

VICTORY SYSTEM

The Merits and Flaws Compendium



Victory System

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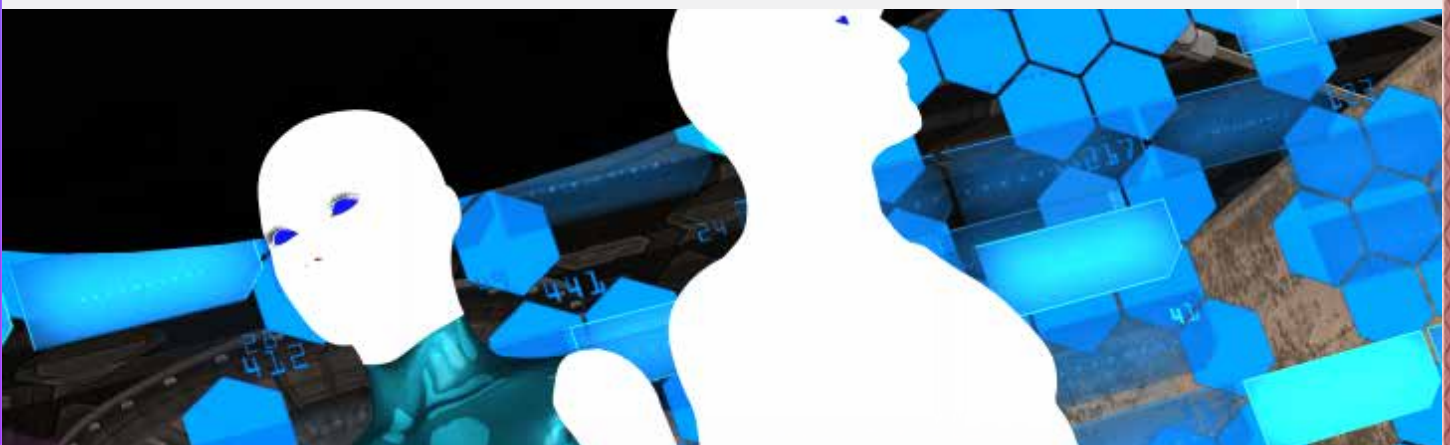
The **Victory System - Equipment Manual** is a Roleplaying Game and is for entertainment purposes only. It makes no claim to being a textbook of any sort, or to represent any actual facts. The concepts, events, and people represented in this book are entirely works of fiction, including the supernatural elements in its background, storylines, and themes.

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An Edge and a Failing

The Victory System was released in November of 2013. A good number of supplements have been released since the Core Book’s initial offering, and every so often, those books have included new Merits and Flaws.

Whether something to make a particular type of monster work out better, a fresh set of Special Abilities, or even just a shorthand for the name of another Flaw that would have taken up half the page, or trying to get a character to work out “just right,” these Merits and Flaws have been spread out through a dozen books spread over four or five years.

Here then is a compilation of all of the Merits and Flaws in the Victory System. This expanded list includes the Merits and Flaws, a brief description of their effects, and later, a more detailed description featuring all of the game effects and interactions.

More, we also include a guide to what Merits and Flaws will “move with the mind” should a Character’s mind be transferred to a different body (as you do), and the guidelines for creating your own Merits and Flaws should you need a little something special of your very own.

Fans of the old “Hot Chicks: The Roleplaying Game” will see most of their favorites reflected here... most of them. There are a few Merits and Flaws missing from this “complete” collection, those being the more adult-oriented Merits and Flaws from our supplement of dark, mature horror, “Inner Darkness.”

With the more “family friendly” approach of The Victory System, these Merits and Flaws were simply not appropriate for inclusion. Most of them should, however, translate from one system to the other without much fiddling at all.

This is a living document, and as more supplements are created and more Merits and Flaws are added to the system, they’ll be added to this document and this product updated. For the moment, this can safely be considered a single source reference for Merits and Flaws in the Victory System for games of all Eras.

Starting Characters receive five (5) Merits, and can receive up to five (5) more by taking one (1) Flaw for each additional Merit above the initial five (5) to a maximum of ten (10). Rolling the Character “Hard Core” grants an additional Merit for a potential total of eleven (11). Now, what can you do with them?

Merits

MERIT	DESCRIPTION
Ambidexterity	Use both hands with no penalty; 1 additional action per turn with no penalty
Animal (s)	Character has access to Anima Abilities list
Artificer	Character can Enhance items with Special Abilities
Athlete	+1 to all Athletic skills
Bad-Ass	+1 to all Combat skills
Bestial Affinity	+3 when dealing with Animals
Comely	+2 to Social rolls where appearance would be a factor
Coping Mechanism (l)	Recover naturally from Psychological Trauma; can be taken up to 3 times
Crafty	+1 to all Craft skills
Cross Fertilization	Allows cross-species breeding
Deadly Aim	Reduce all Called Shot penalties by 2
Drink Like a Fish	+4 on rolls to resist Alcohol's effects
Eat Like a Bird	Live on 1 meal a day with no ill effects
Empowering Hospitality	Character is empowered by a particular type of hospitality. Can have several types
Era-Wise	No penalty to deal with technologies from earlier Eras
Extraordinary Statistic	One statistic at 10 OR 2 statistics at 9 OR 3 statistics at 8
Fast	+3 to Initiative
Fast on the Draw	Draw weapons/items as a Free Action
Favor of the Gods	Character is favored by a god, gains insights and occasional divine intervention
Fight One, Fight All	Character is part of a group that will come to their aid if they are threatened
Fit as a Fiddle	+3 to resist Disease
God of Reloading	Reload weapons as a Free Action
Haymaker	Add 1 Shrug to Strength-Based Damage from hands
Higher Tech	Familiar with/able to use technology from one Era higher
Highest Tech	Familiar with/able to use technology from two Eras higher
Homemaker	+3 to Cleaning skill, character tends to keep an area clean without conscious thought
I Am The Law	Character is empowered by a law enforcement agency to enforce the law
Iron Will	+3 to Will statistics
Jackrabbit (l)	+3' horizontal jumps, +1' vertical jumps, can be taken up to 3 times
Kick Like a Mule	Add 1 Shrug to Strength-Based Damage from feet
Knowledgeable	+1 to all Knowledge skills
Manipulator	Character that would normally have no manipulators has manipulators
Martial Artist (s)	Character has access to Martial Arts abilities
Master Cook	+3 to Cooking skill
Military License	Character can add military weapons to (a) vehicle(s) they own
Mind of Power (s)	Character has access to Psionic Disciplines
Moda Mechanica (s)	Character has access to Mechanica
Natural Engineer	Character constructs, fabricates, and repairs four steps higher on times/tasks chart
Night's Eyes	All vision penalties from Darkness reduced by 2
Outsider (s)	Character has access to Outside abilities
Patronized	Character has patron that supplies them with resources

Merits (Continued)

MERIT	DESCRIPTION
Polyglot (l)	Character can speak more than one language. Can be taken up to 3 times
Preternatural (s)	Character has access to Powers
Pro Jumper	No Risk cost to PUSH a Jump
Pro Lifter	No Risk cost to PUSH a Lift
Pro Runner	No Risk cost to PUSH a Sprint
Pro Thrower	No Risk cost to PUSH a Throw
Quantum Singer (s)	Character can perform Quantum Song
Quick	+3 to Speed
Really Skilled (m)	Character has 10 additional Skill Points. Can be taken multiple times
Rich (m)	Character's budget increased by \$10,000.00, has
Riskful (m)	Character's maximum Risk pool increased by 10
Second Sight	Character can see spirits and the uncanny
Spell Slinger (s)	Character has access to Magic Spells
Spotlight	Character has public persona that can draw media attention
Spy	+1 to all Espionage skills
Steel-Trap Mind	Character does not forget things. Ever.
Striking Presence	+2 to all Social Interactions based on presence alone
Supple Lover	+3 to the Seduction skill to initiate/perform intimacy
Tough as Hell (m)	+1 Shrug. Can be taken multiple times
Transporter	+1 to all Transport skills
Unfathomable	Regardless of unusual nature, Character seems to be totally normal
Vehicle Owner (l)	Character owns a vehicle; the more times taken, the larger the vehicle
Well-Funded (m)	+\$15,000.00 to budget. Can be taken multiple times



Notes:

(l) Leveled: This Merit/Flaw can be taken up to three or five times

(m) Multiple: This Merit/Flaw can be taken any number of times

(s) Special: This is a Special Merit

(v) Varied: This Flaw can be taken multiple times - each time referring to a different variable

Flaws

FLAW	DESCRIPTION
Accidental Package	Character takes on a Package under some accidental circumstances
Addiction (m)	Character is addicted to a substance. Can be taken multiple times
Aerial	Character is better suited for flying. Ground speed is 1/2 Agility in feet per turn
Aquatic	Character is suited for underwater living. Breathes water, moves slowly on land
Asthmatic	Character spends 20 Risk on a Burst of Speed or Strength, 30 on critical failure
Aversion	Will -2 to approach or be in presence of substance/effect
Bad Cook	-3 to the Cooking skill
Bad Driver	-3 to all Transport skills
Bestial	Character is animal-like, can't use language or manipulate items
Blood Feud (l)	Character is at war with some individual or group. Can be taken up to 3 times
Can't Jump	-3' to jumping distance, -1' to jumping height. May be taken up to 3 times.
Can't Stay Dressed	Clothing tends to fall off the Character
Carnivore	Can eat only meat; -3 for 48 hours from eating anything else
Cerebrovore	Can eat only neural tissue; -3 to all actions for 48 hours from eating anything else
Cheap Drunk	-2 to resist effects of Alcohol
Clingy Fanbase	Can't avoid unwanted attention from "fans"
Cold-Blooded	No ability to regulate body heat. -3 to Initiative when cool, cold causes damage
Delicate Feet	-2 to kick attacks, -2 to Speed
Delicate Hands	-2 to Hand to Hand attacks, will injure themselves lifting their full Dead Lift
Delicious	Character tastes extremely good, may draw predators
Dishonored (v)	-2 to Social rolls among those aware of Character's dishonor
Doubtful Presence	-2 to Social rolls due to being "creepy" in some fashion
Dyslexic	Will roll to correctly navigate under stress
Fashion Victim	-2 to Styling when attempting to appear fashionable
Forgetful	Player may not take notes nor be reminded of forgotten facts during play
Frigid	-3 to Seduction rolls to perform intimate acts
Hemovore (l)	Can eat only blood; -3 for 48 hours from eating anything else
Herbivore	Can eat only plant matter; -3 for 48 hours from eating anything else
Horrific	Appearance can cause Psychological Trauma; all social interactions -4
Horrific Slob	-3 to Cleaning skill, area around Character becomes messy
Hybrid Fate	Character will eventually become an Outsider
Imperfect Repose	A "something" is required for the Character to get proper sleep
Infertile	Character is incapable of biological reproduction
Insectivore	Can eat only insects; -3 for 48 hours from eating anything else
Liquivore	Can ingest only liquified proteins; -3 for 48 hours from eating anything else
Item-Bound	Character is a disembodied intellect bound to a physical object
Lower Tech	Character is one Era level lower in technology
Lowest Tech	Character s two Era levels lower in technology
Malleable	-2 to Will
Mental Malfunction (v)	One of many possible psychological difficulties. Can be taken more than once
Metavore (v)	Can gains sustenance only from the use of a Special Ability
Nerfed Statistic	Character has a statistic that is 4 or lower

