

GURPS Power-Downs 1: Quirks

Compiled by Ted Brock

Introduction

What Is A Quirk?

Simply put, a Quirk is a Disadvantage that is worth only -1 point.

To expand this point, Quirks have two basic roles they play in defining your character. First, they give you minor roleplaying tags that help define your character's personality without needing a self-control rating or requiring a full-fledged mental disadvantage. Second, they give minor penalties that occur only in very specific cases.

There is also a third type of Quirk; this one alters the rules of the campaign for your character, and *not* in his favor!

Quirks, like Disadvantages, are divided into Mental, Physical, and Social categories. Quirks, like Advantages and Disadvantages, can also be grouped into Mundane, Exotic, and Supernatural categories, although admittedly the last two are extremely rare.

What Isn't A Quirk?

One thing a Quirk cannot be is *passive!* "Always Wears Red" is too weak to be a Quirk; at best, it's a 0-point feature. "Believes Wearing Red Socks Helps Him Survive Auto Accidents" (Go, Speed Racer!) is valid, as it reflects a belief and requires some activity by the player – imagine if Speed had forgotten to wear his lucky red socks at Fuji!

One other thing about a Quirk is that it cannot have an overall *positive* effect! Many of the Quirks listed often come with a minor conditional benefit; however, the primary negative effect of such a Quirk always outweighs the positive.

How Many Quirks Should I Have?

Every GURPS supplement that mentions Quirks to date, since the First Edition of the *Basic Set* onward, has indicated a limit of five Quirks, not counting any Quirks that are part of a racial package or meta-trait. This document treats this "five-Quirk limit" as a *recommendation* rather than a hard and fast *rule*; GMs are, of course, encouraged to invoke Rule Zero and set the number of Quirks as befitting their campaigns.

About the author

Ted Brock got his gaming start as an online Rifts GM (originally skipping playing altogether), and migrated into GURPS in the late 1990s, just a few years before 4e's release. He is a native Pennsylvanian who has lived in a number of states over the last 25 years, and currently resides in Laurens, South Carolina. He would like to thank each and every member of the SJGames GURPS forums for their contributions to this document.

The Quirks

Legend:

* Indicates a *cinematic* Quirk. These Quirks are few and far between, owing to the nature of Quirks in general. These Quirks *are not* appropriate to strictly realistic campaigns.

† Indicates a Quirk which *requires* specialization.

‡ Indicates a leveled Quirk. Each level of this Quirk costs -1 point, up to any limits set by your GM.

Appearance Quirks

While a subset of Physical Quirks, these Quirks focus on and/or modify your Appearance level (see p. B21).

Distinctive Feature†

You have a physical feature – e.g. "Brilliant Blue Hair" – that makes you stand out in a crowd. This gives -1 to your Disguise and Shadowing skills, and +1 to others' attempts to identify or follow you. Some Distinctive Features may stem from full-blown Disadvantages. For instance, an albino (someone with no natural body pigment, resulting in pink eyes and pink-white hair and skin) could also have Weakness (Sunlight). Compare with *Supernatural Features* and *Unnatural Features*.

Hidden Scar†

Prerequisite: Appearance of Attractive or better.

Your body has a noticeable and grotesque flaw, such as a huge scar or patch of severe skin disease, that is normally covered up by the regular, every-day clothing appropriate to your culture and social station. You can have any Appearance better than Average, but while you are naked or your flaw is otherwise exposed, you are temporarily treated as being three Appearance steps *lower* (e.g. Very Beautiful becomes Average, Beautiful becomes Unattractive, etc.).

The GM has the final say on what is noticeable and grotesque enough to impact your Appearance when it is visible. This Quirk typically negates the Bulletproof Nudity cinematic option.

Hollywood Homely

Prerequisite: Appearance of Attractive or better.

You are either completely unaware of how attractive you are or you don't really care about how you look. For all intents and purposes, you have a -1 to your Appearance bonus to your Reaction modifier, *unless* you take the time to dress in anything other than baggy or unflattering clothing, and hence revealing the inner hottie. (Even then, you may not realize how attractive you really are!)

This is incompatible with *Sensitive About Appearance* (below), as the latter assumes that you are aware of your own Appearance level.

