

Tab 1

Sky Schemer's Guide to Pathfinder 1e

Drawbacks



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Revisions

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About Drawbacks

Drawbacks were introduced in Ultimate Campaign as part of the [Traits and Drawbacks](#) rules. A drawback provides a negative effect instead of the boon that you get from a trait. Ultimate Campaign describes them as a “negative trait”.

Drawbacks are completely optional.

So why take a drawback?

By default, a character is only allowed two traits, but **if you take a drawback, you can add a third trait.**

What makes a “good” drawback?

A good drawback meets these criteria:

1. It imposes a situational or narrow penalty that does not significantly impair your class’s primary role(s).
2. It fits with your character concept, or otherwise adds roleplay opportunities.
3. The penalty is outweighed by the extra trait.

The last one, while somewhat subjective, is the most important piece: if the penalty of your drawback overshadows any of your three traits, then you chose poorly. You are better off having two traits and no drawback than a severe drawback and a mediocre third trait.

What makes a “bad” drawback?

A drawback is bad when any of the following statements is true:

1. It negatively impacts other characters.
2. It negatively impacts your primary class features or role in the party.
3. It imposes broad penalties on important die rolls.
4. You lose some of your agency.
5. It causes strife at the table or otherwise annoys your fellow players.

Of these, the first and the last are the greatest sins of all. Several drawbacks meet this definition, and this guide calls them out.

Should I consider homebrewing a drawback?

Yes. The drawbacks provided by the official sourcebooks tend to be variations on the same themes (many penalize party face skills, for example) or have heavy-handed flavor text. For this reason, it makes sense to work with your GM to create a drawback whose penalties are in-line with the official options, but more tailored to your character. Drawbacks are potentially a great source for RP, and a homebrew one will likely excel in that department.

Munchkin Drawbacks

A Munchkin drawback is a drawback that isn't *functionally* a drawback, because the penalty is so situational or narrow that it will likely never occur in a campaign. This essentially gives you a third trait for free. While they are certainly legal by RAW, the *spirit* of a drawback is that you are taking on a meaningful penalty to get something you want. However, be prepared for your GM to object to such a choice.

This guide identifies several official drawbacks that are potentially Munchkins.

Drawback Options

TL;DR Just Tell Me What To Take

Take [Bitter](#), [Meticulous](#), [Nervous](#), or [Unlearned](#). These are excellent options that IMHO don't cross the line into Munchkin territory.

Rating System

This guide uses a variation of the popular color-coded rating system. Stars are also provided for those with color vision impairments.

Red (no stars). This option is so bad that you should never, ever take it, under any circumstances. It's far worse than what you will get in return, commits one or more Cardinal Sins of roleplay, is outside of your control, and/or turns you into "that player" (do not be "that player").

Orange*. This option is bad for everyone. Its effects are too severe, and it might indirectly put the party at risk.

Yellow.** This option is bad for *most* characters, but fine for *some*. The negatives can either be mitigated by specific class features, aren't an issue for a given class or party role, or are narrowly targeted. That being said, there are better options out there. Only take a yellow drawback if the flavor fits your character *and* the penalties are manageable.

Green***. This is a decent option for *most* characters. The negatives tend to be situational rather than broad. That being said, some green drawbacks are a bad choice for specific classes/party roles, and those are called out.

Blue****. This is a great option for nearly any character. The negatives are either very situational, very slight, or only impact edge cases. Though beware: some blue traits may fall into Munchkin territory, and your GM may object to them.

General guideline: Anything **yellow**** or better is worth considering.

There are also two special ratings:

Black^x (unrated). It's impossible to rate this drawback because it is not deterministic. It relies on random die rolls or leans heavily on GM fiat.

Infrared (no stars). A more extreme version of **red**. This option is immeasurably bad. It contains awfulness so dense that it collapses in on itself, creating an anomaly of bad in time and space that sucks the good from the options around it. It's a black hole of bad. Taking this option is radioactive, and often an express train to becoming "that player".

