attracted to humans.



Appendix I: Prosthetic Limbs

When a party member is dismembered and bodily regeneration is not an option, the only solution for a missing limb is a prosthetic. Ranging from crude hooks and peg legs to multi-jointed, possible hands, prosthetics are a means by which characters can restore functionality to a lost limb and partially offset the effects of related Defects.

Donning Prosthetics

For a prosthetic to be useful, it must be properly mounted to the stump of the limb it is meant to replace. A character with both hands can don a prosthetic limb as a full-round action. A character with a Missing Arm takes twice as long to don a prosthetic. A character Missing Both Arms cannot don a prosthetic without assistance. Removing a prosthetic is a standard action.

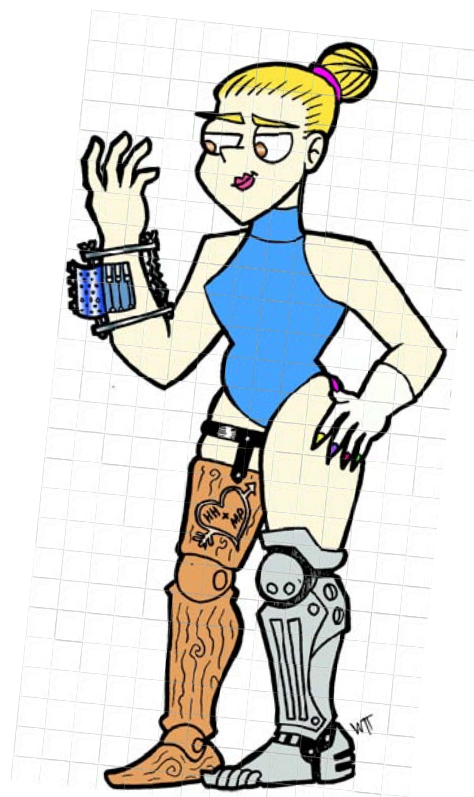
Prosthetic Arms

Prosthetic arms end in a gripping appendage designed to mimic the function of a hand (e.g., a hook, pincers, semi-articulated approximation of a hand, etc.). This appendage can grip items and be used to wield weapons. “Gripping” an item in a prosthetic limb requires a full-round action as the item must be properly set in the appendage. Masterwork prosthetics and tools that have been specially designed for use with the limb can be gripped as a standard action. A masterwork prosthetic can grip modified equipment as a swift action.

Wearing a prosthetic arm reduces the penalties for a Missing Arm by half. Additionally, the character may perform actions that absolutely require two hands, albeit at a –2 penalty, and in the case of skill checks requiring two hands, takes twice the time to accomplish. A character Missing Both Arms equipped with one prosthetic arm is considered to have only one Missing Arm, but all associated penalties are doubled. A character Missing Both Arms equipped with two prosthetics may attempt actions requiring one hand at a –2 penalty and tasks requiring two hands at a –4 penalty. All abovementioned numeric penalties are reduced by half for masterwork prosthetics.

Prosthetic Legs

Prosthetic legs — from the pirate’s peg to the gentleman’s jointed wooden leg — reduce the penalty to speed from a Missing Leg by half. Likewise, the bonus to trip attacks caused by a Missing Leg is also reduced by half. A character with a prosthetic leg no longer automatically falls prone after attempting to kick.



Prosthetics In Combat

For the purpose of combat, all unarmed strikes made with prosthetic limbs are considered attacks with improvised weapons. Prosthetics may be sundered. Hostiles attempting to divest a character of an object held in a prosthetic arm receive a +2 bonus on the roll to disarm. A masterwork prosthetic reduces this bonus to +1. Likewise, a character’s prosthetics can be removed with a standard roll to disarm.

Acquiring Prosthetics

A character with suitable materials can attempt to create a prosthetic limb with a successful DC 15 Craft (carpentry), Profession (engineer), or Heal skill check. Purchasing a wooden prosthetic limb costs 5gp. Double the cost for metal limbs. Adjust the price of masterwork limbs, limbs made from exotic materials, and limbs with special features (e.g., smuggler’s compartment, interchangeable attachments, spring-loaded axe, etc.) accordingly.

In Other Worlds

In certain steampunk, modern, or science fiction settings, prosthetics may exist which perfectly replace the form and function of a missing limb. Such prosthetics are beyond the scope of this book, suffice it to say that a character with a missing limb Defect must buy the Defect off before acquiring such a perfect replacement.