Flaws (Continued)

FLAW	DESCRIPTION
Nervous Stomach	Lose 1 Shrug to violent vomiting when taking Psychological Damage
OCD (v)	Will -2 to resist a constant compulsion. Can be taken multiple times.
Of the Outside	Character is an enemy of the Universe as a whole; a being of the Outside
Othervore (v)	Can ingest only something weird; -3 for 48 hours from eating anything else
Owned	Character belongs to another individual or organization, has no legal I.D.
Personal Dedication (v)	Must help a particular individual/organization or be at -2 to anything else
Phobic	Character has a Phobia. -2 to do anything dealing with their particular fear
Photovore	Character gains nutrition only from light and carbon dioxide
Physical Impairment (v)	Character has one of many possible physical difficulties
Poor (l)	-\$10,000.00 to Budget, struggles with expenses. Can be taken more than once
Prude	-2 to deal with sexual situations
Psycho	No subtlety nor restraint. Will roll to use anything other than max possible force
Puppet Strings	Somone has some form of control over the character
Range Challenged	All range penalties doubled
Reality Flaw	Quantum Song has brought this Character out of sync with reality
Reduced Lift I	Dead Lift is 1/4 of normal
Reduced Lift II	Dead Lift is roughly 1.00 lb
Reduced Lift III	Dead Lift is under 1.00 lb... practically negligible
Reduced Move I	Running Speed is 1/4 of normal
Reduced Move II	Running Speed is 1/10 of normal
Reduced Move III	Running Speed is 1' per turn (or less)
Riskless (m)	-10 Maximum Risk Pool. Can be taken multiple times
Self-Imposed Limit (v)	One of many codes of behavior, -2 to willingly violate. Can be taken multiple times
Semi-Aquatic	Breathe air normally, Land speed is Strength in feet. Breath Holding x2
Sidereal	From another plane of existence; can be banished
Small I	Character is half to a quarter normal size. Dead Lift is 1/4 of normal, -1 Shrug
Small II	Character is an eighth to a tenth normal size. Dead Lift is 1.00 lb, -2 Shrugs
Small III	Character is less than a twentieth normal size. Dead lift negligible, -3 Shrugs
Socially Unacceptable (v)	-2 to Social Rolls if Secret Quality is discovered. Can be taken multiple times
Solarbane (v)	Character treats Sunlight as harder radiation. Can be taken in 4 levels
Squeamish	-2 in the presence of "disgusting" or "icky" things
Stands Out	-2 to blend in to social situations due to odd or unusual features
Strongly Scented	-2 to Stealth due to strong (not necessarily unpleasant) smell
Swims like a Brick	-3 to Swimming, can not float
Ugly	-2 to Social interactions due to appearance
Unhealing	Can not heal normally or with Medicine rolls. Healing abilities cost 2x Risk
Unskilled (l)	-10 Skill Points
Very Fertile	Character reproduces biologically even from "casual" encounters
Vulnerability	One of many affects/substances bypasses all defensive Special Abilities
Wanted (v)	Character is being hunted by individual or group. Can be taken multiple times
Weak as Hell (l)	-1 Shrug. Can be taken multiple times. Can NOT take Character below 0 Shrugs

Merit Descriptions

A

Ambidexterity: The Character can use both the right and the left hand equally well, and wield two weapons at the same time with no penalty. The Character can take one additional attack a round at no multiple action penalty.

Animal: The character with this Merit has qualities usually found in the Animal kingdom. Often, this means that they are, themselves, an animal; this is not necessarily the case. If the character also has the Bestial Flaw (below), then they are, indeed, an animal. Otherwise, they merely have qualities or abilities usually found in animals; these may not be apparent by visual inspection alone. The character may purchase Animal Abilities, and may have ranks in the Base Instinct skill. (From Beasts of Victory).

Artificer: (Prerequisite - character MUST have at least one Special Merit; Martial Artist, Mind of Power, Moda Mechanica, Preternatural, or Spell Slinger) The character with this Merit is capable of performing Enhancements on items of equipment. (From The Victory System Equipment Guide).

Athlete: Characters with this Merit have a natural aptitude for Athletic activities of all sorts. With this Merit, the Character adds a bonus of one (+1) to all skills in the Athletics category. This CAN raise the ranks in an Athletics skill above the limit of six (6) ranks.

B

Bad-Ass: The Character is proficient in the arts of killing people and breaking things. They receive a plus one (+1) to all skills in the Combat category. This CAN raise ranks in a Combat skill above the limit of six (6) ranks.

Bestial Affinity: The Character has an inherent rapport with animals, and gain a plus three (+3) on any roll for dealing with animals, whether they are riding them, attempting to communicate with them, or tracking them. It does NOT apply as a bonus in combat against animals.

C

Comely: (Prerequisite – Character may not have the Ugly Flaw) The Character is particularly attractive, drawing attention and turning heads. This conveys a bonus of plus two (+2) to rolls in which their appear-

ance can reasonably make a difference, such a Seduction rolls to attract attention, Communication rolls to sway a crowd, or Streetwise rolls to get into exclusive parties. Comely people can get into places that people of average or bad appearance simply can't.



Coping Mechanism: (Prerequisite – Character cannot have the “Malleable” Flaw) (This Merit can be taken up to three times). Normally, it requires a week of time under the care of a psychologist or psychiatrist in order to recover a point of Will lost to psychological trauma. The Character with this Merit recovers lost Will points on their own, without the need for a mental health professional (and their weekly Intelligence plus Psychology or Medicine roll). The speed with which the Character recovers lost points of Will depends on how many times this Merit is purchased.

Number of “Coping Mechanism” Merits	Recovers one lost Will point in...
1	One Week
2	One Day
3	One Hour

Crafty: The Character has an aptitude for artistic expression and crafting of all kinds. They receive a plus one (+1) to skills in the Craft category. This CAN raise ranks in a Craft skill over the limit of six (6) ranks

Cross Fertilization: (MUST have the Outsider Merit) The Character with this ability can breed with any life form of the same family (Animals with Animals, Plants with Plants) and achieve successful fertilization of a hybrid. The character with this ability can pass along such traits to their offspring as sentience, body shape, Merits, Flaws, and Special Abilities. The offspring of such a union will either be born with either the Of the Outside or Hybrid Fate Flaw, as traits passed along with this ability may be dormant until the offspring reaches maturity. (From Eldritch Victory).

D

Deadly Aim: The Character with this Merit has a knack for hitting a target where they want to hit it. Deadly Aim reduces all penalties for Called Shots by two (2) (i.e. - normally, a called shot to the Head is a penalty of minus three [-3]. With this Merit, the penalty becomes a mere minus one [-1]).

Drink Like A Fish: (Prerequisite – Character may not have the “Cheap Drunk” Flaw) The Character can drink more alcohol without ill effects than the average person. When rolling Stamina plus Toughness to determine whether the Character is drunk, the Character with this Merit receives a plus four (+4) Bonus.

E

Eat Like A Bird: The Character does not need to eat nearly as much food to be satisfied and nourished as the average person. A Character with the Eats Like a Bird Merit need eat only one (1) full meal a day, or two (2) or three (3) small snacks, in order to remain healthy.

Empowering Hospitality: The Character with this Merit gains certain immunities when they are under another’s hospitality; if they have been invited into a place, the person who invited them in has limited power over them. This immunity can vary greatly from Character to Character, and should be worked out with the Game Master. Examples include Diplomatic Immunity, in which a Character could not be arrested nor imprisoned by those who invite them in, or Vampiric Immunity, wherein a Vampire invited into a place would not suffer their usual Vulnerabilities while in that place under said invitation.

Era-Wise: The Character has a fundamental and historical understanding of how things work, and therefore does not suffer the minus three (-3) Penalty for working with Equipment from an Era earlier than their own: Near-Modern Era Characters with this Merit do not suffer the penalty for using Fantasy Era equipment, and Space Era Characters with this Merit do not suffer the penalty for using Near-Modern or Fantasy Era Equipment.

Extraordinary Statistic: This Merit is best purchased after all Primary Statistics have been determined and assigned; it can be taken after Character Creation as part of Improvement, but it can only ever be taken once. The Character with this Merit may automatically make any one Primary Statistic a ten (10). Alternately, they may make two Primary Statistics nines (9) or three Primary Statistics eights (8). (From the Powers Compendium).

F

Fast: The Character reacts to situations faster than the average person. Characters with this Merit add three (+3) to their Initiative.

Fast on the Draw: Characters with this Merit need not spend an action to draw a weapon, but rather, draw their weapons as a Free Action. In situations where the Character is entering combat but has not yet drawn their weapon, this gives a plus five (+5) to Initiative.



Favor of the Gods: The Character with this Merit has the attention and favor of one or more of the gods of the modern pantheon. They may receive regular visitations from the god(s) through dreams, and may actively seek visions in meditation by making a roll on their Will stat plus any Special Skills they may have. These visions and/or visitations will usually result in key information about dire situations in the current campaign or danger that the character is about to get in to. At the GM’s option (often based on rolling low on a 1d20), the god may assist the character further with extra Risk, the assistance of other of the gods followers, or some form of assistance OTHER THAN DIRECT DIVINE INTERVENTION. Such intervention may occur, but only at the most dire moment, and only if the character has in every other way failed to survive circumstances they were placed into. This is a last opportunity for a GM to give the character a last minute reprieve from oblivion... nothing short of that will draw this level of intervention. (From Disciples of the Blade).

Fight One, Fight All: The Character with this Merit is a member of a tightly-knit social or family group. Anyone who elects to pick a fight with this character will have to deal not only with the character, but with all of the character’s group. This does not give the character free reign to get the group involved in their every fight; it applies when someone targets the Character with this Merit, NOT when the Character with this Merit targets someone else. At the GM’s option, the Character with this Merit can make rolls on their Intelligence plus Communication to request assistance from their group, such as a little extra cash, spare equipment,

shelter (hospitality) or transport. A Character that is, in the GM's opinion, abusing this privilege may get cut off from such assistance. *Caveat Emptor*. (New in this book).

Fit as a Fiddle: The Character is extremely resistant to disease. When rolling to resist being affected by a Disease, the Character enjoys a bonus of plus three (+3).

G

God of Reloading: The Character is so proficient at reloading a ranged weapon that it takes them no time at all to reload an arrow or crossbow bolt, or even a magazine for a clip fed firearm. Characters with this Merit must still keep track of the total number of shots fired from their inventory, but they never have to worry about taking a turn to reload. (If the Character is using a Revolver, they can continue to reload without taking a turn to do so if they have a supply of Speed Loaders for their revolver).

H

Haymaker: (Prerequisite – Character may not have the “Delicate Hands” Flaw) For whatever reason, Characters with this Merit can punch harder, for more damage, than the average Character. Characters with this Merit do one (1) additional Shrug of damage when successfully landing a Hand to Hand attack declared as a Punch or other hand strike (i.e. - does not affect the performance of kicks or foot strikes).

Higher Tech: The Character has access to, and understanding of, equipment of a higher level of technology than the average Character. In the Fantasy Era or a Custom Era where the default level of technology is Low Technology, this gives the Character access to the Modern Tech equipment list and use of the Modern-Era skill list. In the Near-Modern Era, or a Custom Era where the default level of technology is Modern Tech, this gives the Character access to the High Tech equipment list and use of the Space Era skill list.. If this is used in a Fantasy (or low tech) campaign, the Character is treated as if they were created in a Near-Modern Era Campaign. If used in a Near-Modern Era Campaign, the Character is treated as if they were created in a Space Era Campaign. This Merit is not available in the Space Era, or a Custom Era where the default level of technology is High Tech.