Fixing "Bad" Drawbacks

In addition to providing the ratings, I'll also offer suggestions on how to fix a bad drawback to make it more palatable and to rein in drawbacks that are a little too good. Not all drawbacks can be saved; sometimes, the whole concept is flawed.

Drawback Ratings

Anxious**. A flat -2 to Diplomacy, and by default, you speak slowly and always at a whisper. If you are not a face character, this is an OK option. However, if your GM is paying attention, you must clearly state that you are speaking loudly whenever you want to be heard. This can cause issues in combat, and the game is, alas, largely about combat. If you choose to *roleplay* this, then you run a very real risk of annoying your fellow players.

Arcane Malignancies^x [race: changeling]. The idea is cool, but by RAW you must *roll* for the specific drawback in the given table, and that makes this unratable because you don't know what you're going to get.

Suggested fix: Let players *select* from the effect table instead of rolling a d100.

Attached. First off, the GM chooses the object or person you're attached to, which takes away your agency. But even setting that aside, the game is heavy on combat encounters. If you're attached to a person and they're in the party, or you're attached to an object (which means you always have it with you), then this becomes an always-on penalty during combat. **That is a terrible deal.** Also, you generally don't want to take flat penalties to Will saves.

Suggested fix: Let the player choose the attachment. If it's an object, only apply the penalties if the object is damaged (has the "broken" condition) or stolen. If it's a person in the party, only apply penalties if the person is severely injured (below 50% hp) or

kidnapped. If it's a person *not* in the party, then the player and GM should establish some boundaries so the relationship can't be abused to coerce the player.

Avarice. You're an asshole who demands 10% more treasure than everyone else, and if you don't get it, you're an even *bigger* asshole for a week. Nothing about this is a good idea. Thou shalt not antagonize the other players. Thou shalt not cause strife at the gaming table.

Suggested fix: This can't be fixed. Cooperative play and teamwork are two cornerstones of the game, and this drawback abuses both.

Betrayed***. Disadvantage to Sense Motive to get hunches (roll twice, take the lower result), and you can't re-roll to fix it, even with Hero Points. You're in a party with other people and one of them, presumably, has Sense Motive as a skill. Obviously, you don't want this if you're the party face or in an investigative role, but otherwise, it's a solid and flavorful choice. If you have a negative modifier to Sense Motive *before* taking this drawback, then this is **blue****** and a Munchkin exploit, since you can't make the DC20 check, anyway.

Bitter****. Reduces healing received from allies by one. Not "one per die", just a flat "one" from the total. Honestly, this is almost too good to be true. It might be annoying at levels 1-2, but after that, it's not a big deal. If your party relies on wands of CLW for healing, it does mean you'll burn a few extra charges over your adventuring career, but wands of CLW are cheap. This is one of the best options out there. If *you* are the primary healer, then this is pure Munchkin territory.

Suggested nerf: Instead of a flat "one", make it a percentage. I think 10% is reasonable. If the character taking this drawback is the party's primary healer, there's not a good fix for this and the GM should disallow it as an option.

Burned**. They should have stopped at "-1 to saves vs fire effects", but instead, they kept piling on. Note that a torch—that extraordinarily rare piece of adventuring equipment—is an open flame, though you'll likely be using light spells and darkvision once you're past the low levels. You're probably going to encounter fire more than the other energy types, so this is not a great choice, but it's not a deal-killer, either. Playing characters with real phobias can be flavorful.

Condescending**. If you aren't a face character, this is probably OK, but a -5 penalty is pretty severe even for a situational skill check. Be careful how you roleplay this because it can rub people the wrong way.

Cowardly*. You run away even faster when frightened, fear-based penalties increase by 1, and you lose immunity to fear if you would otherwise have it. This is a hard pass. Enough monsters can produce fear effects to make this a concern, especially since frightened characters flee the battlefield, effectively splitting the party.