Appendix II: Potion Miscibility Table

droo	Result
01	Ka-Boom!: The concoction is highly unstable and explodes at the end of the round, inflicting 1d6 damage per potion mixed to everything within a 10 foot radius. A successful Reflex save (DC 10 + total potions mixed) halves this damage. If a heroic character drinks the mixture before the explosion, the save negates all damage. Of course, you can't dodge something in your belly.
02-03	Extremely Toxic: The mixture becomes highly toxic, prompting an immediate Fortitude save (DC 15 + number of potions mixed) versus poison on behalf of the drinker. On a failed save, the drinker takes 1d6 Con damage for every potion in the mixture.
04-06	Toxic Cloud: As above, but the mixture transforms into a billowing poisonous cloud with a 10 foot radius. If the mixture has already been swallowed, the drinker may attempt an additional Fortitude save to hold it in. A failed save releases the cloud and inflicts 2d6 acid damage to the drinker. A successful save inflicts an additional 1d6 Con damage to the drinker.
07-10	Unstable Poison: The mixture becomes a poison with unpredictable effects. When imbibed, the drinker must make an immediate Fortitude save (DC 10 + number of potions mixed) versus poison. On a failed save, the drinker takes 1d4 damage per potion in the mixture to a randomly determined attribute.
11-15	Unstable Poison Cloud: As above, but the mixture transforms into a billowing poisonous cloud with a 10 foot radius. If the mixture has already been swallowed, the drinker may attempt an additional Fortitude save to hold it in. A failed save releases the cloud and inflicts 1d6 acid damage to the drinker. A successful save inflicts an additional 1d4 attribute damage to the drinker.
16-21	Meet Mr. Hyde: The mixture inflicts a horrifying transformation. The drinker is transformed into a randomly determined race as per the spell <i>reincarnation</i> and his alignment is reversed (or changed to an extreme alignment if True Neutral). The transformation persist for 1d6 hours.
22-28	Homunculus: The mixture spawns a homunculus. There is a 50/50 chance the homunculus will be hostile or helpful to its creator. If the construct is spawned after the mixture is swallowed, it attempts to chew its way out of the drinker's guts, bursting free after inflicting HP damage equal to the drinker's Con. The homunculus deteriorates after 1d6 hours per potions mixed.
29-36	Neutral Brew: The mixture degrades into a foul-tasting goo devoid of beneficial or detrimental properties.
37-45	Bad Medicine: All potions in the mixture have the opposite intended effect.
46-55	Mixed Results: One potion in the mixture (chosen randomly) functions normally. The other potion has the opposite intended effect. If more than 2 potions are in the mixture, half function normally and half have the opposite effect. Odd potions out have no effect.
56-60	There Can Be Only One: Only one potion in the mixture (chosen randomly) functions properly. All other potions fail to have any effect.
61-65	Weak as Water: All potions in the mixture function, but all variable, numeric effects are minimized.
66-70	Watered Down: All potions in the mixture function, but all variable, numeric effects of said potions are reduced by one-half.
71-75	Strong Medicine: All potions in the mixture function, and all variable, numeric effects are doubled.
76-80	Placebo Effect: All potions in the mixture have no effect, but the drinker mistakenly believes they all functioned perfectly. A successful Will save (DC 15 + number of potions in mixture) negates this effect, but may only be attempted after circumstances suggest the potions may not be working properly.
81-85	Powerful Medicine: All potions in the mixture function properly, and all variable, numeric effects are maximized.
86-90	Surprising Result: All potions in the mixture function properly, and the drinker gains the benefits of an additional potion of his choice. This potion cannot possess a higher caster level than the highest CL in the mixture.
91-94	Side Effects Include Drowsiness: All potions in the mixture function properly, and the drinker is affected as if by a <i>Slow</i> spell.
95-97	Surge!: All potions in the mixture function properly, and the drinker is affected as if by a <i>Haste</i> spell.
98-99	Long-lasting: All potions in the mixture function properly, and their durations are doubled.
00	Irreproducible Result!: The effects of one potion in the mixture (chosen randomly) become permanent. All other potion effects are ignored.

Appendix III: Abbreviated Defect Listings

Defects

Absentminded Magician
Advanced
Aggression Inhibitor
Ailing
Airsickness
Airsickness, Severe
Alchemical Accidents
Alien Bio-chemistry
Alien Biology
Allergic to Magic
Allergic to Monsters
Allergies
Allergy, Severe
Angry Drunk
Animal Habits

Ashy
Bad With Animals
Bad Teeth
Bashful

Belly Flop
Bitch
Blabbermouth

Bleeder
Blind
Bot Hater
Brainless Brawler
Brew Neutral
Brittle Bones

Broken Claw/Horn/Tusk
Bucking Mount

Butterfingers
Chew Materials
City Folk
Civilian
Clumsy

Computer Illiterate
Conceited Caster
Country Folk
Creaking Joints

Curse Magnet
Curses Fate
Curtailed Spells
Dancing Fool
Darkblind
Deaf
Declines to Use Quivers

Prerequisites

Ability to prepare and cast spells
From a technologically advanced society
Robot, AI, cyborg, clone, or brainwashed

Airsickness
Alchemist or Craft (alchemy) as class skill
Aberration, alien, mutant, or outsider
Any alien race
Cannot possess spell resistance.

Allergies

Lycanthrope, Wild Shape, ability to cast Wild Shape,
or ability to transform into an animal

Cannot possess Animal Companion class feature or Animal Affinity feat
A mouth
Any class other than Barbarian

Ability to speak

Int 9 or less

Natural attack
Owns a mount

Spellcaster
Raised in a metropolis

Must be from a society with computer technology
Spellcaster
Raised away from a metropolis
Dex 13 or less

Cannot possess Spell Resistance

Spellcaster
Ability to hear
Darkvision

Proficiency with any bow or crossbow

Appendix III: Abbreviated Defect Listings

Detriments

Character randomly “forgets” one prepared spell a day.
–4 penalty to rolls involving pre-industrial technology.
Cannot initiate combat until damaged. –2 to attack and intimidation.
Double the number of saving throws needed to resist/cure disease effects. Suffer +1 damage from diseases.
–1 penalty to skill checks, attack rolls, and saving throws when flying.
Gain sickened condition when flying.
A natural 1 on Craft (alchemy) skill checks inflicts 1d6 + Craft (alchemy) skill ranks of fire damage.
75% chance consumed substances do not provide nourishment, –2 penalty to healing attempts.
–2 penalty to Heal checks and half normal damaged healed by or restored to this character.
Sickened when successfully affected by spells and spell-like abilities.
Character severely allergic to a monster type.
DC 15 Fortitude save to resist allergens or suffer a –2 penalty to attack rolls, skill checks, and ability checks.
DC 20 Fortitude save to resist specific allergen or suffer 1d6 Con damage.
DC 10 Will save to avoid attacking NPCs when drunk.

