

# PERKS & FLAWS

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Check on-line for the latest updates.

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## Make Your Character Different

Perks & Flaws provide you with a way of making your character different from the others. They are optional and you may take up to three perks. For each perk you take, you must also take two flaws. Some flaws are more severe and count as 2 flaws. These are flagged as (x2)

*Unless your GM says so, all flaws are permanent. You should not select the flaw "Minor cursed Item" then pay to have somebody remove the curse. Instead, use the flaws to help make your character special, memorable and fun to play.*

## PERKS

### +1 Natural attack rating

Cesspoolers and Nightstalkers have vicious natural attack ratings, but why not make them even better. Or perhaps you want to create a kung-fu character and want to be able to kick and punch for more damage.

### +1 Natural defense rating

If you are having trouble finding armor for your character race, you might want to improve their natural defense rating.

### Alertness

Having a "passive spot" 24/7 can be useful for finding secret doors you might just walk past, finding traps you might walk into, or for noticing a hidden thief, before he even tries to surprise attack you.

You continually "Spot" at half your IN rating rounding up

### Bard

Due to your knowledge of ancient songs, you gain a +2d to all knowledge, history and lore checks. And others gain an additional +1d modifier to WP and attack rolls from your battle song.

### Beast Master

You may only control monster of an encounter type = "beast"  
You must find the monster, then roll NT vs NT to make the monster your beast

You may control monsters of any size

You may only have one beast

### Brave

You are a brave warrior

+2d modifier vs all "Horror" and "Gore" rolls

+1d modifier to your attack roll (AKR) (3/day)

### Scout

+1d modifier vs all "Terrain" rolls (climb, sprint, etc.)

Never trip or fall

+2d modifier to resist being tracked

### Corrupt

+2d modifier when attempting Bluff and Disguise, Nudge, and

Trip

### Eidetic memory

Also known as "GM's bane"

You have a 4 in 6 chance to recall most details.

### Face in the Crowd

You blend in well and do not stand out, so you are selected as a random target less often.

+2 point modifier when rolling for random target selection

### Grave Robber

You have a 3 in 6 chance to detect the presence of undead without even trying

+2d modifier to "Turn" undead

### Healthy as a Horse

+1d modifier when receiving binding wounds

You may receive 3 binding wounds a day

### Hunter and Tracker

+2d modifier to find hidden creatures or characters

+2d modifier to identify and follow tracks

+2d modifier to find and remove traps

### Inheritance

Begin with one of the following:

(1) +1 magic weapon

(2) +1 full chain armor

(3) 1 random spell glyph

(4) 400 gold

### Lindquist

Speak 2 additional languages

### Mage

+2d modifier to find and identify spell glyphs

+2d modifier to detect and dispel magic

### Magic Resistant:

+2d modifier to resist spells

You are immune to "Spell Arrows"

### Paladin

-1 to your Corruption rating  
+2d modifier when resisting Bluffs and Disguises

### Quick

+1 point to all initiative rolls

### Streetwise

You might just know somebody who might just know somebody.

### Stubborn

Never drop anything  
+2d modifier vs all "Pain" rolls

### Thief

+2d modifier when attempting pick lock, hide, and sneak

### Treasure Hunter

+2d modifier to find hidden treasure and secret doors  
+2d modifier to "Open Locks"

### Warlord

At the beginning of the first round of any battle, you gain a strategy bonus: all friendly characters within 3 inches gain an additional 2 inch "Free Move"

## FLAWS

### Bleeder

Any time you get cut, stabbed or made to bleed, there is a 1 in 6 chance you suffer 2 to 7 additional points of damage.

### Braggart

You are compelled to exaggerate, and tell everyone of your deeds.

### Chip on Shoulder

Roll WP vs 10d to voluntarily walk away from a fight  
-2d penalty vs all "Taunt" rolls

### Clumsy

-2d penalty to all CN rolls

### Combat Paralysis

You spend the first round of combat, standing still and taking no actions. You cannot even run away. This goes away as soon as you have a WP 10 or higher.

### Cowardly

-2d penalty vs "Horror" rolls

### Dim Witted

-2 penalty to all IN rolls

### Elderly (x2)

Half MV round down, -1 LF, -2 HP

### Foolhardy

Must always be the last one to run away

### Greedy

Easily bribed and a sucker for bad bets

### Illiterate

Unable to read and write

### Memorable

You stick out like a sore thumb, so you are selected as a random target more often.  
-2 point penalty when rolling for random target selection

### Minor Cursed Magic Item

Unable to avoid traps  
Unable to find secret doors  
-1 point penalty to all initiative rolls  
Etc.  
(make up your own)

### Mute

You cannot speak. You must draw pictures, wave arms, grunt, and point. When you try to speak, all you can ever say is your name.

### One arm (x2)

You may not wield a sword plus a shield, 2HD weapons, or two weapons

### Paranoid

You suffer from a unique fear that is not rational

### Poor eyesight

-1d penalty vs all "Spot" rolls

### Poor hearing

Others must yell as you place a sea shell (or something) in your ear.

### Rude

You have no people skills  
You frighten children  
You pay 50% more (one and a half times) the standard price when bargaining.

### Sickly (x2)

You suffer a permanent -1 LF, -2 HP

Sight of Blood

You sometimes faint at the sight of blood

Roll WP vs 10d or faint, ..taking no moves or actions for the rest of the current round

Wanted

You are currently being hunted

There is a price on your head

Weakling

-2 penalty to all ST rolls

Wooden Leg (x2)

-1d penalty to movement speed

-2d penalty to all MV rolls

No Sprint

Max leap equals 2d

Youngling (x2)

Half SZ round up, -1 LF, -2 HP