Suggested fix: This is a pile-on. I would not mess with fear immunity. If a character ever gains that as a class feature, make the player switch to a different drawback. It's OK if they are *temporarily* immune to fear. I would also eliminate the "base speed increases by 5 feet". The rest is fine.

Cruelty. The way combat works is, you hit things until they fall down, and then you move on to the next target. With this drawback, you either waste a round wailing on an opponent that is already disabled instead of dealing with the *active* threats still on the battlefield, or you take a -2

penalty on attack rolls. This is going to come up a lot. It also reeks of “It’s what my character would do”. Plus? It’s cruel, just like the name says. Don’t be that player.

Suggested fix: I don’t believe in encouraging cruelty at the table. There is no fix for this.

Dependent***. Fail a diplomacy check and you’re shaken for an hour. Shaken is a rough condition, sure, but odds are this is going to happen outside of combat situations where an hour isn’t so bad. And if you aren’t a face character, how often will it come up? There’s some nice roleplay potential in this one.

Doubt*. You’re going to fail skill and ability checks multiple times in your career. This compounds the issue, and the only cure is time. Also note, by RAW, you reset the hour timer if you fail your next check, which is more likely to happen with the -4 penalty in play. So this is the gift that keeps on giving.

Suggested fix: Don’t keep extending the 1-hour timer.

Empty Mask**. A -1 to Will saves vs. compulsions. Increases to -2 if your foe knows who you really are. This is a flavorful drawback, but the penalty to saves vs compulsions is a risk, as you might end up turning on your party. It’s especially risky if you are a full caster or front-liner. It’s less so if your class has good Will saves, or you’re a support role instead of a heavy hitter.

Entomophobe*/******. This is more likely to affect lower-level characters, when your opponents tend to be giant vermin and vermin swarms. At higher levels, it’s practically a non-issue. So **green***** at L3 and below, and **blue****** after that. Unless you’re in a vermin-heavy campaign, in which case, find something else.

Envy*. Steal shit *daily* or risk a *cumulative* -1 penalty (-5 max). The daily DC20 Will save will eventually be trivial, but still... This indirectly puts the entire party at risk. Also, it has a high risk of making you “that player”. This is **red** if you have LG members in the party.

Suggested fix: None. The idea of a player being *required* to commit a crime daily is completely broken.

Family Ties*. This is broken and impossible to rate. It’s either **blue****** because, when is it going to come up? Or **red** because you’re subject to GM fiat.

Fey-Taken*. Too many -2 penalties that you don’t want. Who thought this pile-on was a good idea?

Suggested fix: Tone it way down. There are six(!) -2 penalties listed here, which is insane. I think a -1 penalty to saves vs fey spells and SLA’s is plenty. Though if you aren’t in a fey-heavy campaign, maybe add -1 to saves vs Illusions and/or charms.

Forgetful. You have ADHD. You only leave mundane items behind, but by RAW, this could even be your primary weapon. As you get higher in level and acquire more magic items, odds increase that the mundane item is going to be your coin purse (the trait actually calls this out). Also, by RAW, this applies to *every location* where you spend more than an hour. Pop quiz: Which activity guarantees you will spend more than one hour in the same location *every fucking day*? Answer: Sleeping. This drawback is just dumb, and while it only affects you directly, it’s so *fucking dumb* that I’m making it **red**.

Suggested fix: There is no fix for this. I understand the idea behind it—people really do forget important things IRL like their keys or phone—but turning that into a mechanic is just heavily flawed.

Foul Brand/***.** A flat penalty to multiple skill checks combined with an evil deity's symbol burned into you makes this a *little* rough, but not everyone relies on these skills and it's a cool bit of background flavor. By RAI it's either on your **hand***** or your **forehead****. By RAW, I suppose you *could* choose somewhere that's not visible at all, and forego the penalties entirely, to make this **blue******. That would land it solidly in Munchkin territory, though, and I would expect your GM to object. See also "Scarred" for a slightly different take.