Highest Tech: (Prerequisite – Character must have the Higher Tech Merit) The Character has access to, and understanding of, equipment of a higher level of technology than the average Character. Available only in the Fantasy Era or a Custom Era where the level of

technology is Low Technology, this gives the Character access to the High Tech equipment list and use of the Space Era skill list. They are treated as if they were created in a campaign in the Space Era.

Homemaker: (Prerequisite – Character may not have the “Horrid Slob” Flaw) The Character has an uncanny knack for cleaning things up. The Merit confers a plus three (+3) bonus to the Cleaning skill. Any room that the Character occupies for an hour or more will suddenly seem to have been professionally cleaned, and it will seem impossible to render the space untidy.

I

I Am The Law: The character with this Merit is an operative of some Law Enforcement agency. They have the power to investigate crimes, detain and arrest suspects, and use appropriate levels of force in the performance of their duties. Exactly what their jurisdiction is (and what constitutes an “appropriate” level of force) depends on the character's background... someone working for a local police department will not be able to arrest people in a different city, while the agent of an international police organization will be able to operate almost anywhere. Characters with this Merit may be called upon by the GM to perform necessary duties; this may (and should!) interfere with adventuring. (New in this book).

Iron Will: Characters with this Merit have more sheer Willpower than the average Character. Characters with this Merit add a bonus of plus three (+3) to their Will.

J

Jackrabbit: (Prerequisite – Character may not have the “Delicate Feet,” or any Physical Impairment Flaws affecting the Character's legs or ability to move) (This Merit may be taken up to three (3) times) The Character is exceptionally good at Jumping. For each time that the Character has this Merit, the Character adds three (3) feet to their horizontal jumping distance and one (1) foot to their vertical jumping height.

K

Kick Like A Mule: (Prerequisite – Character may not have the “Delicate Feet” Flaw) For whatever reason, this Character can kick harder, for more damage, than the average Character. Characters with this Merit do one (1) additional Shrug of damage when successfully landing a Hand to Hand attack declared as a Kick or foot strike (i.e. - does not affect the performance of punches or hand strikes).

Knowledgeable: The Character has an aptitude for book learning and a knack for scientific thought. They receive a plus one (+1) to all skills in the Knowledge category. This CAN raise ranks in a Knowledge skill over the limit of six (6) ranks.

M

Manipulator: (MUST have the Bestial Flaw) The Bestial character with this Merit either has opposable digits, or they can use other portions of their body with the same level of facility. They can even use tools, and may even have a nearly-sentient capacity for problem-solving. (From Beasts of Victory).

Martial Artist: Character may purchase items off of the "Martial Arts" List, and has access to the "Martial Arts" skill.

Master Cook: (Prerequisite – Character may not have the "Bad Cook" Flaw) The Character has a knack for preparing food. This Merit confers a bonus of plus three (+3) to the Cooking skill. Even if there does not appear to be adequate equipment, the Character can generate a full meal of nourishing and tasty food

Military License: (MUST have some level of Shipowner) The Character with this Merit has acquired not only a spaceship, but a fully armed and operational one. The ship they own may have it's Hardpoints completely filled with weapons. This functions as a Letter of Mark, effectively making the Character a Privateer... they are not only legally permitted to own the weapons, but to use them as well. Should the weapons be pointed at ships belonging to the government that granted the Military License, the License may become revoked, and the Privateer becomes Pirate.

This is not to say that reloading weapons that require reloading (such as missile or torpedo launchers) isn't going to be an issue. The weapons can assume to come fully loaded with the new ship, but reloading them is the owner's responsibility.

As with the Shipowner Merit, having the Rich Merit enough times will cover the costs of weapon reloads.

# of Rich Merits	Weight Class Covered
1	Personal
2	Medium
3	Small Craft
4	Large Craft
5	Massive

This is a fast and easy way to handle the difficul-

ties of ammunition cost, and will allow the PCs to avoid having to cough up too much cash after a big space battle. The GM can, at need, disallow the "free ammo for the Rich Merit" rule. Missiles and/or Torpedoes can be REALLY expensive. (From The Victory System Guide to Spaceships).

Mind of Power: (Prerequisite – Character may not have the "Moda Mechanica" Merit) Character may purchase items off of the "Psionics" list, and has access to the "Use Psionics" skill.

Moda Mechanica: (Prerequisite – Character may not have "Mind of Power" or "Spell Slinger" Merit) The Character may purchase items from the "Mechanica" List, and has access to the "Use Mechanica" skill.

N

Natural Engineer: Characters with this Merit are amazingly fast at the tasks of construction, fabrication, and repair. When a Character with this Merit is using any of these skills, the time necessary to complete the tasks shifts four (4) spaces up on the Time and Tasks chart (i.e. - tasks measured in months take weeks, tasks measured in weeks take days, tasks measured in days take hours, etc.).

When making their own versions of equipment, not only do Natural Engineers do it four steps faster on the Time and Tasks chart, but they also do it at one-tenth (1/10) the materials cost.

If a Character with this Merit has no tools whatsoever available for repairing, fabricating, or constructing, they can still perform the tasks without penalty if they take the full time required, rather than shift four (4) spaces up on the Time and Tasks chart.

Night's Eyes: Characters with this Merit have extremely good night vision. All penalties for darkness are reduced by two (2) (i.e. - Total Darkness is normally a penalty of minus four (-4); Characters with this Merit suffer only a minus two (-2)).

O

Outsider: The character with this Merit has a strong connection to the Outside itself. They can purchase items from the Outsider Ability list, and have access to the Eldritch Focus skill. This Merit usually accompanies the Of the Outside Flaw, but does not necessarily do so. Even if the character with the Outsider Merit does not have the Of the Outside Flaw, they are taint-

ed by the Outsider and can be perceived as an Outsider. More, if there is a restriction on compatible Special Merits in a setting (such as not being able to have both Moda Mechanica and Spell Slinger), the Character with the Outsider Merit can ignore these limitations and combine Special Merits as they wish without limitation. (From Eldritch Victory).

P

Patronized: The Character with this Merit has a sponsor of some sort. This does not provide the character with any additional starting budget, but it does allow the Character to ignore certain expenditures while they are operating in their sponsor's best interests. This could include ammunition, meals, small arms, even the occasional vehicle or lodging. The Character can make a roll on their Intelligence plus Communications to request specific items/services. So long as they can justify the requests to be in the best interests of their sponsor, the Character is very likely to get what they ask for. If the requests seems frivolous, it may not only be rejected, but make the sponsor less likely to grant requests in the future. (New in this book).



Polyglot: (This Merit may be taken up to three times) The Character has the ability to speak more than one language. Every Character has a "Native" language. A Character who has the Polyglot Merit one (1) time can speak a small number of languages - they are assumed to be fluent in languages that they are likely to encounter in their local community. A Character who has the Polyglot Merit two (2) times is considered Polylingual - they are assumed to be fluent in just about every language commonly encountered in the world in which they live, but not dead or alien languages. This would be appropriate for world travelers and students of linguistics. A Character who has the Polyglot Mer-

it three (3) times is considered Omnilingual - there is no language that they cannot communicate in. Even if they encounter a brand new and language never before encountered by anyone they may have been able to learn from, they can pick it up after listening to a few sentences or studying a few scraps of text. Even languages not native to their race come easily to Omnilingual Characters, after an hour or so of study.

Preternatural: Character may purchase items from the "Powers" list, and has access to the "Use Powers" skill.

Pro Jumper: (Prerequisite - Character may not have the "Asthmatic" Flaw) Characters with this Merit are professionally trained to expend their energy with efficiency while jumping. When trying to get a "Burst of Speed" for a long or high jump, a successful "Burst of Speed" roll will not cost the Character ten (10) Risk, although a critically failed "Burst of Speed" roll will still cost the Character ten (10) Risk.

Pro Lifter: (Prerequisite - Character may not have the "Asthmatic" Flaw) Characters with this Merit are professionally trained to expend their energy with efficiency while lifting. When trying to get a "Burst of Strength" for lifting, a successful "Burst of Strength" roll will not cost the Character ten (10) Risk, although a critically failed "Burst of Strength" roll will still cost the Character ten (10) Risk.

Pro Runner: (Prerequisite - Character may not have the "Asthmatic" Flaw) Characters with this Merit are professionally trained to expend their energy with efficiency while running. When trying to get a "Burst of Speed" for running, a successful "Burst of Speed" roll will not cost the Character ten (10) Risk, although a critically failed "Burst of Speed" roll will still cost the Character ten (10) Risk.

Pro Thrower: (Prerequisite - Character may not have the "Asthmatic" Flaw) Characters with this Merit are professionally trained to maximize the efficiency of their throws. When trying to get a "Burst of Strength" for throwing distance, damage, or both, a successful "Burst of Speed" roll will not cost the Character ten (10) Risk (or fifteen (15) Risk, in the case of trying to , although a critically failed "Burst of Strength" roll will still cost the Character ten (10) (or fifteen (15)) Risk.

Q

Quantum Singer: The Quantum Singer Merit allows the character access to the Special Skill: Quantum Focus. This is the skill of utilizing their various conceptual levels of Quantum ability. They can also purchase levels of Quantum Effect, and create alterations to reality using these levels.

A character with the Quantum Singer Merit can make a roll on their Perception stat plus the Quantum Focus skill to detect whether or not another character has the Quantum Singer Merit or whether a Quantumsong Effect has been used.

More, a Character with the Quantum Singer Merit can refill their Risk by concentrating for a turn and rolling on their Will plus Quantum Focus skill while “risking” one (1) Shrug (for ten [10] points of Risk), two (2) Shrugs (for half their Risk pool), or three (3) Shrugs (for a total refill). They can not have spent Risk on the turn where they attempt this, and can not use Risk in the attempt. As with all refills, the Character must have at least one (1) point of Risk left to attempt this.

A character with the Quantum Singer Merit also gains a new Secondary Stat called Harmony, which is (at the point the Merit is acquired) equal to the Character’s Will stat.

(From Alternate Victory 1).

Quick: Characters with this Merit are naturally a little more fleet of foot than the average Character. Characters with this Merit gain a plus three (+3) Bonus to their Speed.

R

Really Skilled: (This Merit may be taken multiple times) For each time the Character has this Merit, they have ten (10) additional points to spend on skills.

Rich: (Prerequisite – Character may not have the Poor Flaw. This Merit may be taken multiple times) For each time the Character has this Merit, their Budget increases by ten thousand dollars (\$10,000). Also, Characters with at least one (1) “Rich” Merit do not have to worry about day to day purchases, such as food... they simply have enough extra handy cash to cover these expenses. Characters with the “Rich” Merit twice (2x) do not have to worry about housing or insurance – they can easily afford a small two to three bedroom house or a large apartment. With the “Rich” Merit four (4) times, the Character simply does not worry about non-equipment purchases... he simply goes out and gets things such as horses, boats, manor houses, and small secret lairs. If the Character has any more than four (4) “Rich” Merits, they are considered one of the world’s wealthiest people, and easily fit into high society and exclusive organizations.