Animal behaviors and instincts persist for 1d4 hours after resuming natural form.
–1 penalty to Cha-based skill checks, +4 bonus to attempt to track the character.
–2 to Handle Animal and Ride skill checks.
Halve damage from bite attacks, –2 penalty Cha-based skill checks requiring an open mouth.
–1 to all rolls when underdressed. Cannot take full-round actions and 20% somatic spell failure chance when underdressed.
Fall prone after any jump or a fall from 10 feet or more. +2 bonus to trip this character.
–2 penalty to Cha-based skill checks.
Party takes –4 on all hearing-based Perception skill checks. Opponents gain +4 bonus to all hearing-based Perception skill checks made against character’s party. DC 10 Will save to shut up.
Suffer double damage from bleeding attacks. DC 20 Heal check to staunch character’s blood flow.
Permanently suffers the blinded condition.
DC 15 Will save to resist lashing out at robots. –2 penalty to interact with robots.
Apply Int modifier to all attack rolls.
Gain no benefit from potions or consumable magic items.
Bludgeoning attacks against this character increase threat range by 1 and gain a +2 bonus to confirm critical.
Add 10 feet when calculating falling damage
–2 to natural attack damage (minimum 1).
After a natural 1 or 2 on Ride or Handle Animal skill checks when mounted,
DC 10 + mount’s HD + Str modifier to stay mounted.
–2 penalty on all Dex-based skill checks.
10% chance of spell failure when casting spells with material components
–2 to Bluff, Diplomacy, Sense Motive, and Survival skill checks in rustic and wilderness environments.
Can only gain weapon and armor proficiencies through feats.
–2 penalty to all Dex-based skill checks.
–4 penalty to all rolls made to build, repair, or use computers.
A full-round action and DC 15 Will save needed to cast 0-level spells.
–2 to Bluff, Diplomacy, Sense Motive, and Survival skill checks in urban environments.
–2 penalty to Stealth skill checks. –2 penalty to Disable Device and Sleight of Hand skill checks where hostile NPCs might hear.
Death, evil, or fear-based spells within 30 feet have a 25% chance to targeting this character.
Must spend next full-round actions cursing fate after rolling a natural 1.
Spells last half as long as normal.
DC 10 + Perform skill Will save to not dance when hearing music.
Gain no benefit from Darkvision.
Permanently gains Deafened condition. Gains no benefit from bardic performance.
Add 1 round to the time it takes to use bows and crossbows

The Jester Dragon's Guide to Defects

Defects

Declines to Use Scabbards

Delicate

Despises Infirmary

Desirable Organs

Dick

Diminished Channeling

Disfavored Enemy

Disgusting Biology

Dishonest Face

Divine Pun-ishment

Doubting Thomas

Drops Weapons

Dumb

Dumpster Diver

Dyslexic

Easily Surprised

Effeminate/Butch

Enfeebled Spells

Epileptic

Evil Aura

Evil Hand

Evil Twin

Excess Beard

Expiration Date

Existentially Ignorant

Fashion Plate

Fat

Faulty Aggression Inhibitor

Faulty Implants

Feeble Summoning

Festering Wound

Fewer Bombs

Fixated on Bullshit

Flees in Terror

Follows SOPs

Font of Exposition

Foolish

Four Eyes

Freakishly Tall

Fugly

Generic Bombs

Generous Tipper

Glass Jaw

Glows

Hands Off Fate

Prerequisites

Proficiency with any edged weapon

Bitch, Dick, or evil alignment

Channel energy class feature

Alien or mutant

Ability to read

Spellcaster

Non-evil alignment

At least 1 hand

Any alignment other than true neutral

A beard

Robot, AI, clone, or cyborg

At least 1 cybernetic implant or mechanical enhancement

Ability to cast summoning spells

Bomb class feature

Ability to speak, Knowledge (any)

Nearsighted, Farsighted, wears glasses

Bomb class feature

Alien, mutant, energy being, outsider, survived radiation exposure

Appendix III: Abbreviated Defect Listings

Detriments

DC 15 Reflex save to avoid damaging self when readying edged weapons.

Readying said weapon is a full-round action.

Hit die reduced by one die type.

–4 to skill rolls made on or in conjunction with ill or injured creatures.

NPCs attempt to harvest character's organs.

–2 penalty on Cha-based skills.

Channel 2 fewer times per day

–2 penalty on attack, damage, Bluff, Knowledge, Perception, Sense Motive, and Survival skill checks against creature type.

–4 penalty to Cha-based rolls when performing mundane biological process.

–2 penalty to Bluff and Diplomacy.

All Sense Motive attempts against character have 25% chance of detecting a lie.

Character suffers 1d6 holy electricity damage bypassing damage resistance when player makes a pun.

Must attempt to disbelieve all supernatural phenomenon and certain monsters.

DC 15 Will save to avoid dropping weapons after apparently dispatching a foe.

–2 penalty to all Int-based skill checks.

DC 15 Will save to avoid searching through garbage.

DC 10 Int check to completely comprehend text.

Cannot take a standard or move action during a surprise round.

Always considered to be making a Disguise check to appear as opposite gender.

Reduce variable, numeric spell effects by one-half.

DC 10 Fortitude save to avoid falling prone and thrashing for 1d10 rounds after exposure to epileptic trigger.

Always considered evil for alignment-based spells and effects.

Lose control of hand 1d4–1 time per day.

50% chance evil counterpart will interfere with the character each session.

+2 bonus to initiate/sustain grapples against this character. –2 penalty to CMD against trip attempts.

Character dies at a specific date & time.