Guilty Fraud*.** As long as you aren't a party face, this is a solid option.

Haunted*.** Cool and flavorful drawback. The -2 penalty only applies to spells with the evil descriptor.

Haunting Regret.** You're Roy Greenhilt. You're harassed by the judgemental spirit of a dead family member, because family can be *the worst*. This is bad for casters, but even if you aren't, the -2 to mind-affecting effects is not great. Still, lots of fun flavor in this. You could build a whole web comic around it.

Headstrong. This provides an in-game excuse to be an asshole player. The penalty is minor, but the consequences of being argumentative will not be, especially if you end up in a verbal confrontation with an important NPC. Don't be that player. Thou shalt not cause headaches for the party.

Suggested fix: The real problem with this drawback is that it's RP-based, which means one player has a tedious argument with an NPC while everyone watches, and that just doesn't sound like fun. It really comes down to having a conversation between players and GM, setting ground rules around how this manifests, and checking in periodically to see if adjustments are needed. You want to make sure everyone is having fun.

Hedonistic.** Most adventuring days will net you sufficient treasure, even at level one. Where you potentially get into trouble is when you're in the wild (travel days, hex crawls/hexploration, etc.) or idling away from civilization. This is mitigated if you have a Perform skill, a cooking-related skill, or the ability to create fine foods or alcohol. Can be a nice, flavorful drawback as long as you don't overdo the roleplay.

Helpless*. You are dazed for a turn the first time an ally is unconscious or killed as a result of an attack. While this sounds kinda flavorful, it's generally bad to lose an action, and immediately after a party member goes down is the exact wrong time for that to happen. This is *particularly* bad (and fully **red**) if you're the party healer, as it can prevent you from using *Breath of Life*. Also, note that "unconscious" can come about from spells, too, so the trigger is broader than just physical attacks. Granted, PC's aren't generally dropping like flies, but when it *does* happen, you want to be able to act if there's a chance of saving them.

Suggested fix: I would just make it a less severe condition, such as "shaken".

Impatient. "Leeeeeeroy Jeeeenkins!" You can't delay or ready actions. If you're last of your allies in initiative order, it's a -1 penalty across the board. This is terrible. The penalties are bad enough (you will be at the bottom of your initiative order more than once in your adventuring

career), but **losing the ability to hold or ready an action is a rotten deal**. This makes it difficult to coordinate actions with your allies, and that can put the entire party at risk. Nothing—*literally nothing*—in the game is worth this cost, much less a trait. This is the worst drawback in the game by a very, very wide margin.

Suggested fix: The problems here are two-fold. First, people need to be able to hold and ready actions because these are significant game mechanics. Second, giving someone a penalty for rolling low on initiative is like kicking them when they're down. I would come up with something that only impacts the first round of combat. What that thing is, I don't know, but impatience is really about wanting things to *start quickly*.

Infamous.** It can be cool and flavorful in the right campaign, but the fact that this affects your allies is what makes it yellow, and potentially worse. **Work with your GM to integrate this into the story, and keep it from being orange* or red**. If you're going to return to a place where you might be arrested, it should be woven into the campaign. Or, just take something else instead.

Information Overload. By RAW, the penalty for a failed Knowledge skill check is that you don't recall any information. This drawback introduces the possibility that you receive *incorrect* information, which lands this solidly in **red** territory. Though shalt not fuck over the party.

Suggested fix: Feeding a player deliberately wrong information as a result of a die roll is not a good *general* mechanic. This might be appropriate in specific situations, but it's not something you should apply by default. Just change this to a penalty with a 1-hour timer (that doesn't extend).

Insatiable.** This is a flat 10% tax on everything you want to buy, including magic items, and double rations if you track those. But, at least it doesn't make you an asshole, affect your character's mechanics, or *directly* hinder the party. If you don't mind being behind on wealth-by-level, this could even be **green*****.