Riskful: (Prerequisite – Character may not have the “Riskless” Flaw) (This Merit may be taken multiple

times) This Character seems to be able to push the envelope and take more chances than other Characters. For every time this Merit is taken, the Character’s Maximum number of Risk Points is increased by ten (10)

S

Second Sight: The character with this Merit has a truly mixed blessing. They can see things others can not; beings with the Incorporeal Package are entirely visible and audible to them (although not Characters with the Invisibility power). They can see ghosts and spirits, and interact with them. More, they can see straight through the cosmic deception of the Unfathomable Merit (below), seeing such characters as they truly are, rather than their imposed “mysterious” appearance. While this may seem like an altogether good thing, there are many things that stay hidden from the eyes of rational people for a good reason; the Character with Second Sight may be in for a LOT of rolls to avoid Psychological Trauma as they perceive the horrors that others are able to simply ignore. (From Beasts of Victory and Eldritch Victory).

Spell Slinger: (Prerequisite – Character may not have the “Moda Mechanica” Merit) Character may purchase items off of the “Magic Spells” List, and has access to the “Do Magic” skill.

Spotlight: For whatever reason, the Character with this Merit can, on occasion, grab “the spotlight.” They have a media presence and a following, whether it’s a very popular blog, a social media following, a gig as a reporter, or a popular entertainer. They can roll on Intelligence plus Communication, when they have the right equipment/circumstances to broadcast their message to their substantial fan-base. This can be useful for swaying public opinion or making known evidence of wrongdoing. If, in the GM’s opinion, the Character over-uses this Merit (by broadcasting an endless stream of information repeated from other sources, their breakfasts, and/or funny cat pictures), they may lose some or all of their fan-base for a time. (New in this book).

Spy: This Character has a knack for skills involving stealth and guile. Characters with this Merit gain a plus one (+1) Bonus to all skills in the Espionage category. This Merit CAN raise the ranks in an Espionage skill above the limit of six (6) ranks.

Steel-Trap Mind: (Prerequisite – Character may not have the “Forgetful” Flaw). Characters with this Merit rarely forget anything – they have a photographic memory. Any time the Player of a Character with this Merit forgets something, the GM or other Players must

remind them of the forgotten information out of Character. It would be useful for the Player of a Character with this Merit to take notes during play.

Striking Presence: Something about the Character with this Merit commands a little more attention and respect. Rather than being a matter of the Character's appearance, this is a question of the Character's bearing being particularly noble, powerful, or compelling. Characters with this Merit receive a bonus of plus two (+2) to social rolls where their powerful personality comes into play (which will be just about any roll to interact socially).

Supple Lover: (Prerequisite – Character may not have the "Frigid" or the "Prude" Flaw) The Character has a knack for bringing a partner to the peaks of sexual pleasure. This Merit confers a plus three (+3) bonus to the Seduction skill when it is used to determine the quality of one's performance during sex.

T

Tough As Hell: (This Merit May be taken Multiple Times) For each time the Character has this Merit, the Character gains one (1) additional Shrug.

Transporter: Characters with this Merit have a natural knack for driving, flying, sailing... any operations of vehicles whatsoever. With this Merit, a Character gains a plus one (+1) to all skills in the Transport category. This CAN raise the ranks of a Transport skill above the limit of six (6) ranks.

V

Vehicle Owner: This can be taken up to five times (5x). The character with this Merit owns a Vehicle; they are the lawful owner of a completely paid-off means of transport. The size of the vehicle they have depends on how many times they take this Merit.

# of V. O. Merits	Weight Class
1	Personal
2	Medium
3	Small Craft
4	Large Craft
5	Massive

This Merit gives them ownership of a vehicle, but it does NOT allow them to possess a fully-armed vehicle does it cover the costs of operating the vehicle, such as fuel, maintenance, storage, and/or docking fees.

A vehicle acquired with this Merit may have one (1) weapon mounted on it; it is considered to be for anti-meteor and self-defense.

A Character who also has any levels of the Rich Merit may cover the costs of operating their vehicle from their own disposable income; the size of vehicle that can be safely covered in this way depends on the number of Rich Merits the Character has.

# of Rich Merits	Weight Class Covered
1	Personal
2	Medium Commercial
3	Aerospace I
4	Medium Military
5	Aerospace II
6	Massive

This is something of an "All or Nothing" proposition; a Character with the Rich Merit three times (3x) who has the Vehicle Owner Merit four times (4x) must still find the funding to pay for fuel and docking fees, while a character with the Rich Merit four times (4x) and the Vehicle Owner Merit three times (3x) can not only operate their Small Craft with their random pocket change, but can afford to constantly throw ice-cream parties in the cargo hold. (From The Victory System Guide to Space-ships).

U

Unfathomable: The character's true nature is difficult to discern. They merge into society flawlessly, regardless of how bizarre or otherworldly their appearance might be. If they are somehow hideous, they will appear to be an unattractive person; likewise, if they are somehow beatific, they will appear to be an attractive person. Characters with Special Merits may be able to notice the Unfathomable character's unusual nature; a successful roll on the Perception stat plus a Special Skill will reveal the Unfathomable character's true nature, but it requires an effort of will to retain the true image. For whatever reason, the universe itself is concealing the Unfathomable character's form and nature; this is a continuous effect which requires no effort on the Unfathomable character's part. It's just a quality of who/what they are. (From Beasts of Victory and Eldritch Victory).

W

Well-Funded: (This Merit may be taken up to five times). For each time the Character has this Merit, they receive an additional fifteen thousand dollars (\$15,000.00) in Starting Budget.

Flaw Descriptions

A

Accidental Package: (MUST purchase a Package, but at half-cost). The Character sometimes acquires a Package. This is often a situation where a Character take on a Beast, Monster, or other Package when they lose control over some aspect of themselves; they live in a state where they must constantly struggle to remain themselves. The Character has a Package that has been purchased at half cost, and determines what exactly causes the transformation. Often it is a matter of stress... when the Character gets into stressful situation (as determined by the GM), a roll is made on the Character's Stamina or Will stat plus their Toughness skill at a penalty of minus two (-2). Failing this roll means the Transformation occurs, and the Character takes on the Merits, Flaws, and Abilities of that Package. This lasts until the stress that caused the transformation is removed, or, in the GM's opinion, enough effort has been expended to "bring the Character back" by their companions. The Character can also spend ten (10) Risk once per turn to get another roll to end the transformation. (From the Powers Compendium).

Addiction: The character with this Flaw has developed a mental, physical, and/or spiritual dependency on some substance or effect. This Flaw may be taken multiple times, with each additional Addiction Flaw being a different substance or effect to which the Character is addicted. It may also be taken more than once to denote a higher level of addiction to a particular substance or effect. The Addicted Character will suffer greatly if they do not get their next dose of the substance or effect to which they are addicted. When not under the influence of the substance or effect to which they are addicted, doing anything at all, other than acquiring their next dose, requires a roll Will plus Toughness at a penalty of minus five (-5) once per week. Failing this roll, they will be at a penalty of minus three (-3) to ALL rolls until they get their next dose. Even if they succeed their Will plus Toughness at minus five (-5) roll to successfully perform tasks other than acquiring their next dose, they will be at a penalty of minus one (-1) to ALL rolls for every week they have not had a dose of the substance or effect to which they are addicted. If the Character has the Addicted Flaw two times for the same substance or effect, the roll to act normally is made once per day. If they have the Addicted Flaw three times for the same substance or effect, they make the roll once per HOUR. To escape this addiction, the Character must buy off this Flaw.

Aerial: (MUST have some Special Ability that allows

Flight). The character with this Flaw is not built for terrestrial existence, but rather is adapted to flight. They can move along the ground in clumsy, short hops or with ungainly steps, but only at a rate equal to one half (1/2) of their Agility statistic in feet per turn. In return, any Risk cost associated with their flight ability is halved (1/2)... it's simply easier for them to fly. (From Beasts of Victory).

Aquatic: The character with this Flaw is not built for terrestrial existence, but rather is adapted to living underwater. They do not breathe air, but rather filter oxygen out of the water they live in. On land, not only do they risk suffocation, but their ability to move is severely curtailed. They can flop along at a speed equal to one half (1/2) of their Strength Statistic in feet per turn. It isn't sufficient for them to merely have water to breathe; they must be immersed in it if they are to remain alive. Being in open air is the equivalent of being exposed to Alpha Level radiation to them; it will eventually kill them. (From Beasts of Victory).

Asthmatic: (Prerequisite – Character may not have the Pro Jumper, Pro Lifter, Pro Runner, or Pro Thrower Merits) The Character has breathing difficulties and cannot use energy as efficiently as possible. When attempting to get a "Burst of Speed" or "Burst of Strength" when running, jumping, lifting, or throwing, the Character loses twenty (20) Risk on a successful attempt, and thirty (30) Risk for a critical failure. The Character can still lose only ten (10) Risk on a critical success, if they choose.

Aversion: The character with this Flaw has a negative reaction to some substance or effect which makes it difficult, if not nigh impossible, for them to be near it or even approach it. The substance or effect is determined when this Flaw is taken and should be something that could reasonably be encountered, while not being so common that it can not help but be encountered. Gold, Magical Wards, Garlic, wood painted blue, or television cameras would be good examples. Dwarf star material, invisible tea-pot gnomes, and/or air would be bad examples. The character with this Flaw can sense the object of their Aversion when they approach it; being within ten feet of a room or other area containing the object of their Aversion is enough. Approaching any closer requires a roll on Will (alone) at a penalty of minus two (-2)... failing this roll, the character can simply not bring themselves to approach any closer. Should they actually enter the room or space containing the object of their Aversion, they will be at a penalty of minus five (-5) to ALL rolls from intense discomfort

until they depart the area. Further, for every minute that they remain in the area, they must roll on their Will plus Toughness (at the minus five [-5] penalty) or lose one (1) point of Will to Psychological Trauma, EVEN IF they are otherwise immune to Psychological Trauma! Foes aware of the character's Aversion may be able to use the mere threat of the object's presence as an aid to intimidation, gaining a bonus of plus five (+5) to Will plus Communication rolls to intimidate the character with the Aversion. This is no small thing... the Aversion is a painful and tortuous condition, even for otherwise powerful beings.

B

Bad Cook: (Prerequisite – Character may not have the “Master Cook” Merit) A Character with this Flaw is less capable of preparing food in any meaningful way, and must rely on other people's cooking, or the consumption of raw food. This Flaw confers a penalty of minus three (-3) to the Cooking skill. Forced to prepare food for themselves, Characters with this Flaw may well starve or poison themselves accidentally.



Bad Driver: (Prerequisite – Character may not have the Transporter Merit) The Character is a bad driver, and has a great deal of difficulty just getting across town. Characters with this Flaw take a minus three (-3) penalty on any Transport related skill roll, and on any Critical Failure while riding an animal or operating a vehicle, they are involved in a crash.

Bestial: The character with this Flaw is, for all intents and purposes, an animal. Their Intelligence stat can not be above a four (4), and they lack the ability to communicate in any way that a sentient being would consider “language.” More, they lack the ability of fine manipulation, often having no opposable digits. They

can not use tools. Bestial characters are generally not considered sentient; it might be considered a criminal act of cruelty to harm one, but killing one is not a homicide. Often, they may be owned as property. (From Beasts of Victory).