Player cannot read gaming books during play.

Increase wearable item costs by 30%, –2 to Cha-based skills when not stylishly dressed.

–1 to all skills subject to armor check penalty, food & water requirements double.

Pay 50% more for clothing & armor.

–2 to all Cha-based kill and ability checks except Intimidate, attitude to other creatures one step worse than normal.

DC 15 Fortitude save to avoid 1d6 damage after a natural 1 on any roll modified by cybernetics.

Summoned creatures have –2 Str and Con, cannot possess Augmented Summoning feat.

Hit points always reduced by 1, –1 penalty on Cha-based skills, +2 to track this character.

Throw 2 fewer bombs per day, cannot take Extra Bombs feat.

Double risk of critical failure for Perception skill checks, DC 10 Will save to avoid foolish actions.

DC 15 Will save to avoid fleeing when frightened or shaken, or subject to fear-based spells and effects.

Technical tasks take 50% longer, must take 10 whenever possible.

Expend for 1d4 + skill rating minutes after successful Knowledge skill check.

–2 penalty on all Wis-based skill checks.

–2 penalty to Cha-based skill checks when wearing glasses.

–2 size penalty to Dexterity, –1 size penalty to AC and attack rolls, –4 size penalty to Stealth skill checks.

–2 penalty on Cha-based skill checks.

Bomb damage has no energy type, cannot take discoveries which modify bombs.

Pay 15% more for food, lodging, and services.

Take double damage from unarmed strikes and grapples.

–4 penalty to Stealth and Disguise skill checks, attackers do not suffer penalties for low light or darkness, +2 bonus when tracking this character.

Player cannot roll dice during play.

The Jester Dragon's Guide to Defects

Defects

Prerequisites

Hearty Appetite

Heavy Worlder

Born and raised in high-gravity

Hey, Your Shoes Are Untied

Wears shoes

Hidebound

High Strung

Highly Suggestible

Cannot possess Strong Willed Feat

Holy Immolation

Any evil alignment

Horny

Hot Flashes

Middle-aged female

HP Transfusion

Ability to cast *cure* spells

HP Transfusion, Extreme

HP Transfusion

Hunchback

Hypersensitive

I Come In Peace

Ignorant

Illiterate

Imperial Marksmanship Training

Proficiency with ranged energy weapons

Impoverished

Incompetent

Incompetent Combatant

Incomplete Training

Incontinent

Indecisive

Cannot possess Improved Initiative feat

Inept

Inept, Extremely

Inept

Involuntary Reincarnation

Raising must exist in campaign setting

Is This The Love

of Which You Humans Speak?

Alien or robot

Isn't House Trained

Animal companion or housepet

Junkie

Kill Switch

Robot, cyborg, or brainwashed

Klutz

Sluggish Reflexes

Knuckle Cracker

Fingers with knuckles

Lack of Confidence

Landlubber

Lazy Eye

One or more functional eyes

Learning Disability

Lesser Channel

Channel energy class feature

Life Support

Alien, mutant, or outsider

Lightning Rod

Light Worlder

Born and raised in low-gravity

Limited Ecology

Environment type other than "any"

Love Struck

Sexual preference

Magic Fingers

Spellcaster

Magic Item Jinx

Magic Jazz Hands

Magic Fingers

Male Chauvinist Pig

Male

Appendix III: Abbreviated Defect Listings

Detriments

- Requires 50% more food each day, check for starving after 1 1/2 days without food, subsequent checks every half hour.
- 2 penalty to all Dex-based rolls in normal, low, or zero-gravity.
- DC 10 Reflex save to avoid falling prone after jumping, running, or charging.
- DC 10 Will save after first full-round move action each day to avoid falling prone and taking 1d4 damage.
- Gain no benefit for having a favored class, cannot take Eclectic feat.
- Suffer 1d6 frustration damage on a natural 1.
- 2 to Will saves to resist mind-affecting powers and abilities.
- Take 1d6 damage from contact with holy objects. DC 15 will save to handle holy objects.
- Compelled to chat up potential sexual partners at all times. DC 15 + object's Cha modifier Will save to resist.
- DC 15 Fortitude save every hour to avoid –2 penalty to all attack, skill, and saving throw rolls for 3d6+12 rounds.
- Lose HP equal to 50% HP restored to those you heal by magic.
- Lose HP equal to HP restored to those healed by magic.
- Become fatigued after strenuous physical activity. 50% chance NPCs are disturbed by appearance.
- 2 penalty to all rolls when subject to intense stimuli.
- Can never initiate combat against intelligent creatures, must attempt to reason with attackers.
- 2 penalty on all Wis-based rolls.
- Cannot use the written form of any language.
- 4 penalty on attack rolls with ranged energy weapons.
- Receive half the normal starting wealth, begin play each session with no money.
- 4 penalty to one skill.
- Receive half the normal BAB for your class.
- Receive one less class skill
- DC 15 Fortitude save to avoid soiling oneself under stress.
- 4 to initiative.
- Use 1d12 for all skill and ability checks. Take 6 or 12 rather than 10 or 20.
- Use a d12 for all rolls which require a d20.
- Roll on the Incarnation table when returning from the dead.
- NPCs gain +4 bonus to seduce or romantically manipulate this character.
- Animal relieves itself after 1d4 hours indoors.
- Must satisfy addiction once per day to avoid –2 to all ability scores.
- Lose consciousness for 1d4 hours when triggered.
- DC 5 Reflex save when running/charging to avoid 1d4 damage and falling prone.
- DC 15 Will save or spend move-equivalent action cracking knuckles before using hands.
- Roll twice for all Int-, Wis-, and Cha-based rolls, keeping lowest result.
- 2 penalty on all rolls while at sea.
- 1 penalty to sight-based Perception skill checks, missile weapon attacks, and opposed Cha-based skill checks.
- Pay two skill points for each class skill rank.
- Roll d4s instead of d6s when channeling.
- Character affected as if by drowning when without life support apparatus.
- All electricity-based effects within 30' have 50% chance of striking this character.
- Halve all movement rates, –2 penalty to Str-based rolls in normal or high gravity, +1 damage from bludgeoning attacks.
- 2 penalty on all saving throws and skill tests when outside preferred environment type.
- DC 15 + NPC Cha-modifier to avoid being affected as if by Fascination spell.
- All character's spells have a somatic component. Cannot take Still Spell feat.
- 20% chance magic items do not function for character.
- All character's spells require 2 somatic components (two free hands).
- 2 penalty to all Cha-, Int-, and Wis-based rolls related to women, who gain the benefits of Favored Enemy against this character.