Lonely*.** You're gullible when it comes to trusting people. The penalty to saves vs charms is not great, but it's not likely to come up frequently and it's not as bad as compulsions. This is a reasonable choice as long as you aren't the party face. Avoid if you're in an enchantment-heavy campaign.

Loner*. You want a -1 penalty to AC and attacks when you're adjacent to your allies? WUT.

Suggested fix: Again, this doesn't jive with a cooperative game that relies on teamwork.

Lovesick. Congratulations! You are subject to GM fiat. Also, adventurers tend to move around, which makes this an always-on penalty. This is less of an issue if your love interest is *in* the party—get buy-in from the player (if it's a PC) or the GM (if it's an NPC) before going there—but you probably don't want to tie potential penalties to another character.

Suggested fix: See "Attached" for ideas. What's most important here is communication between players and GM to set boundaries.

Magical Klutz.** If this were a *penalty* on saves and UMD, this would be better, but it's a disadvantage to both (roll twice, take lower result). The Reflex save disadvantage only applies to effects produced by magic items, sure, and not everyone needs UMD, but there are better

choices. That being said, there's some decent RP potential for a character who is the magical equivalent of a luddite.

Mark of Slavery***. Fail a skill check, take a penalty until your next turn. Not a lot of characters mix skill checks and attack rolls back-to-back in combat. If you're one of those (caster making concentration checks, Dex char tumbling through squares, etc.), then pick something else.

Meticulous****. The whole point of an adventuring party is that there are people who are good at the things you aren't. This is a no-brainer unless you split the party a lot (don't split the party). You may fail some skill checks at inopportune times—Stealth comes to mind here—but the penalty is erased by investing just a single rank in the problem skill(s). This is one of the best drawback options in the game.

Suggested nerf: I don't think this needs to be nerfed. The classic solution to eliminating the penalty is to invest a rank in the target skill. That is a fair trade, IMHO. A skill point spent here is a skill point not spent somewhere else. The player is investing a real, tangible resource *due* to the drawback, which is in the *spirit* of drawbacks.

Misbegotten***. This is cool and flavorful as long as you aren't a Dex-based character. Of the Dex-based skills, Stealth is probably the one most likely to bite you, so plan accordingly.

Naive****. This is pure cheese. When was the last time an opponent used an improvised weapon or a dirty trick combat maneuver against you? Unless you're in a campaign with lots of brawling, this will likely never come up. Check with your GM before taking this, as this is Munchkin territory.

Suggested nerf: This is just too specific. There's no fix for it.

Nervous****. Take 10 becomes Take 8. Delays your auto-succeeds by a couple of levels. This is a great option since your die rolls aren't penalized. It's one of the best drawback options in the game.

Suggested nerf: None needed. Most people use Take 10 because it eventually becomes an auto-succeed, especially when crafting magic items. Delaying that by two levels/two ranks seems appropriate and in the spirit of drawbacks.

Oblivious***. Perception is the most-used skill in the game, but I don't subscribe to the philosophy that low Perception is a deal-killer: *most* of the time, it's enough for *someone* in the party to make a successful perception check. This is not a good choice for the party face or trap finder. Be careful if you choose to roleplay this, as it risks annoying your fellow players.

Occult Bargain* [casters only]. You're a caster with an always-on -1 to concentration checks? WUT.

Suggested fix: The concept is cool, but the penalty isn't. I think you have to straight-up replace the penalty with something else. It's not even clear to me why the flavor text translates to a penalty to concentration. I think it would make more sense for there to be a requirement that the character have a spell in each level be of a certain school, or have a certain attribute. But even that might be too harsh.

Oppressive Expectations*. You're a special snowflake. Fail a skill check, and you take -2 on that check until you succeed at it at some point in the future, or you fail a different one. Note that

“the same skill check” doesn’t mean “the same activity that caused the skill check”. This risks being an always-on -2 penalty to a skill you care about. Hard pass.

Suggested fix: It’s the waterfalling -2 that is the problem here. Just put it on a 1-hour timer that doesn’t extend.