Blood Feud: (This Flaw may be taken up to three times). The Character with this Flaw is involved with a Blood Feud against a particular person, small group, or large group. If this Flaw is taken once, the Character is in a Blood Feud with an individual or small family (up to 10 people). When encountering individuals within this group, they must either succeed at a roll against their Will stat, or immediately attempt to kill the target of the Feud. If this Flaw is taken twice, the Character is in a Blood Feud with a small group (a large family, a guild, a military unit). When encountering an individual or group of people from within this group, the Character must succeed at a roll on their Will statistic, or immediately attempt to kill the person or group who is the target of the Blood Feud. If this Flaw is taken three times (not recommended), the Character is in a Blood Feud with a large group of people (members of a particular nation, members of a particular race, all people of a particular profession). When encountering an individual or group of people from within this group, the Character must succeed at a roll on their Will statistic, or immediately attempt to kill the person or group who is the target of the Blood Feud. Yes, this Flaw makes it very likely that the Character who has it will be involved in fights much larger than they can handle, or will be pursued as a murderer. That's why it's a *Flaw*.

C

Can't Jump: (Prerequisite – Character cannot have the “Jackrabbit,” or “Pro Jumper” Merits) (This Flaw may be taken up to three (3) times) This Character, for whatever reason, does not have the capacity to jump that other Characters do. For every time that this Flaw is taken, the Character subtracts three (3) feet from their jumping distance and one (1) foot from their jumping height.

Can't Stay Dressed: Characters with this Flaw tend to have their clothing fall off at the most inopportune times. Buttons pop open, belts loosen, straps come off of shoulders, pants and skirts slide off. It is rarely dangerous, but Characters with this Flaw may find themselves inconvenienced by hanging straps and such at the worst possible moment.

Carnivore: The character with this Flaw is not an Omnivore. Rather, they are adapted to live on a diet of animal protein. They eat meat, exclusively. Any animal protein will do, but they lack the biological mech-

anisms for consuming and/or digesting vegetation. If the character should consume vegetable matter, they will become severely ill (minus three [-3] to all actions due to digestive pain for forty-eight hours [48 H]). (From Beasts of Victory).

Cerebrovore: The character with this Flaw is not an Omnivore. Rather, they are adapted to live on a diet of neural tissue specific to the brains of sentient beings. All they want to do is eat your brain. It must be the brain of a being capable of sentient thought regardless of the Cerebrovore's species. They lack the biological mechanisms for consuming and/or digesting vegetation or any protein other than the cerebral tissue of sentient beings. If the character should consume any nutritive source other than brains, they will become severely ill (minus three [-3] to all actions due to digestive pain for forty-eight hours [48 H]), and will gain NO sustenance from the act. (New in this book).



Cheap Drunk: (Prerequisite – Character may not have the “Drinks like a Fish” Merit) Characters with this Flaw cannot hold their liquor. When rolling Stamina plus Toughness to determine whether they have become drunk, Characters with this Flaw roll at a penalty of minus two (-2).

Clingy Fanbase: The Character with this Flaw is followed by a group of people that are a little bit too interested in their exploits. At the GM's option, the Character may find themselves stalked in Social Media, harassed in public, or talked about in the media. These incidents can range from speculation to what the Character is currently doing, requests for autographs, marriage proposals, voyeuristic photographs circulating on the Web, or other potentially embarrassing things. (Alternate Victory I).

Cold-Blooded: The character with this Flaw is Endo-

thermic, can not regulate their body heat, and generate very little of it on their own. They have little to no tolerance for Cold Temperatures; they treat temperatures. Such characters suffer a penalty of minus three (-3) to their Initiative during the night and early morning, and treat temperatures below forty-one degrees Fahrenheit (41 °F, 5 °C) as Alpha level Radiation. They treat freezing temperatures (32 °F, 0 °C, or below) as Beta level Radiation. These penalties and conditions can be mitigated by locating an external source of heat; often, a hot rock will do nicely. (From Beasts of Victory).

D

Delicate Feet: (Prerequisite – Character cannot have the “Kicks like a Mule” or the “Quick” Merit,) Characters with this Flaw have delicate feet that are unsuited for Kicking. If they should attempt a Hand to Hand attack declared as a Kick or foot strike, they will suffer a penalty of minus two (-2) to the attack roll. Also, Characters with this Flaw suffer a minus two (-2) to their Speed statistic. It hurts to move too fast on delicate feet.

Delicate Hands: (Prerequisite – Characters with this Flaw may not have the “Haymaker” Merit) Characters with this Flaw do not have hands conditioned for combat or manual labor. Characters with this Flaw receive a penalty of minus two (-2) to Hand to Hand attacks declared as punches or hand strikes. More, their Dead Lift is effectively halved - they can lift up to the full amount, but if they try to lift more than half of their Dead Lift, they will automatically take one (1) Shrug of damage and lose the use of their hands for twenty-four (24) hours.

Delicious: The character with this Flaw is known to be, in some way, a good source of food. They may possess an ideal nutritional balance, provide a rare or difficult to find nutrient, or their tissues may simply have an agreeable taste. The “deliciousness” could even be the product of a metaphysical quality, such as psychic ability or a unique type of fear. Such characters will be more commonly targeted by predators, and will likely live in a state of constantly being hunted. There is likely a particular type of predator (determined when this Flaw is taken) that is most likely to be hunting the character. (From Beasts of Victory).

Dishonored: Characters with this Flaw are victims of being shunned by their community for doing some wrong, imagined or real. When making rolls to socially interact with people aware of their dishonor, they are at a penalty of minus two (-2). Dishonor tends to follow a Character - even if they leave their local com-

munity, it is possible (at the GM's option) that word of their dishonor spreads to follow them, and perhaps even precede them, wherever they travel.

Doubtful Presence: Characters with this Flaw are inherently difficult to trust - they may be somehow more slimy or distasteful than the average citizen, or may simply be so plain and innocuous that there seems to be nothing there to trust. Characters with this Flaw suffer a minus two (-2) to rolls to socially interact where their personality might be an issue (which is essentially any social interaction).

Dyslexic: Characters with this Flaw have a difficult time reading anything quickly (unless they use special adaptations, such as rose-colored glasses), and can get their left and right directions confused under stress. In a stress situation where the Character is trying to find their direction (riding to a specific place, running through a maze, et cetera), the Character must make a Will check. On a failure of this check, the Character becomes horribly lost.

F

Fashion Victim: Characters with this Flaw have little or no grasp on current fashion (or perhaps on fashion at all). When dressing themselves, they display a clear lack of any grasp of what it means to be fashionable. They suffer a minus two (-2) penalty to the Styling skill when they are attempting to look fashionable or "cool." Even when going into casual situations, they will be at a minus one (-1) to rolls to successfully communicate or convey their ideas, as people will look at them as if they have killed a clown and are wearing its skin.

Forgetful: (Prerequisite - Character may not have the "Steel-Trap Mind" Merit). Characters with this Flaw have a hard time retaining information. Players of Characters with the Forgetful Flaw may not take notes during play, and may not be reminded, out of Character, of information by the GM or other Players. This Flaw must be roleplayed to some extent - a forgetful Character should appear absent-minded and have difficulty with names and places.

Frigid: (Prerequisite - Character may not have the "Supple Lover" Merit) Characters with this Flaw have little or no aptitude when it comes to actual sexual activity. They can be seductive and sensual, and they may have no hang-ups when it comes to sex, but they simply cannot perform the act of sex well. Characters with this Flaw receive a minus three (-3) penalty to their Seduction skill when performing sexual acts, and may gain a reputation for being a bad lover.

H

Hemovore (I): The character with this Flaw is not an Omnivore. Rather, they are a specific type of Carnivore; not only must they consume animal proteins, but they can only gain nutrition from the blood of animals, or perhaps higher beings. Some (but not all) Hemovores have sharpened teeth or other biological structures for gaining access to a living being's blood stream. This Flaw may be taken more than once, for increasingly deleterious effect.

Hemovore (x1)	Can feed on animals, can not consume any other form of food or become severely ill (Stamina plus Toughness at minus three (-3) or vomit immediately, be at minus three (-3) to all actions for one hour [1 H])
Hemovore (x2)	Must feed on sentient beings such as humans, can eat other food sources but does not gain nutrition from them
Hemovore (x3)	Must feed on sentient beings with Special Merits, can eat other food sources but does not gain nutrition from them

(From Beasts of Victory).

Herbivore: The character with this Flaw is not an Omnivore. Rather, they are adapted to live on a diet of vegetation. This is not a philosophical stance; the character will become severely ill if they consume meat (minus three [-3] to all actions due to digestive pain for forty-eight hours [48 H]). On the other hand, they can live off of vegetation that most others can't gain nutrition from; they can efficiently digest even tough grass and/or straw. (From Beasts of Victory).

Horrific: The Character with this Flaw has an appearance that, for whatever reason, is too terrible for the rational mind to safely contemplate. Upon seeing this Character's true form, observers must roll Will plus Toughness or lose one (1) point of Will to Psychological Trauma. More, if this Character is larger than average (has any levels of Larger Person or Larger Animal), there is a penalty to the Will plus Toughness roll equal to the bonus to hit the Character due to their size I.E.; if a Character with this Flaw has Larger Person twice, and is at a bonus of plus six (+6) to be hit, then the penalty to their Will Toughness roll is a minus six (-6). Additionally, failing the Will plus Toughness roll incurs an additional lost point of Will for every level of Larger Person or Larger Animal that the Character

has; a Character with Larger Person twice would cause onlookers not only a penalty of minus six (-6) to their Will plus Toughness roll to resist Psychological Trauma, but failing this roll would cost them not one (1), but three (3) points of Will! Worse, all social interactions with a Character with the Horrific Flaw are at a penalty of minus four (-4). It is entirely possible, and often desirable, to hide one's true appearance to avoid these difficulties. (From Eldritch Victory).

Horrific Slob: (Prerequisite – Character may not have the “Homemaker” Merit) Character has no aptitude for cleaning or maintaining the cleanliness of a room. This Flaw confers a penalty of minus three (-3) to the Cleaning skill. If a Character with this Flaw spends more than an hour in a room, it will become messy and cluttered, and it will be nearly impossible for anyone to tidy up while the Character continues to inhabit the room.



Hybrid Fate: (Must Not Have the Of the Outside Flaw) The character with this Flaw is the product of one parent who is a sentient citizen of the Universe, and one who is Of the Outside. They can be detected as being tainted by the Outside, but in every other way they appear to be human, or whatever race their non-Outsider parent is. They may live an entirely normal life up to some point; they will unfortunately eventually become a creature of the Outside themselves. If they ever fail a roll to resist Corruption, rather than the normal slow suffering transformation into a creature of the Outside, the character with Hybrid Fate will IMMEDIATELY lose the Hybrid Fate Flaw and gain the Of the Outside Flaw, as well as the Outsider Merit if they didn't already have it. Otherwise, they will eventually transform due to stress. Should they critically fail a roll to resist Psychological Trauma, they will become a creature of the Outside. Should they critically fail an attempt to Refill their Risk, they will become a creature

of the Outside. The GM can, in fact, choose one other roll over the course of each session of play where a critical failure will cause the character to become a creature of the Outside. The character with the Hybrid Fate is on a razor's edge, doomed to become a creature of the Outside at some point in the indeterminate future. (From Eldritch Victory).