The Jester Dragon's Guide to Defects

Defects

Prerequisites

Malodorous

Material Magic

Mechanical Jinx

Mediocre

Middle Aged

Minimize Spell

Enfeebled Spells

Missing Arm

Missing Both Arms

Missing Arm

Missing Leg

Missing Eye

Ability to see with at least one functional eye

Mis-brew Potion

Brew Potion feat

Misplaced *Ki*

Ki Pool class feature

Monolingual

Monstrous Appearance

Cha 9 or less or Fugly

Morbidly Obese

Obese

Mumbled Spell

Spellcaster

Mute

My Dog Has Fleas

Animal companion or steed

Narcissist

Ability to see, Cha 11+

Narcoleptic

Near Shot

Nearsighted

Ability to see

Nonlethal Spells

Spellcaster

Nonstandard Body Type

Not a Morning Person

Not a Team Player

Notorious

Nudist

Obese

Fat

Oblivious

Obvious Magic

Spellcaster

Old Age

Middle Aged

Old Wounds

One Life to Live

Raising must exist in campaign setting

Other Ways of Knowing

Outrageous Accent

Ability to speak

Pack Rat

Paradox Prone

Robot, android, AI, or being with artificial consciousness

Pathetic Critical

Cannot possess critical feats

Peaked

Perfectionist

Phobia

Phobia, Debilitating

Severe Phobia

Phobia, Severe

Phobia

Pointless

Elf, Half-Elf, Half-Orc, or any race with pointy body parts

Appendix III: Abbreviated Defect Listings

Detriments

NPC reactions lowered by one category, scent works at twice the normal range and with a +4 bonus toward tracking this character.

All character's spells consume a material component worth at least 1gp per spell level.

20% chance machines do not function, mechanical weapons threaten critically failure on rolls of 1-4

–1 penalty on all skill checks.

Gain all the penalties, none of the benefits, of Middle Age category.

All variable, numeric affects of your spells are minimized to the lowest possible result.

Cannot wield 2-handed weapons, –2 penalty on skill checks requiring two hands.

Cannot wield weapons, make Craft skill checks, or make Perform or Profession skill checks requiring hands.

–10 base speed, +2 to trip attempts against this character. Fall prone after kicking.

–2 penalty on sight-based Perception skill checks and missile weapon attack rolls.

Secret DC 20 Craft (alchemy) roll when brewing potions to avoid side effects.

Reduce *Ki* pool by 2, cannot gain Extra *Ki* feat.

Comprehend only one language.

Easily mistaken for monster of a specific type.

–3 penalty on skills subject to armor check penalty. Base speed reduced to 5. –2 penalty to AC.

Pays 200% more for clothing and armor. Requires four times as much food per day.

All character's spells require a verbal component. Cannot take Silent Spell feat.

Cannot speak, cast spells with verbal components, use magic items with command words, or use song-based bardic performance.

Animal companion suffers –1 penalty to all rolls,

master suffers –2 penalty to Ride and Handle Animals skill check made on animal companion or steed.

DC 15 + Cha-modifier Will save to avoid fascination with own reflection.

Will save to avoid falling asleep once per encounter.

Reduce ranged weapon range increments by half. Cannot possess Far Shot feat

–2 penalty to sight-based Perception checks and missile weapon attacks.

All spells inflict non-lethal damage, as do summoned creatures.

Must wear customized armor and clothing or suffer –1 penalty on all attack and Cha- and Dex-based rolls.

Character fatigued for 1 hour after sleep.

Cannot use or benefit from the Aid Another action or flanking bonuses. Cannot gain teamwork feats.

NPCs gain benefits of Favored Enemy class feature against this creature.

–2 penalty to Cha and –5 foot penalty to speed when clothed, double armor check penalties.

–2 penalty on all skills subject to armor check penalty, –1 penalty to AC, reduced speed,

double cost and materials of armor and clothing, requires triple the normal amount of food per day.

Always considered flat footed.

Character's magic use is obvious.

Character suffers all the penalties and none of the benefits of Old Age category.

Reduce hit point total by 10%.

Cannot return from death.

–2 to Charisma when not interacting with those who share odd beliefs.

–2 penalty on Cha-based skill checks when speaking or singing.

10% spell failure chance when casting spells with verbal components.

Must carry half character's light load in junk.

DC 15 + NPC Int-modifier Will save to avoid 1d4 Int damage when confronted with a paradox.

Roll twice to confirm critical hits, must succeed both times to confirm.

–2 penalty to all Fortitude saving throws.

Cannot take 10. DC 10 + skill ranks Will save to not immediately re-attempt a Craft or Profession skill check after failure.

Shaken when exposed to object of phobia.

Panicked when exposed to object of phobia.