Overprotective**. Not as bad as Helpless, but that’s a pretty low bar. I hesitate to rate it even this high, as you don’t want to start taking penalties (aka “losing combat effectiveness”) when you lose a party member. That being said, in most campaigns, your fellow PC’s are not dropping that often. Avoid if you have a killer GM or you’re in a gritty campaign.

Paranoid*. It’s DC15 to assist you on a skill check, or to use the “aid another” action in combat to help you. The former is more likely to come up than the latter. I don’t like this one purely because it interferes with teamwork, which is a cornerstone of the game. YMMV.

Suggested fix: None. The problem here is that the party is working together, and eventually the “paranoid” player is going to learn the party isn’t trying to kill them with the “aid another” action.

Power-Hungry****. This is almost Munchkin territory. Typically comes up with the BBEG or their minions, and requires a very specific combination of trying to buy you off, followed up by (or in concert with) a charm or compulsion. Yes, this does happen, but it’s just so rare that it’s almost contrived. If you take this, don’t be surprised if your GM makes it happen.

Suggested nerf: This is just too specific and narrow. I would ban it and make players choose something else.

Pride***. You’re a narcissist and demand apologies from people for mistreating you. Has some good roleplay potential as long as you’re careful not to sweep the party up in your drama. This is a bad choice for the party face.

Provincial***. “It’s my way or the highway.” A solid choice that has roleplay potential if you aren’t the party face. Be careful, though, as this can turn into bigotry and other anti-social behavior.

Righteous Indignation**** [must have lived in Chelax, Geb, Irrisen, Katapesh, or Qadira]. If a foe provokes an AoO, you *must* take it *unless* you succeed on a Will save. Uh, OK? Situations where you want to hold back your AoO are *exceedingly rare*, and if you have [Combat Reflexes](#), they are even rarer still. The other effect is a -1 penalty to Saves vs spells with the “emotion” descriptor that *don’t* also have the “fear” descriptor. There are over 2900 spells in Pathfinder, and only 73 of them meet that requirement, and of *those*, the majority are obscure spells you’ll never encounter in a game.

Suggested nerf: The whole concept is just kind of broken. I don’t see a quick fix.

Scarred***. A solid choice as long as you aren’t the party face. See also “Foul Brand”, which scars you specifically with an evil deity’s symbol.

Secret Shame*. A flat -1 to saves vs fear effects, among other things. Lose immunity to fear if you’d normally have it. I am just not a fan of making yourself more vulnerable to fear effects. Pass.

Suggested fix: Drop the fear portion, increase the DC penalty to demoralize to 2, and maybe put a -2 to bluff.

Self-Doubting*. Like “Oppressive Expectations”, but adds Will saves, too. Potentially puts the party at risk. Hard pass..

Sentimental***. A decent choice unless your role is finding and/or disarming traps. The -2 to Reflex is situational and only harms you, vs presenting a risk to your allies.

Shadow-Scarred**. Flavorful drawback that gives you a flat -1 to saves when in dim light or darkness. This is going to bite you pretty often, since a lot of the game takes place underground, and above a certain level you’re leaning more on darkvision than light. Sure, there are worse choices, but there are better ones, too.

Sheltered*. You’re going to drop to less than half your hit points several times in your adventuring career. You don’t normally lose combat effectiveness as you get injured, and this changes that. Hard pass.

Suggested fix. None. You don’t want to alter major game mechanics like this for just one person. Tying penalties to injury is kicking someone when they’re down. If you really want to do that, use the [Wounds and Vigor](#) rules from Ultimate Combat and make them apply to everyone.

Sleepy****. You need 12 hours of sleep each night or you take -2 on saves vs sleep effects. This is inconvenient for the party up to level 4, and pure Munchkin territory past that when *sleep* effects become far less common.

Suggested nerf. Penalty vs sleep effects is lame. I’d impose the “fatigued” condition instead, and maybe limit it to 4 hours.