I

Imperfect Repose: (Prerequisite: Character can not be immune to the requirement of sleep). The character with this Flaw has a very specific requirement that allows them to sleep; without the required item or effect, they can lay quietly and close their eyes, but actual slumber with its healing and regenerative effects will completely elude them. The item or effect is determined when this Flaw is taken and should be something that could reasonably be acquired, while not being so uncommon that acquisition is impossible. A particular suffed animal, one's native soil, a specific song, or the presence of another individual would be good examples. A long-dead companion, the core of a nuclear reactor (for someone not immune to radiation), angry dinosaurs, or a television show that had never actually been produced would be bad examples. Should the item of repose not be present when the character attempts to sleep, they may again lie quietly and try to relax, but sleep itself will elude them. They do not dream, they do not recover their Shrugs as six to eight hours (6-8 H) of sleep normally will, and they continue to stack penalties for missed nights of sleep: a cumulative minus one (-1) to all rolls for each night of sleep missed.

Infertile: (Prerequisite – Character may not have the “Very Fertile” Flaw) Characters with this Flaw are incapable of producing offspring. They may still engage in the act of sex, but it will not produce progeny.

Insectivore: The character with this Flaw is not an Omnivore. Rather, they are a specific type of Carnivore; not only must they consume animal proteins, but they can only consume these proteins in the form of insects. They simply do not have the biological mechanisms for properly digesting other forms of animal protein, and they certainly can't consume vegetable matter. Any attempt to consume food sources other than insects will make the character severely ill (minus three [-3] to all actions due to digestive pain for forty-eight hours [48 H]). Large insectivores, or insectivores with large metabolic requirements, must eat a LOT of insects; up to their body weight in insects each day! (From Beasts of Victory).

Item-Bound: The character with this Flaw has no body of their own; they are an intellect which must be bound to a particular piece of equipment in order to exist and function. They can control the functioning of the equipment they are a part of; if the equipment has the ability to move or manipulate items, the intellect can use these abilities. The character has only the item's abilities to move or affect the world around them; it can also use any Special Abilities the item or equipment may have. The character has a general sense of what is going on around it equal to vision and hearing, even if the item has no eyes, ears, cameras or microphones. More, the character can speak normally to anyone in contact with the item it is bound to.

L

Liquivore: The character with this Flaw is not an Omnivore. Rather, they are a specific type of Carnivore; not only must they consume animal proteins, but they can only do so by per-digesting those proteins. They must either cause sufficient trauma to animal tissue to liquefy parts of it, or they must inject digestive enzymes into animal tissue to break it down prior to drinking it out. They do not have the necessary biological structures for breaking down protein inside of their own bodies... any attempt to consume anything other than per-liquefied animal proteins will make them severely ill (minus three [-3] to all actions due to digestive pain for forty-eight hours [48] with constant vomiting). (From Beasts of Victory).

Lower Tech: The Character with this Flaw does not have access to the same level of technology that the average person of their Era does. In the Modern Era, or a Custom Era where the default level of technology is Modern Tech, this Flaw limits the Character to equipment from the Low Technology list. In the Space Era, or a Custom Era where the default level of Technology is High Tech, this Flaw limits the Character to equipment from the Modern Tech or Low Technology list. In a Near-Modern Era Campaign, the Character is treated as if they were created in a Fantasy Era Campaign. In a Space Era Campaign, the Character is treated as if they were created in a Near-Modern Campaign.

Lowest Tech: The Character with this Flaw has a crippling difficulty with technology. Available only in the Space Era, or a Custom Era where the default technology level is High, this Flaw limits the Character to equipment from the Low Technology list. The Character is treated as if they were created for a Fantasy Era Campaign.

M

Malleable: (Prerequisite – Character may not have the Iron Will Merit) Characters with this Flaw are easier to manipulate, and do not deal with mental or emotional stress well. They suffer a minus two (-2) to Penalty to their Will stat.

Mental Malfunction: There is SOMETHING wrong with this Character. The Player determines what thing or situation gives the Character a difficulty. Examples include having a bad temper, being a glutton, really hating orcs, or even being addicted to danger (or addictions in general). When faced with a situation in which the GM has determined that the Character is dealing with their Malfunction, the Player rolls the Character's Will stat at a penalty of minus two (-2). On a failure, the Character is reacting badly - losing control of their temper, over eating, randomly attacking something that reminds them of an orc, or indulging in their addiction. Note that this Flaw covers mental difficulties other than Obsessive Compulsive Disorders (see OCD, below), Phobias (see Phobic, below), or being Psychotic (see Psycho, below).



Metavore: (MUST have a Special Ability allowing them to feed on a Metaphysical Source). The character with this Flaw does not gain nutrients from any sort of food at all. They may consume whatever food they like... it will pass through their system more-or-less unchanged, without providing any nutrition. Rather, they must use some Special Ability to gain metabolic energy from a Metaphysical Source; the most common of these are Phobivores (gaining nutrition and energy from pain, fear, and death). (From Beasts of Victory).

N

Nerfed Statistic: The Character with this Flaw has one Statistic (and only one Statistic) dropped to a four (4) or lower, the Statistic being chosen when this Flaw is taken. The Character can still use this Statistic, but they are crucially bad at it and may be considered disabled in the area governed by this Statistic. (New in this book).

Nervous Stomach: Characters with this Flaw tend to throw up when under emotional stress. Any time a Character with this Flaw fails a Will roll, they lose their lunch explosively, losing one (1) Shrug to the effort as well as their next action. On a critical failure of a Will roll, they lose two (2) Shrugs. (From Beasts of Victory).

O

OCD: (This Flaw may be taken multiple times). This is actually more than one Flaw. OCD stands for "Obsessive Compulsive Disorder." It is a psychological condition in which someone performs some action out of habit as a reaction to stress. It includes such behaviors as hand-washing, compulsive cleaning, whistling or humming, and the like. A Character with this Flaw must make a roll against their Will in a stressful situation. A failure on this roll means the Character takes a minus two (-2) to all actions until they can perform their compulsive behavior. Even when NOT in a stressful situation, a Player should constantly roleplay their Character's OCDs. If you're not annoying other people at the table, you're not playing a Character with OCDs right. A Character may have multiple OCDs; for each time this Flaw is taken, they have another compulsive behavior. EACH compulsive behavior must be rolled separately in a stressful situation, and penalties for a failed roll are CUMULATIVE.

Of the Outside: The character with this Flaw is a being of the Outside; they may exist within the Universe, but their metaphysical being is firmly rooted Outside of the Cycle of the Universe. Characters with this Flaw can not maintain allegiances with those who are not Of the Outside; they are mentally and spiritually opposed to any course of action that does not lead to the dissolution of the Universe. They must make a roll on their Will (alone) at a penalty of minus two (-2) to associate with anyone who is not Of the Outside or to engage in activities that do not lead to the dissolution of the Universe. The character with this Flaw is so disconnected from the Universe that, should they attempt to Refill their Risk by rolling on Will plus Eldritch Focus and critically fail, they will immediately be pulled to the Outside, never to return to the Universe. Characters

with the Of the Outside Flaw are also vulnerable to being Banished to the Outside. Often, characters with the Of the Outside Flaw also have the Outsider Merit. This Flaw is not recommended for Player Characters; characters who are Of the Outside are almost universally not on the "right side." (From Eldritch Victory).

Othervore: The character with this Flaw has a bizarre metabolism that utilizes an unusual substance for nutrition. This substance may be found in living tissue but might not be considered, strictly speaking, a nutrient (salt, potassium, chlorophyll, for examples), or it may be a substance not found in living tissues at all (granite, radium, processed cheese food, for examples). The character can extract, process, and metabolize this substance; if it is found in an organic source (living being), the extraction process will require that the character damage the living being to get to the substance, gaining one (1) meal for each one (1) Shrug of Damage done. This will generally leave bizarre marks on the living being. The Othervore gains no nutrition from any other food source. (From Beasts of Victory).

Owned: The Character with this Flaw is not their own person, but rather are the property of some other person or organization, usually a group of slavers. The owned Character has no rights other than those given to them by their owner, and has no ability to prove that they legally exist on their own. They possess no documents that provide evidence of their status as a citizen. The owner of the Character with this flaw, on the other hand, has some capacity to prove, legally, that the owned Character is their "responsibility," and that they have legal custody of the owned Character. It is possible for the owner of the owned Character to release the Character, giving them their freedom and independence, but this is unlikely to happen as the owner can generally find some use for the owned Character. Unlike other Flaws, this cannot merely be bought off for thirty thousand dollars (\$30,000.00), but must ALSO be roleplayed to a suitable conclusion; either the owner is convinced to release the owned Character, or the necessary records and paperwork must be found, modified, and stolen. In the latter case, this Flaw CAN be traded in for the "Wanted: By Owner" Flaw, rather than be bought off.

P

Personal Dedication: (This Flaw may be taken more than once). The Character with this Flaw has a person, group, or organization that they are personally dedicated to protecting for reasons of the Character's own – a love relationship, a personal code of honor, or a bomb implanted in their head are all possibilities. Should the

Character with this dedication discover that the person, group, or organization to which they are dedicated is in danger, they will become intensely focused on ending that danger. The Character will be at minus two (-2) to all tasks NOT related to ending the danger to their dedicated person, group, or organization until the danger has been "dealt with" (at least as far as the dedicated Character is concerned). Should the person, group, or organization that the Character is dedicated to be grievously injured, killed, or destroyed, the minus two (-2) penalty becomes PERMANENT (until this Flaw is bought off). For every time that a Character has this Flaw, there is another person, group, or organization that they are dedicated to.

Phobic: (This Flaw may be taken more than once). The Character with this Flaw has an unreasoning fear of some object or situation. When confronted with their primal fear, the Phobic Character must make a roll against their Will statistic. On a successful roll or a critical success, they manage to continue to function despite their fear. On a failed roll, they immediately suffer a minus two (-2) to all actions because they are falling into the grip of terror. This minus two (-2) will remain until they are away from the source of their Phobia. On a critically failed roll, the penalty to all actions is a minus four (-4). For every time that the Character has this Flaw, there is another object or situation that they have an unreasoning fear of.

Some Common Phobias

This Phobia...	...is a fear of...
Acrophobia	High Places
Agoraphobia	Wide Open Places
Arachnophobia	Spiders
Brontophobia	Loud Noises
Carcinophobia	Cancer
Claustrophobia	Small Enclosed Spaces
Coulrophobia	Clowns
Cynophobia	Dogs
Emetophobia	Vomit
Mysophobia	Dirt and Germs
Necrophobia	Death and the Dead
Ophidiophobia	Snakes
Scotophobia	The Dark
Trypanophobia	Injections
Xenophobia	Foreigners and Strangers

Photovore: The character with this Flaw utilizes light, preferably sunlight, for their nutrition. They create sugars through Photosynthesis; they require water for hydration, and they respire Carbon Dioxide rather

than Oxygen. They may occasionally require other nutrients for proper growth and healing; these can generally be found in decomposing organic matter. The character may be able to consume other sources of food for appearance sake (or for taste), but they gain no nutrition from it. (From Beasts of Victory).

Physical Impairment: (Prerequisite – variable, see below). (This Flaw may be taken multiple times) The Character with this Flaw has a body part that is not functional, giving them some impairment to their physical function. For each time that this Flaw is taken, there is another body part that does not function, often compounding the difficulty. Some examples of impaired body parts and their associated difficulties:

Eyes: If one eye is impaired, the Character will take a minus two (-2) penalty to all of their ranged attacks, having no depth perception. If both eyes are impaired, the Character is blind, and functions as if in total darkness (minus four (-4) to all physical actions) at all times.