Frightened when exposed to object of phobia.

–4 penalty on all Cha-based skill checks against members of character's race.

The Jester Dragon's Guide to Defects

Defects

Poison Susceptibility
Potion Junkie
Poor Pronunciation

Prerequisites

Ability to speak

Poorly Educated
Poorly Trained Pet
Pray Audibly
Prefers Oversized Weapons
Prefers Undersized Weapons
Premature Conjunction
Primitive
Psychic Bond
Punches With a Loose Fist

Knowledge as a class skill
Animal companion or arcane bond (familiar) class feature
Divine spellcaster, ability to speak

Arcane spellcaster

Pygmy
Pyromania
Quarter-Elf
Quarter-Orc
Quarterling
Randomized Summoning

Half-Elf
Half-Orc
Halfling
Ability to cast a summoning spell

Rebuff Magic
Reckless
Red Shirt
Reduced Arcane Pool
Reduced Bane
Reduced Grit
Reduced Rage
Reversed Polarity
Robotic Voice

Cannot be immune to criticals

Arcane pool class feature
Bane class feature
Grit class feature or Amateur Gunslinger feat
Rage class feature
Cannot be True Neutral
Ability to speak

Romances The Leg
Runs Like a Girl
Runt

Dog, monkey, or small or tiny animal companion or pet
Monster with 2 or more HD

Safety Protocols
Scatterbrained
Schizoid
Schizoid, Extremely
Seasonal Affective Disorder
Seasonal Rites
Self-Medicating

Robot, clone, cyborgs, or brainwashed

Schizoid

Divine spellcaster

Selfless Counselor
Shiftless

Short-range Spells

Spellcaster, cannot possess Enlarge Spell feat

Skyclad

Spellcaster

Slow Casting

Arcane spellcaster

Slow Healer

Con 9 or less, cannot possess Die Hard or Endurance feats

Slow Study

Ability to read and/or memorize spells

Slowpoke

Sluggish Reflexes

Sociopath

Any non-good alignment

Sour Notes

Bardic performance class feature

Appendix III: Abbreviated Defect Listings

Detriments

- 4 penalty to all saving throws versus poison.
- DC 15 Will save to avoid drinking available potions.
- 2 to Perform (act, oratory, sing) and Linguistics skill checks while speaking, 10% spell failure chance when casting spells with verbal components.
- 4 penalty on all Knowledge skill checks.
- 15% chance animal companions ignores orders, 5% chance it will do the opposite.
- Cannot pray quietly when preparing/casting spells.
- Only proficient with weapons intended for wielders one size category larger than himself.
- Only proficient with weapons intended for wielders one size category smaller than himself.
- DC 10 + highest spell level prepared when under stress to avoid immediately casting highest level spell.
- 4 penalty to all rolls made in relation post-Bronze Age technology.
- All mind-affecting effects which target the subject of the bond also effect this character.
- Fortitude save with DC equal to target's character level after an unarmed strike to avoid breaking hand and suffering 1 damage.
- Character is two-thirds normal height with –10 base speed.
- DC 10 Will save each day to avoid setting something of value on fire.
- Gain no benefit from one Half-Elf racial trait.
- Gain no benefit from one Half-Orc racial trait.
- Gain no benefit from one Halfling racial trait.
- GM randomly determines what character summons from available creature types.
- Cannot forego saving throws against beneficial magical effects or voluntarily lower spell resistance.
- Attacks against this character increase their critical threat range by 1.
- Always first to be attacked, 50% chance hazards target this character rather than normal target.
- Reduce arcane pool by 2.
- Use bane ability three fewer rounds per day. Cannot take Extra Bane feat.
- Gain 0 grit points at day's start, reduce maximum grit points by 2. Cannot take Extra Grit feat.
- Reduce rage turns per day by 2, cannot possess Extra Rage feat.
- Effected as if undead by positive energy, alignment considered reversed for alignment-based effects.
- 4 penalty to Bluff, Diplomacy, Perform (oratory, sing, act), and Disguise when not impersonating a mechanical being.
- Humps someone's leg for 1d4 minutes per day.
- Reduce running speed bonus by 3/4, DC 10 Reflex save to run in a straight line.
- Size category reduced by one step, –1 HD.
- Cannot inflict physical or mental harm upon specific targets.
- Must clear head for 1 full-round action before any task requiring full attention.
- Alignment changes along one axis each day.
- Randomly change alignment each day.
- 2 penalty on all Will saves and –1 penalty on all attack rolls and skill checks during chosen season.
- Can only prepare spells during religious holidays.
- Suffer –2 penalty to all skill and ability checks after any failed Will save or until consuming 1gp worth of preferred vice.
- Will save (DC 10 + number of characters in party) each round to avoid directing the actions of others.
- Affected as if by *Slow* spell at all times.
- Reduce spell ranges by half.
- Cannot prepare spells while clothed, all clothing inflicts 10% spell failure chance.
- Double all casting times.
- Rest, heal spells, and the Heal skill restore half the normal number of HP.
- Double time needed to read text, memorize spells, or use scrolls.
- Reduce base speed by 5 feet, cannot gain Enhanced Movement feat.
- 2 penalty on all Reflex saves.
- 4 penalty to Diplomacy and Sense Motive skill checks.
- Allies suffer –1 penalty on attack rolls, skill checks, and saving throws when using bardic performance.