Spooked*. You’re shaken when you see fey, outsiders, or undead unless you make a Will save. I can guarantee you’ll see at least two of those several times in your adventuring career. Yet another entry on the list of “lose your immunity to fear” drawbacks. Hard pass.

Suggested fix. This is just a grab-bag of triggers and effects. Pick either undead or outsiders. Don’t let players pick fey unless it’s a fey-heavy campaign. Drop the bit about losing immunity to fear (see “Coward” for what to do there).

Stigmatized***. A solid choice if you aren’t the party face.

Superstitious. You want to make Will saves to receive buffs or healing? WUT. Thou shalt not waste the party’s resources.

Suggested fix: None. The problem here is that the party is working together, and eventually, the “superstitious” character would figure out that their allies are not trying to kill them with magic. So the whole drawback just doesn’t make sense.

Tainted Spirit. At low levels, you’re going to fail that a lot and the party is going to have to wait a half hour or more while you recover. At high levels, the saves become trivial, but...the game is largely about combat, and you’re going to have a *lot* of combat encounters. Eventually, you’re going to roll a natural 1, and you’ll either hold up the party or force them to burn a spell for the

status removal. Murphy's Law says that will happen when the adventure is on a timer. Thou shalt not be a burden on the party. Thou shalt not waste the party's resources.

Suggested fix: Rolling per encounter is a lot of die rolls, which guarantees you're going to fail this. I would take a different approach: if you are in more than X encounters per hour, it's a Con check to avoid fatigue. That way it doesn't get trivial at high levels, and the player has some control over the risk.

Too Many Secrets*.** Liar, liar, pants on fire. Great if you aren't called upon to bluff people. The penalty vs illusions is hardly worth worrying about.

Umbral UnmaskingX. Another broken drawback that is impossible to rate. The consequences of a monstrous shadow, or lack of any shadow, is entirely GM fiat since there is no *mechanical* impact. This can be anything from a nightmare for the party as everyone tries to burn you at the stake (or possibly run one through your heart), to pure cheese because it's just ignored. If you take this, you are taking a huge risk.

Unlearned**.** You can only make untrained Knowledge checks in one area, which you choose. Yawn. Probably only an issue at really low levels when Knowledge skill coverage is pretty thin. Beyond that, most characters aren't making untrained knowledge checks because there are others in the party that can make trained ones. This is one of the best drawback options in the game.

Suggested nerf: See "Meticulous". This is only truly broken if the character is something like Loremaster, where the whole point of the build is to invest in Knowledge skills. The GM just needs to watch for this sort of exploit, and point out that investing in Knowledge across the board is kinda the opposite of being "Unlearned". If the players gets too "Learned" maybe ask them to pick another drawback.

Vain*.** A good choice if you aren't the party face.

Vainglory*.** A good choice if you aren't the party sneak.

Warded Against Nature.** Congratulations! You can't ride a horse or other animal mount unless you obtained that animal through a class feature (paladin's mount, animal companion, familiar, etc.). But it's not just *your* mount you have to worry about: you can't be within 30' of your *allies'* mounts without there being a problem. That being said, this has a *ton* of flavor, and it might even work to your advantage in some circumstances—the list of potential shenanigans is long—but think carefully before taking it, and maybe talk to the other players first, because walking is slow. TBH, I'd love to see this in a game. It would be comedy gold in a light-hearted campaign. Some people even consider this drawback to be a boon!

Xenophobic*.** Fine if you aren't the party face, though be careful how you roleplay it, as it can border on bigotry and racism.

Zealous.** So many adventures pit you against cultists, evil organizations, and nefarious secret societies where their religious views are either known or quite obviously not the same as yours. Trading a -5 to hit for +2 damage on the first attack is a bad deal, and if that attack misses, you lose the opportunity for the +2, which makes the deal even worse. If you are up against multiple opponents, it gets worse still, since that's more -5's coming your way. While not a strictly *terrible* option, it's not a good one, either.