Legs: If one leg is impaired, the Character's speed statistic will be halved. They will be at minus three (-3) to any rolls to jump, climb, run, perform acrobatics, or kick. If both legs are impaired, the Character can move at their regular speed only if they are in a wheelchair. Otherwise, they are reduced to one quarter of their speed stat by having to crawl with their arms alone. They cannot run, jump, do acrobatics, or perform kicks.

Arms: If one arm is impaired, the Character may not have the Ambidexterity Merit, nor can they use weapons that require two hands to use. If both arms are impaired, the Character cannot use weapons, lift anything, or perform any other action that would require the use of their arms.

If an impaired body part is replaced by a prosthetic from the Mechanics list, the cost for buying off the Flaw must be paid (\$30,000.00). Non-functioning body parts replaced with Mechanics are not considered impaired.

Poor: (Prerequisite – Character may not have the Rich Merit). (This Flaw may be taken multiple times) For each time the Character takes this Flaw, their budget decreases by ten thousand dollars (\$10,000). This Flaw cannot be taken so many times that it takes the Character's budget below zero dollars (\$0). Characters with one "Poor" Flaw must roleplay the process of saving money for food and fuel, and other day to day expenses. Characters with two "Poor" Flaws must roleplay the process of keeping their home, which will

be a small house in a disadvantaged part of town or an apartment with inadequate utilities. Characters with four "Poor" Flaws cannot own property and roleplay the struggle to acquire enough resources to survive. Characters with more than four "Poor" Flaws are the truly disenfranchised of society, unable to afford even the basest necessities, living off of refuse.

Prude: (Prerequisite – Character may not have the "Supple Lover" Merit). Characters with this Flaw have little or no experience with sex, and don't want any. They may not have any ranks in the Seduction skill (except for the one (1) rank that would come from the Spy Merit), and may not attempt Seduction rolls. Faced with a situation in which sex or sexual situations are forced upon them, Characters with this Flaw suffer a minus two (-2) penalty to all rolls to resist sexual advances – they simply do not have enough experience with sex to know how to handle these situations.

Psycho: Characters with this Flaw lack a sense of personal restraint, and their reactions tend to be disproportionate to the situations they are in. In situations calling for subtlety or restraint, Characters with this Flaw must make a Will roll. If this roll is failed, the Character may not act with EITHER subtlety OR restraint, but rather must react with as much force as they can apply. On a critical failure of this Will roll, Characters with this Flaw must react to subtle situations with the most dangerous and foolhardy means possible.



Puppet Strings: The Character is not their own person; they owe someone their loyalty, and have a duty to serve someone else. This could be as innocuous as a strict employer or as difficult as being in the grip of an organized crime family. It could even represent a mind-controlling parasite or other extra-human influence. If the Character ever wants to involve themselves in an action or activity that is contrary to the desires of

their "puppeteer," they will need to make a roll on Will plus Toughness at a penalty of minus two (-2). Even if they succeed this roll and perform the action, there will still be the repercussion from the "puppeteer," whether that is the Character losing their job, having a hit put out on them, or whatever the particular "puppeteer" is likely to do as punishment. (New in this book).

R

Range Challenged: Characters with this Flaw have a difficulty attacking at range, and double all penalties for range (i.e. the minus one (-1) penalty for Medium range becomes a minus two (-2), the minus three (-3) penalty for Maximum range becomes a minus six (-6!)).

Reality Flaw: (ONLY for Characters with the Quantum Singer Merit). This is version of the Stands Out Flaw that can be taken by Characters with Quantum Song in lieu of losing points of Harmony. For every time the Quantum Singer has the Reality Flaw, their appearance or nature changes in some way (determined by the GM, should relate to the effect that triggered the roll) that makes them stand out; crying blood, having glowing eyes, a visible aura, or bird's claws for feet are all good examples. Each level gives the Quantum Singer a cumulative penalty of minus two (-2) to hide their nature or the fact that they are currently "different." The Quantum Singer can have only five (5) levels of Reality Flaw (for a total penalty of minus ten [-10] to blend in with any group of normal people); this means that they can only mitigate five (5) points of lost Harmony in this manner. (Alternate Victory I).

Reduced Lift I: The character with this Flaw finds their Dead Lift (and carrying capacity) reduced; they can lift only one quarter (1/4) of their original Dead Lift score. (From Beasts of Victory).

Reduced Lift II: The character with this Flaw finds their Dead Lift (and Carrying Capacity) greatly reduced; their Dead Lift is figured to be one pound (1 lb). (From Beasts of Victory).

Reduced Lift III: The character with this Flaw finds their Dead Lift (and Carrying Capacity) vastly reduced; their Dead Lift is under one pound (< 1.00 lb), often ounces or even negligible. (From Beasts of Victory).

Reduced Move I: The character with this Flaw finds their Running Speed reduced; their Running Speed is one quarter (1/4) their original Running Speed score. (From Beasts of Victory).

Reduced Move II: The character with this Flaw finds

their Running Speed greatly reduced; their Running Speed is one tenth (1/10) their original Running Speed score. (From Beasts of Victory).

Reduced Move III: The character with this Flaw finds their Running Speed vastly reduced; their Running Speed is figured to be one foot (1') per turn. (From Beasts of Victory).

Riskless: (Prerequisite – Character may not have the “Riskful” Merit) (This Flaw may be taken multiple times) This Character doesn't have what it takes to take chances. For every time that the Character has this Flaw, their maximum number of Risk Points is reduced by ten (10). This Flaw may not be taken so many times that it reduces the Character's Risk Points to zero (0).

S

Self-Imposed Limitation: (This Flaw may be taken more than once) Characters with this Flaw follow a code or a set of rules of behavior that limits their actions. This might include a personal code against taking human life, a vow to never harm a woman, or a warrior's agreement to never fight an opponent less well-armed than yourself. A practitioner of the Bushido Code would have this Flaw, as would someone dedicated to Chivalry or someone who has taken the Hippocratic Oath. If the Character is forced to act in a way contrary to their personal code, they will be at a penalty of minus two (-2) to all actions (due to shame and a sense of personal failure) until they can atone for their personally heinous act. Atonement should include some form of self-sacrifice, but the GM is the final arbiter of what it will take to atone for the perceived misdeed. For every time that this Flaw is taken, the Character has another set of personal limitations.

Semi-Aquatic: The character with this Flaw is not built for terrestrial existence, but rather is adapted to living in the water. While they still breathe air, their bodies are more adapted to swimming than to functioning on land. On land, their ability to move is severely curtailed; they can hump along at a speed equal to their Strength Statistic in feet per turn. On the other hand, when calculating their ability to hold their breath (before any Animal Abilities are factored in), multiply their breath-holding duration by two (x2). (From Beasts of Victory).

Sidereal: Literally “of the stars.” The Character with this flaw does not originate from the same dimension (plane, reality) that the rest of the campaign is set in - they are from some other place, such as Hell, the Astral Plane, or some other dimension/plane/reality.

Because of this, they are vulnerable to being Banished; certain spells and other special abilities can break their tenuous connection to the default plane and send them back to their dimension of origin, or perhaps even someplace else of the Banisher's choosing.

Small I: (Prerequisite: Can Not have Reduced Lift I) The character with this Flaw is smaller than human average, being roughly a quarter to half the size/weight of the average person. They have the effects of Reduced Lift I (and so do not also need to take that Flaw), and one (1) level of Weak as Hell (total number of Shrugs reduced by 1). Being small, they are at a penalty of minus two (-2) to be hit, as well as being at a bonus of plus two (+2) to any Stealth rolls. (This would include most domestic dogs and cats, large birds and such). (From Beasts of Victory).

Small II: (Prerequisite: Can Not have Reduced Lift II) The character with this Flaw is smaller than human average, being roughly a tenth to an eighth of the size/weight of the average person. They have the effects of Reduced Lift II (and so do not also need to take that Flaw), and two (2) levels of Weak as Hell (total number of Shrugs reduced by 2). Being quite small, they are at a penalty of minus three (-3) to be hit, as well as being at a bonus of plus three (+3) to any Stealth rolls. (This would include most rodents and small amphibians). (From Beasts of Victory).

Small III: (Prerequisite: Can Not have Reduced Lift III) The character with this Flaw is smaller than human average, being less than a twentieth of the size/weight of the average person. They have the effects of Reduced Lift III (and so do not also need to take that Flaw), and three (3) levels of Weak as Hell (total number of Shrugs reduced by 3). Being quite small, they are at a penalty of minus four (-4) to be hit, as well as being at a bonus of plus three (+4) to any Stealth rolls. (This would include most insects and arachnids). (From Beasts of Victory).

Socially Unacceptable. (This Flaw may be taken more than once). Characters with this Flaw have a certain behavior, or live by a system of belief, that is contrary to the standards of the community in which they live. This may bring unusual scrutiny from law enforcement or cause difficulties in functioning in the community (may be the target of gossip, people may protest against their presence in the community, may be shunned at small markets, et cetera). Examples of Socially Unacceptable behaviors and beliefs include Polygamy, extreme fetishes, promiscuity, being Republican in a Blue State or being Democrat in a Red State, and the like. These behaviors and beliefs may be

hidden from the community, but there will constantly be a risk of discovery. For each time that this Flaw is taken, the Character has another behavior or belief system that is socially unacceptable.

Solarbane: The Character with this Flaw has more difficulty tolerating Solar radiation (specifically radiation from the life-giving light of any star) than most people. Rather than treating Sunlight as its own level of Radiation, Characters with the Solarbane Flaw treat Sunlight as being Radiation of a higher level... it requires harder rolls to tolerate more often (as per the Radiation Hazard rules, Victory Core Rulebook page 95). The only exception to this is that anything that would normally protect one against Sunlight will also shield the Character with this Flaw from the Sunlight's harmful effects. This Flaw may be taken multiple times; the more times it is taken, the more severe the danger from Solar radiation.

Sunlight Effect from Solarbane Flaw(s)	
Solarbane Flaws	Radiation Level
1	Alpha
2	Beta
3	Gamma
4	Hiroshima

(New in this book).



Squeamish: Characters with this Flaw react badly to things that are inherently disgusting, such as slime, entrails, corpses, muck, hordes of insects, rats, tentacle monsters, pulsing brains, and the like. Any time a Character with this Flaw encounters something that is inherently disgusting, they must make a Will roll. Failing this Will roll means that the Character is having a massive attack of "The Willies," and suffers a minus two (-2) penalty to all task and combat rolls until the

inherently disgusting item is no longer in the Character's presence.

Stands Out: The Character has some physical feature, such as oddly-colored skin or pointed ears, that makes it difficult for them to "blend in" to a crowd. The Character suffers a penalty of minus two (-2) when trying to blend into their surroundings, and anyone looking for this Character enjoys a bonus of plus two (+2).

Strongly Scented: Characters with this Flaw exude a strong personal odor, for some reason. This is not necessarily an unpleasant odor – it may be a distinctive perfume or cologne, or an exotic personal body scent. The difficulty with this situation is that it wrecks the Character's ability to hide and sneak. Characters with this Flaw suffer a penalty of minus two (-2) to any rolls on the Stealth skill.