The Jester Dragon's Guide to Defects

Defects

Space Madness

Space Sickness

Spacer

Squeamish

Star Struck

Stiff Joints

Stubby Fingers

Susceptible to Energy

Swear Jar

Technobabble

Teleportation Sickness

Terminal

Text-O-Holic

Throws Like a Girl

Throws Stuff Down Stairs

Tithes

Tithes Generously

Toadies to Authority

Too Cute

Too Strong For Your Own Good

Tool

Touches Other People's Stuff

Tourette Syndrome

Trap Bait

Trap Bait, Extreme

Trembling Hands

Ugly On The Inside

Uncommon Tongue

Uncoordinated

Unfocused Critical

Unlucky

Unlucky, Extremely

Unlucky, Ridiculously

Unnatural Ones

Unpleasant

Untied

Venerable Age

Vestigial Arms

Victory Dance

Villainous Lookalike

Vulnerability

Wanders Off

Wasteful Caster

Weak Bombs

Weak Mount

Prerequisites

Spent prolonged period in outer space

Ability to see

Dex 13 or less

Ability to cuss

Ability to speak, Int 11+

Must own a texting device

Bitch or Dick, Int or Wis 11 or less

Tithes

Cha 11+

Str 13+

Trap Bait

Any evil alignment

Dex 11+

Cannot possess Critical Focus feat

Unlucky

Extremely Unlucky

Old Age category

One or more arms and gripping forelimbs

Arcane spellcaster

Bomb class feature

Horse, pony, ox, or other mount or beast of burden

Appendix III: Abbreviated Defect Listings

Detriments

- 2 penalty on Will saves in outer space, DC 15 Will save every 2d6 days to avoid acquiring temporary mental defects.
- 2 penalty to all rolls in microgravity environment.
- 2 penalty on all die rolls made in outside microgravity environments.
- Cannot search corpses, -4 penalty on all rolls which risk contact with blood.
- DC 15 Will save to resist becoming fascinated by stellar phenomena.
- Must spend a full-round action limbering up before vigorous physical activity.
- DC 10 Dex ability check to avoid dropping items in combat.
- 4 penalty to saving throws and AC against attacks, spells, and effects based on chosen energy type.
- Character loses 1sp whenever player swears.
- Will save (DC 10 + Int-modifier) to resist technobabbling for 1d6 rounds + Int-modifier.
- Fortitude save (DC 10 + spell or effect level) or sickened for 1d4 rounds after teleportation.
- Illness kills the character in 5d10+50 days.
- 2 penalty on rolls to avoid surprise, must text about good fortune for one full-round action after confirming a critical.
- 2 on attack rolls with thrown weapons, reduce range of thrown weapons by ½.
- Throws things down stairs rather than carry them,
 - DC 10 Will save negates if this might cause injury to a living thing.
- Must give 10% of acquired wealth to a temple at least once per month.
- As Tithes, but character must donate 20% of acquired wealth.
- Will save (DC 10 + level of authority + authority's Cha-modifier) to disobey an order.
- 2 penalty on Intimidate skill checks, -2 to Disguise skill checks when not impersonating someone adorable.
- On a confirmed critical failure on attack and Str- and Dex-based rolls, whatever the character holds gains the broken condition.
- 2 penalty on Will saving throws against mind-affecting spells and effects, affected as if by Suggestion spell when others critically succeed with Bluff skill checks.
- Compelled to touch objects belonging to other characters.
- 2 penalty on Cha-based skill checks against those offended by profanity, -2 to Stealth skill checks, 10% spell failure chance when casting spells with verbal or somatic components.
- Automatically trigger traps on a failed Disable Device skill check,
 - 2 penalty on Search checks to locate and identify traps, -4 penalty to AC and saving throws against traps.
- Everyone with 10 feet suffers from the Trap Bait defect.
- DC 15 Will save to resist -2 penalty on attack and skill checks requiring use of the hands when under stress.
- Penalty to Cha-based skill and ability checks based on evil aura.
- Do not receive Common as a starting language.
- Dex-modifier does not apply to AC, Reflex saves, Attack Bonus, or Dex-based skill checks.
- 4 penalty to confirm critical hits.
- 10 penalty to a die roll once per game session.
- When the Unlucky Defect manifests, the effected roll automatically fails.
- When the Unlucky Defect manifests, the effected roll fails critically.
- All natural 2s on a d20 are considered natural 1s.
- 2 penalty on all Cha-based skill checks.
- This character loses all die rolls which result in ties.
- Suffer all the penalties but gain none of the advantages of the Venerable Age category.
- 2 penalty on all melee attacks, Str-based skill and ability checks dependent upon hands or forearms.
- Spend one full-round action dancing after confirming a critical hit.
- Frequently mistaken for notorious evildoer.
- 4 penalty to AC, attack rolls, and saving throws versus certain substances or energy types.
- DC 15 Will save to resist wandering off while party is at rest.
- Double material components used and/or consumed by spells.
- Roll d4s for bomb damage.
- Reduce animal's carrying capacity by 50%.

The Jester Dragon's Guide to Defects

Defects

Weak Sneak Attack

Weak Venom

Weak-Willed

Weakling

Won't Finish Off

Won't Look Down

Won't Tighten Caps

Work While You Whistle

Xenophile

Prerequisites

Sneak attack class feature

Venom, toxic, or poison natural attack

Ability to whistle

Appendix III: Abbreviated Defect Listings

Detriments

Roll d4s for sneak attack damage.

DC to resist creature's natural poison reduced by half.

-2 penalty on all Will saving throws.

-2 penalty on all Str-based skill and ability checks.

Never coup de gras incapacitated foes, cannot check to see if foes are feigning death.

-4 penalty on saving throws vs. trips, grapples, traps, and other ground-based harmful effects.

DC 12 Reflex save to not spill liquids when used.

Whistles when performing actions requiring concentration.

DC 10 + alien's Cha-modifier Will save to resist coming on to aliens.

