

Minor Curses

Table 1

Roll	Effect
1	Drunkenness (+2 CHA, -2 DEX, -2 INT)
2	Weakling: -2 to all STR checks.
3	Partial Deafness: Becomes hard of hearing (-2 INIT)
4	Three words: painful, rectal, itch (-1 DEX)
5	Bad breath (-1 CHA to anyone within 10 ft).
6	Bad body odor (-1 CHA to anyone within 10 ft).
7	Attracts insects. (-1 CHA)
8	Attracts animals (mice) (-1 to move silently)
9	Attracts animals (birds) (-1 to move silently)
10	Attracts animals (cats) (-1 to move silently)
11	Attracts animals (dogs) (-1 to move silently)
12	Attracts animals (horse) (-1 to move silently)
13	Attracts animals (other) (-1 to move silently)
14	Attracts animals (skunks) (-1 to move silently, -2 CHA)
15	Makes bad jokes (-1 CHA)
16	Has no inner dialogue (Says everything he thinks)
17	Says everything twice.
18	Acquires a rare, harmless, skin disease (-1 CHA).
19	Always eating/drinking (-2 DEX)
20	Shouts whenever he speaks.
21	Loses all sense of hygiene. (-1 CHA).
22	Loses all sense of modesty. (-3 CHA)
23	Large warts (-1 CHA).
24	Drools constantly. (-1 CHA)
25	Stutters constantly. (-1 CHA when speaking)
26	Sweats constantly. (-1 CHA)
27	Boastful: Upon successful skill check by another player, always says, "I can do better than that..."
28	Enlarged Ears (-1 CHA)
29	Enlarged Nose: (-1 CHA, more sensitive to smells)
30	Enlarged Chin (-1 CHA)
31	Enlarged Feet (-1 DEX)
32	Enlarged Hands (-1 DEX)
33	Enlarged Lips (-1 CHA when speaking)
34	Enlarged Tongue (-1 CHA when speaking)
35	Sings whenever he speaks.
36	Loses at all games of chance.
37	Sneezes frequently: -1 move silently, -1 to CHA
38	Obsession: Completing a task, regardless of the possibility of completing it.
39	Obsession: Curse (thinks he is cursed although he is not)
40	Obsession: Hypochondriac (avoids others germs, washes hands constantly)
41	Obsession: Food item
42	Obsession: Shiny things
43	Obsession: Tidiness (hates messes; will "tidy up" after battles)
44	Obsession: Wealth acquisition
45	Obsession: Grammar (corrects others)
46	Hiccoughs constantly: -1 move silently, -1 to CHA.
47	Convinced a common inanimate object is a beloved pet or advisor; talks to it.
48	Incontinence: Has to "go" every 15 minutes.
49	Contrariness: Will disagree or contradict any request or proposal, easily fooled by "Reverse Psychology".
50	Gender Mixup: Will always address others as though they are the opposite sex. (e.g. Calling a male "Madam")

Roll	Effect
51	Thinks he's invisible.
52	Cannot say any word that starts with "A"
53	Cannot say any word that starts with "B"
54	Cannot say any word that starts with "C"
55	Cannot say any word that starts with "D"
56	Cannot say any word that starts with "H"
57	Cannot say any word that starts with "L"
58	Cannot say any word that starts with "M"
59	Cannot say any word that starts with "N"
60	Cannot say any word that starts with "P"
61	Cannot say any word that starts with "R"
62	Cannot say any word that starts with "S"
63	Cannot say any word that starts with "T"
64	Cannot say any word that starts with "W"
65	Blinks constantly. (-1 CHA)
66	Only speaks in questions. (-1 CHA)
67	Phobia: Heights
68	Phobia: Darkness
69	Phobia: Vermin (snakes, mice, roaches, etc.)
70	Phobia: Reptiles
71	Phobia: Water (going in or crossing)
72	Phobia: Aberrations
73	Phobia: Undead
74	Phobia: Clerics, Paladins, Druids, or Adepts
75	Phobia: Outsiders
76	Phobia: Any race other than his own.
77	Indecisive: 50 % chance he must change combat action to something else.
78	All hair falls out. (-2 CHA/+2 CHA)
79	Insists on going barefoot all the time.
80	Can never finish a sentence (-1 CHA)
81	Has to use "Huzzah!" in every sentence. (-1 CHA)
82	Equipment wears out twice as fast.
83	Nearsighted: -2 ranged attack, x2 range penalties.
84	Farsighted: cannot read books.
85	Grumpy: acquires Abrasive feat.
86	Narcoleptic: -5 spot/listen, -2 saves vs. sleep.
87	Has frequent itching spells (-1 DEX)
88	Pathological liar (will always tell an untruth, even if it is pointless or harmful to do so)
89	Stutters: +20% spell failure.
90	Drained: loses 1 hit point per character level until minor curse is removed.
91	Bad Luck: -1 to all d20 rolls.
92	Sickly: -4 to disease saves.
93	Convinced he's another, random character class.
94	Laughs uncontrollably at anything said.
95	Flatulent (-2 CHA)
96	Clumsy: -2 to all DEX checks.
97	Insecure: -4 to fear saves.
98	Sleepless (fatigued all the time).
99	Jinxed! 50% chance of -1 to any skill check rolled by any companion within 50 ft.
100	Reverse Action: 50% chance, he must perform opposite combat action.

