A list of more flaws I’ll add to until I hit 50.

1. “Animals unnerve me. At any moment their base instincts could get me maimed or worse.”
2. “People stress me. I’d much rather be around a dog or cat. At least they’re simple.”
3. “Darkness is comforting. I’d rather not see the horrors of the world if I can help it.”
4. “I need light. Who in four curses knows what’s out there in the shadows?”
5. “I tend to keep my initial discoveries and observations to myself. Why share something before I’m certain?”
6. “The best plans rely on secrecy and surprise. If my allies can’t infer the plan as we go along, that only proves their need for my strategic mind.”
7. “Life is already torment. Why should I work extra hard just for the same walk with Death?”
8. “When I’m worked up, only eating makes me feel better.”
9. “Demons, abominations, dead that walk like the living. How can I face these things? How can a child of Era face the spawn of the Ruinous Powers? The only chance we have is to not face them at all.”
10. “I dare not risk Corruption, lest my soul be lost in the gambit.”
11. “Tight spaces freak me out. You can’t make me go in there!”
12. “Wide open spaces frighten me. You can’t make me go out there!”
13. “I absolutely refuse to expose myself to disease and filth. We are civilized people!”
14. “Life is only exciting when there’s risk. If you die either way, why take the boring option?”
15. “I can’t deal with blood. It’s just – oh by Era I’m going to be sick.”
16. We are all just dust in the wind; what happens, happens.”
17. “To crush your enemies, see them driven before you, and to hear the lamentations of their lovers. This, is the height of existence.”
18. “With the thirty-seven keys of Tzeentch, we open the way for our brothers. With the thousand whispers of Slaanesh, we call to them. With the twelve plagues of Nurgle, we fell their enemies. And with the mighty axe of Khorne, we cut open the world for them.” You immediately gain 10 levels of Permanent Corruption.