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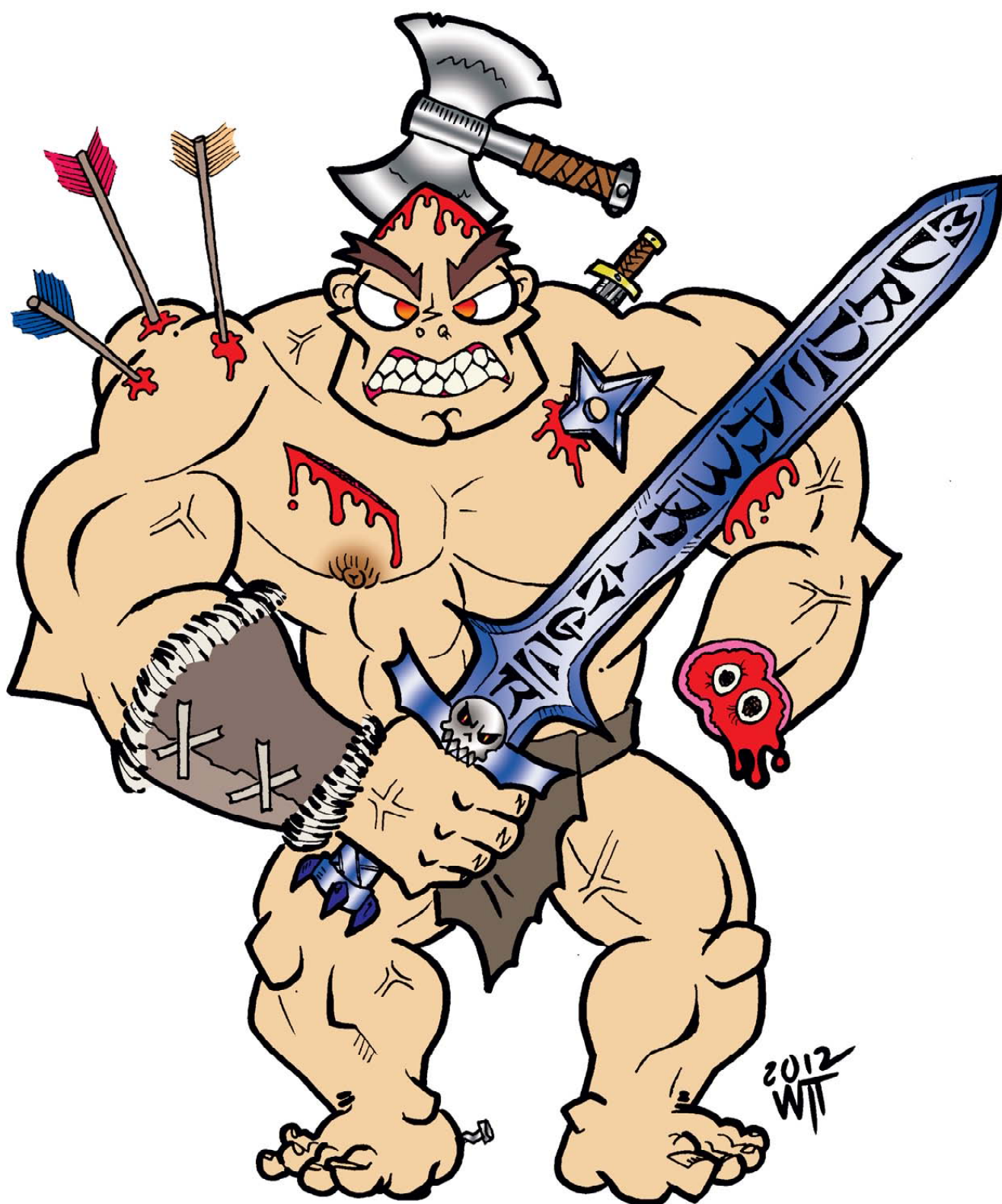
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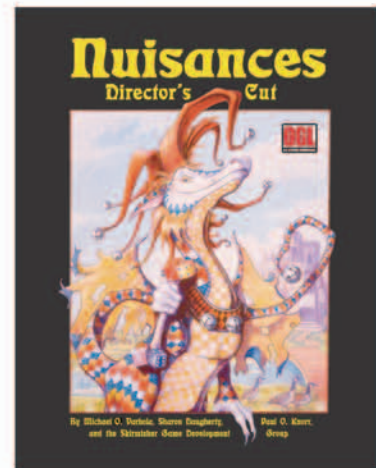
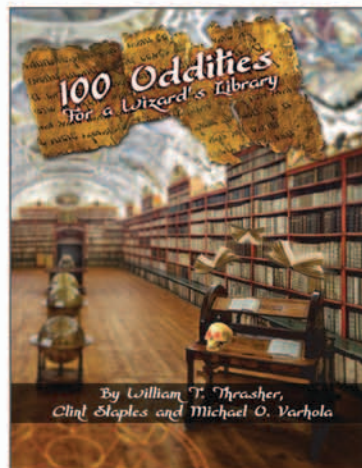
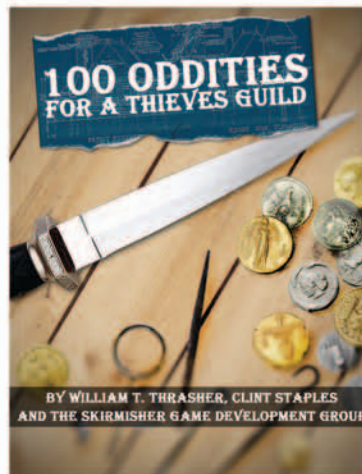
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