Additional GM Notes on Curses

Table 2

Roll	Notes
1	This curse may have an affect on initiative, intelligence, and dexterity. Player will generally feel that they are well liked. NPC who favor fun and frivolity may like the player more, whereas NPC's who are more strict and narrow minded may dislike the player more.
7-14	The "Attracts" curses may affect charisma and/or moves silently. Additionally, it may draw additional attention from NPC's as the player may be surrounded or followed by the animal they attract. NPC's may react unfavorably to the player, especially when the player is accompanied by insects, vermin, or other undesirable animals. May also affect the PC's ability to hide in shadows and foliage.
16-17	The player must roleplay these curses. May have an effect on charisma. May also affect NPC perception of the player.
20	The player must roleplay this curse. May annoy NPC's and other player characters. Player may not be able to keep secrets due to the volume of their voice.
21-26	These curses generally affect the NPC's perception of the player. They may also cause increased tensions or hostility towards the player, especially if the curse is in opposition with the local customs, moral values, or laws.
27	Must be roleplayed by the player. May annoy other player's characters and/or NPC's. NPC's may react by insisting that the player prove his claim.
28-34	These curses generally affect the NPC's perception of the player. They may also result in the player being treated as an outcast or undesirable in society. For #29 "Enlarged Nose", this may also be used as a curse/benefit. The player may be able to use their sense of smell to find things. For example, the player may be able to locate a campfire in the middle of a thick wood, but it may also cause the player to have negative reactions to perfumes and the smell of spicy or extravagant foods.
35	The player must roleplay these curses. May have an effect on charisma. May also affect NPC perception of the player.
36	Only good if the campaign contains games of chance. Otherwise re-roll.
38-45, 47	Obsessions must be roleplayed. The obsession may only be a minor inconvenience or they may be debilitating. If the obsession is debilitating, the player may suffer -2 INT, a -2 DEX, and/or a -2 to CHA. Additionally, the obsession may affect their initiative (e.g. they are too engrossed in the object of their obsession to take action) and it may cause other players and NPC's to view the player as unstable or unreliable.
48-49	This curse must be roleplayed. May have an effect on initiative. GM could roll a die and give the player a percentile chance.
50	The player must roleplay this curse. May annoy NPC's and other player characters. NPC's may be offended and refuse to interact with the player

Roll	Notes
51	The player must roleplay this curse for it to be effective. To roleplay, the player may perform actions that they would otherwise not perform if they thought that other players and NPC's could see them. Examples include: trying to use their "invisibility" to sneak into an area, making rude gestures, and trying to steal items when they think no one can see them.
52-64	Players affected by speech impediments may suffer a -1 to -3 CHA. They may be perceived by an NPC and other characters as lacking intelligence. The player must roleplay this curse for it to be effective.
65-66	The player must roleplay these curses. May have an effect on charisma. May also affect NPC perception of the player.
67-76	Phobias must be roleplayed. The phobia may only be a minor inconvenience or they may be debilitating. If the curse is debilitating, the penalty is a -4 to fear saves. If it is an inconvenience, the player may suffer a -2 CHA when talking or interacting with the object of their fear. They may be perceived as shifty, racist, or slightly off their rocker by NPC's and the NPC may be less willing to interact with the character.
86	GM could also roll a die and give the player a percentile chance that the player won't fall asleep during key moments (e.g. battle).
88	The player must roleplay this curse. Failure to roleplay it may cause it to develop into a more serious condition (e.g. Pinocchio).
89	The player must roleplay this curse.
93	GM chooses the class. Player may think he has the traits of the class (e.g. a Hunter may try to cast mage spells.)
94	The player must roleplay this curse. May have an effect on charisma. May also affect NPC perception of the player.
98	Player may suffer -2 STR, -2 DEX, -2 INT, or -1 initiative in events where he may need to react quickly (e.g. cast a spell, swing a sword, etc).

Other Notes
The following curses can be played as written on Table 1. No additional notes are provided: 2,3,4,5,6,15,18,19,37,46,77,78,79,80,81,82,83,84,85,87, 90, 91, 92, 95, 96, 97, 99, 100