**COMPLETE MERITS AND FLAWS LIST**:

The following lists are not intended to be exhaustive, as more may be added (or removed) during the game. Certain Merits/Flaws cannot be taken at the beginning of the game (due to nature of start of campaign) since they would be totally inapplicable and useless. Some Merits and Flaws not on this list may be added in later once appropriate, and characters *may* have the future opportunity to purchase these new Merits with experience points (or points awarded from taking new Flaws). If there is a particular Merit or Flaw that a player wants to take, but that does not appear on this list, please request from GM.

DA means the merit/flaw is found in the Dark Ages game book only.

**PSYCHOLOGICAL**

**Merits**

Code of Honor (1)

Higher Purpose (1)

Berserker (2)

Dual Nature (2)

**Flaws**

Compulsion (1)

Dark Secret (1)

Intolerance (1)

Nightmares (1)

Phobia, mild (1)

Prey Exclusion (1)

Overconfident (1)

Shy (1)

Soft-hearted (1)

Speech Impediment (1)

Low Self-image (2)

Short Fuse (2)

Territorial (2)

Vengeance (2)

Driving Goal (3)

Hatred (3)

Phobia, severe (3)

**MENTAL**

**Merits**

Common Sense (1)

Concentration (1)

Lightning Calculator (1)

Time Sense (1)

Eidetic Memory (2)

Light Sleeper (2)

Calm Heart (3)

Iron Will (3)

Self-confident (3)

**Flaws**

Deep Sleeper (2)

Amnesia (3)

Confused (2)

Weak-willed (2)

Absent-minded (3)

Flesh Eater (4) DA

**PERCEPTION**

**Merits**

Acute Hearing (1)

Acute Sense of Smell (1)

Acute Sense of Taste (1)

Acute Vision (1)

**Flaws**

Color Blindness (1)

Hard of Hearing (1)

Bad Sight (2)

One Eye (2)

Deaf (4)

Blind (6)

**APTITUDES**

**Merits**

Ambidextrous (1)

Computer Aptitude (1)

Crack Driver (1)

Eat Food (1)

Mechanical Aptitude (1)

Pitiable (1)

Natural Linguist (2)

Daredevil (3)

Fast Learner (3)

Jack-of-all-Trades (5)

**Flaws**

Illiterate (1)

Inept (5)

Uneducated (5)

Unskilled (5)

**KINDRED TIES**

**Merits**

None available at start of game

**Flaws**

Clan Enmity (2)

**MORTAL SOCIETY**

**Merits**

None available at start of game

**Flaws**

Eerie Presence (2) DA

Anachronism (2)

**SUPERNATURAL**

**Merits**

Inoffensive to Animals, 1 type (1) \* *such as dogs, cats, birds, cattle, horses, rats/mice, etc.*

Inoffensive to Animals, all (2)

Medium (2)

Danger Sense (2)

Magic Resistance (2)

Psionics Resistance (2)

Spirit Mentor (3)

Unbondable (3)

Lucky (3)

Charmed Existence (5)

Nine Lives (6) DA

**Flaws**

Cursed (1 to 5)

Cast No Reflection (1) DA

Taint of Corruption (1)

Repulsed by Garlic (1)

Blood Madness (2) DA

Magic Susceptibility (2)

Psionics Susceptibility (2)

Repelled by Crosses/Religious Symbols (3)

Can’t Cross Running Water (3)

Grip of the Damned (4) DA

Light-sensitive (5)

Weak Blood (5) DA

**PHYSICAL**

**Merits**

Ambidextrous (1) DA

Double-jointed (1)

Eat Food (1) DA

Baby Face / Blush of Health (2)

Misplaced Heart (2)

Efficient Digestion (3)

Huge Size (4)

**Flaws**

Allergic (1 to 3)

Short (1)

Smell of the Grave (1) DA

Disfigured (2)

Selective Digestion (2)

Addiction (3)

Deformity (3)

Lame (3)

Permanent Wound (3)

Slow Healing (3) DA

Child (4)

Mute (4)

Thin-blooded (4)

Flesh of the Corpse (5) DA

Non-existent (100)