Swims like a Brick: Characters with this Flaw, for whatever reason, simply cannot swim. They may take no ranks in the Swimming skill, and even if they have a plus one (+1) bonus from the "Athlete" Merit, they make rolls to Swim at a penalty of minus three (-3). Characters with this Flaw find it impossible to float without the aid of a flotation device.

U

Ugly: The Character is unattractive, and is the target of staring and derision. When making rolls in situations where physical appearance could make a difference such as Seduction rolls to attract attention, Communication rolls to persuade someone, or Streetwise rolls to get into a club, the Character rolls at a minus two (-2).

Unhealing: The Character with this Flaw does not heal on their own, nor does traditional medicine work to restore their lost Shrugs. For whatever reason, a full night of rest does NOT bring them to their Maximum Shrugs value, nor will a roll on Intelligence plus Medicine. Special Abilities that Heal lost Shrugs CAN restore lost Shrugs to this character, but at DOUBLE the Risk Cost. However, any form of Regeneration or other self-healing Special Ability WILL work for this Character. Additionally, the GM and Player should establish some skill which CAN be used to restore lost Shrugs other than Medicine, such as Genetics or Repair. (New in this book)

Unskilled: (This Flaw may be taken multiple times) For each time the Character has this Flaw, they have five (5) fewer points to spend on skills.

the Tough as Hell Merit. If they have any form of Regeneration or the ability to Heal themselves, they can not heal Shrugs done by an attack that they are Vulnerable to. Other Characters with Healing abilities CAN heal this Damage, but the Character with the Vulnerability can NOT do it for themselves. Most often, they will have to try to heal normally. (From the Powers Compendium).

W

Wanted: The Character with this Flaw is being hunted by some authority, rightly or wrongly. If the Character does not continuously cover their tracks, change their name, alter their appearance and/or identity, and otherwise cover the tracks that they make in daily life, some organization will find them, catch them, and do unpleasant things to them.

Weak As Hell: (This Flaw may be taken multiple times) For each time the Character has this Flaw, the Character has one (1) less Shrug than normal. This Flaw cannot be taken so many times that the Characters total number of Shrugs drops below one (1).



New Skills

Eldritch Focus: This is the skill of using Outsider Abilities. It is used to activate Outside powers, and also confers a knowledge of the Outside and associated Eldritch practices (although the Lore: Outside skill also confers a certain amount of this knowledge).

A Character with the "Outsider" Merit can use the Perception stat plus the Eldritch Focus skill to detect Outside Taint, Corruption, and/or the use of Outside abilities in an area (generally within a city block, or so), and to analyze Outside Phenomena. More, they can use their Will stat plus the Eldritch Focus skill to attempt to "Stunt" Outside Abilities that they do not actually possess. Stunting Outside Abilities costs five (5) Risk plus the Risk Cost of the ability (if any) that the character is attempting to use. The GM may assess a penalty to this use of the "Eldritch Focus" skill if the ability being Stunted is particularly powerful or expensive - as a suggestion, a penalty of minus one (-1) per ten thousand dollars (\$10,000.00) of ability cost would be appropriate. (From Eldritch Victory)

Gambling: This is the skill of understanding the rules and mechanics of games of skill and chance. It is used to engage in all manner of games which can be played for money, either against other gamblers or against "the house," an established gambling facility. It would also be used by "the house" to orchestrate the facility's inherent advantages. It represents the rapid calculations of the probabilities of winning, and the knowledge of the rules of games of cards, dice, and chance. It CAN be used to cheat at gambling, although the Sleight of Hand skill is better suited for cheating. The Gambling skill IS extremely useful in *spotting* someone who is cheating and proving that cheating was done, even if the cheating was done by "the house." The Streetwise skill is better suited to knowing the dread consequences of accusing "the house" of cheating.

Instinct: This is the skill of using Animal Abilities. Combined with Perception, it allows the Character to attempt to determine what Animal Abilities others may have, or to discern the moods/nature of a strange animal. (From Beasts of Victory).

Quantum Focus: This is the skill of using Quantum Levels to manipulate local reality. It is only accessed by taking the Quantum Singer Merit. It can also be used with the Perception stat to get a general feel for the quality of reality in the local area; whether it's been altered by some cosmic event or even another Quantum Singer. (From Alternate Victory One).

Physical or Mental?

There are a number of situations in which a Character's mind may become separated from their body, either temporarily or on a more permanent basis. This could be as the result of a Magic Spell, Psionic Discipline, or the Character may even have their mind transferred from their original body to a body made of Mechanica. In all of these cases, only so much of the Character goes along with their mind.

As a rule, a Character's mind retains it's Intelligence and Perception statistics; as well as all of the Character's skills. Magic Spells and Psionic Disciplines move with the Mind as well, while Martial Art and Powers remain with the body. If the move is the result of a full-on brain transplant, then any Mechanica that is installed in the brain itself is retained. Otherwise, Mechanica is also lost. That just leaves Merits and Flaws.

Some Merits can be considered to be mental in nature, and would therefore remain with the mind... as would some Flaws. These are primarily Merits that involve mental function, durability, and acuity. If it modifies or allows Skill use, it's likely a Mental Merit or Flaw. If the Merit or Flaw specifically modifies the Character's ability to deal with things physically or enhances physicality, then that would be a Physical Merit or Flaw, and that is lost in a brain/mind transfer.

When the mind finds a new home, the new body (or whatever structure it finds itself in) will provide new physical statistics and perhaps new physical Merits and Flaws. This will mean secondary stats and performance stats will need to be calculated all over again. It's like the owner of the transferred mind has become a new person, even though it's the same old consciousness. It's the old software installed in new hardware.

Note that some of these Merits and Flaws are marked with an asterisk (*). This denotes a Merit or Flaw which **LIKELY** moves with the mind, but circumstances may alter this. The I Am The Law Merit, for example, which confers the rights and responsibilities of a law enforcement official, may very well be transferred along with the subject's mental patterns, but only so long as the operation is a) legal and b) known and understood by the law enforcement agency which confers this Merit. A police officer who is forcefully transferred out of their body into another may well find that no one believes they were once an agent of a given agency... if the agency itself **ALSO** disbelieves this, the I Am The Law Merit may not transfer, or it may require some effort on the part of the transferred individual to prove they are who they say they are.

MERITS that Move with the Mind

FLAWS that Move with the Mind

Artificer
Bestial Affinity
Coping Mechanism (l)
Crafty
Deadly Aim
Era-Wise
Fight One, Fight All
Higher Tech
Highest Tech
Homemaker
I Am The Law*
Iron Will
Master Cook
Military License*
Knowledgeable
Mind of Power (s)
Moda Mechanica (s)
Natural Engineer
Outsider (s)
Patronized*
Polyglot (l)
Quantum Singer
Really Skilled (m)
Rich (m)
Riskful (m)
Second Sight
Shipowner (l)*
Spell Slinger (s)
Spotlight*
Spy
Steel-Trap Mind
Striking Presence
Transporter
Unfathomable
Well-Funded (m)

Bad Cook
Bad Driver
Bestial
Blood Feud (l)
Clingy Fanbase
Dishonored (v)
Doubtful Presence
Dyslexic
Fashion Victim
Forgetful
Horrific Slob
Lower Tech
Lowest Tech
Malleable
Mental Malfunction (v)
OCD (v)
Of the Outside
Owned
Personal Dedication (v)
Phobic
Poor (m)*
Prude
Psycho
Puppet Strings
Reality Flaw
Riskless (m)
Self-Imposed Limit (v)
Sidereal
Socially Unacceptable (v)
Squeamish
Unskilled (m)**
Wanted (v)

Rolling Your Own

This wouldn't be a living document and it wouldn't need occasional updates if new Merits and Flaws weren't generated along with other new game material. There's no reason not to generate your own Merits and Flaws for whatever custom game setting or campaign you dream up, but you very well may not have to.

A lot of new Merits and Flaws are modified versions of existing Merits and Flaws. Rather than writing down "Physical Limitation: Immune to Healing" a dozen times while writing a Zombie supplement, saying the same thing with the new Flaw of "Unhealing" saves a lot of time and effort.

Because you have Merits and Flaws that are variable and cover a number of different situations, you can absolutely take a specific version of that Merit or Flaw and rename it. "Physical Limitation: Treats Solar Radiation as Beta Radiation" can work, but "Solarbane II" is a lot more succinct.

In case you'd like to take a try and generating fresh Merits and Flaws from scratch, here are the guidelines from the Victory Equipment Manual. Always remember; Players, get approval from the Game Master before using a new Merit or Flaw on your Character. Game Masters; approve anything that seems reasonable and steal anything that doesn't. Why should YOU have to design all the overpowered new features in your campaign?

Merits

Merits can do a few different things. They can provide a situational bonus to a specific skill of plus two (+2) (such as Comely or Striking Presence) or even plus three (+3) (such as Homemaker or Supple Lover), or provide a bonus to an entire skill category of plus one (+1) (such as Bad-Ass or Knowledgeable). Unless you're generating an all-new skill list for a Custom Era, it's unlikely you'll need a new Merit to add a bonus to an entire category.

More, Merits can provide access to one type of Special Ability (such as Martial Artist or Spell Slinger). If you are creating a new type of Special Ability, a Special Merit should accompany it.

Merits can also negate a specific penalty by up to two (2) points (such as Deadly Aim or Night's Eyes).

Some Merits can flat-out deny logic and physics (such as Natural Engineer), or provide monetary benefit (such as Rich or Well-Funded). Merits can even add a

Shrug of Damage to a specific attack (such as Haymaker or Kick Like a Mule). If it contravenes or modifies an existing rule to the character's benefit, it's likely a Merit.

Before creating a custom Merit, you might want to make sure there isn't already a Merit to cover what you're trying to do.

Flaws

Flaws do, generally, the opposite of what Merits do. They can provide a penalty of up to minus three (-3) to a specific skill (such as Bad Cook or Horrific Slob) or even a penalty of up to minus three (-3) to an entire skill category (such as Bad Driver).

Flaws can reduce physical performance (such as Asthmatic or Can't Jump), reduce combat damage (such as Delicate Feet or Delicate Hands), or even multiply existing penalties (such as Range Challenged).

Some Flaws flat-out deny logic and physics (such as Horrific Slob and Sidereal), or provide monetary detriment (such as Poor). If it contravenes or modifies an existing rule to the character's detriment, it's likely a Flaw.

There are a number of Flaws already in play that are extremely variable, and can cover a lot of "new" ground. These Flaws; Dishonored, Mental Malfunction, Personal Dedication, Physical Impairment, Self-Imposed Limitation, Socially Unacceptable, and Wanted cover a LOT of ground. Before creating a custom Flaw, you might want to make sure that one of these, or another Flaw, doesn't already cover what you're trying to do.

AEvery time I thought I was done with this book, something else jumped up (or was suggested) that needed inclusion. Even though this is meant to be a living document and will be seeing updates over time, I wanted it to be as complete as it could be on first release.

Here it is, then; all the Merits and Flaws that exist in the Victory System up to this point in time (this being August of 2018). This book is a little light on the graphics, but it's much more about reference than most of the other books in Victory. As time goes on and more books are added to the lineup, and more Merits and Flaws come into existence, the files for this book will be updated. If YOU come up with new Merits and Flaws you're proud of, hit us up at

<http://www.TheVictorySystem.com>

And share them!