Scruffy-Looking

The reverse of Sartorial Integrity (*Power-Ups 2: Perks*, p. 14). Your clothes are always at least disheveled and often worse. If someone dresses you well, it may last a little while, then you revert to type. Gives -1 reactions from the grooming-conscious, which often include police and military types.

Sensitive About Appearance†

The character has one aspect of his appearance that he or she is extremely self-conscious about. This must be an observable physical trait (height, weight, wrinkles, a facial scar, bad teeth, etc.), though it doesn't necessarily have to be bad enough to justify below average Appearance. Negative comments or jokes about this aspect of the character's appearance cause him/her to get upset and possibly lash out.

Unusual Body Shape†

The shape of your body is unusual for your setting. This could be someone who is morbidly obese, or in some settings (particularly those filled with anthropomorphics) your neck or limbs are at an unusual angle compared to the rest of the body; for example, a vulture anthro could have his neck at a 90 degree angle compared to his shoulders. This increases the cost of replacement clothing by +10% due to tailoring.

Vanity

You are obsessed with your good looks, to the point where you find *any* minor flaw to detract from them, especially if the flaw does *not* necessitate a reduction in Appearance (for flaws that can but are normally hidden, see *Hidden Scar*, above). This is the prototypical Mary Sue trait of that *one* minor flaw that you obsess over that no one else seems to care about or notice (in fact, some may even find the flaw attractive!), such as a small one centimeter long scar that's barely visible on that one corner of your mouth.

Beliefs

Morpheus: Do you believe in fate?

Neo: No.

Morpheus: Why not?

Neo: Because I don't like the idea that I'm not in control of my own life.

– *The Matrix*

Many beliefs are non-standard for a given setting, and can result in either Social Stigma (Second-Class Citizen) if not kept hidden but expressed fairly quietly (for example, a Devout Christian in First Century Rome), or an Odious Personal Habit if unpopular opinions are expressed loudly (e.g. an Antitheist or Atheist may start debates with noted churchgoers in the Old West).

Agnostic

You may or may not believe in a higher power, but are constantly questioning the assumptions of organized religions, seeking the answers yourself.

Antitheist

You consider organized religion a destructive force. Quirk level Intolerance to organized religion.

Atheist

You do not believe in any claims of a higher power. In many worlds, this may qualify you for a Secret or Social Stigma (usually Excommunicated)

Devout Believer†

You are a devout believer in a particular cause or religion. This can be considered the Quirk level of Fanaticism.

Delusion†

You may take a completely trivial Delusion (p. B120) as a Quirk. This does not affect your everyday behavior, and is unlikely to be noticed by casual acquaintances, but you must *believe* it! *Examples:* "The Earth is flat." "The Pentagon controls the Boy Scouts and the health food stores." "Socks cause diseases of the feet." "The Apollo moon landings were faked."

As indicated on p. B120, the GM is at liberty to secretly have a Delusion be *true*. Of the above examples, the one about the Earth being flat is clearly not true, but the Pentagon may in fact secretly control the Boy Scouts, the Apollo moon landing missions could very well have been staged, or socks may actually *be* the cause of athlete's foot infections. . . .

Exotic Quirks

Bloody Mess*

When you kill something, you don't just kill it; you *obliterate* it! Blood and viscera fly everywhere! Anything you kill, especially those that reach -5×HP, dies in the most gruesome way possible. This gives a -1 Reaction penalty to anyone who witnesses such an act for the first time, although it might give a +1 Reaction bonus to those with tastes for such things (those sickos). Those watching who have Squeamish react to you at twice the normal reaction penalty. (Those you travel with are generally, but not always, used to such displays and, all else being equal, don't normally react negatively to you.)

Note that this is distinct from the *Rest In Pieces* Perk (*Power-Ups 2: Perks*, pp. 19-20) in that the deceased may still be magically or technologically revived, but does not forbid that Perk's purchase as well.

Sexless

You *look* like someone of a particular race or sex, but are in fact a genuinely sexless being, such as an android made to resemble a human being. This gives you all the same penalties (and benefits) as Neutered (below). (Note that any being referred to as "fully functioning" in that area, such as Data from *Star Trek: The Next Generation*, does *not* qualify for Sexless; such a being would have the 0-point feature Sterile. Certain robots and androids – such as C-3PO in *Star Wars* – certainly qualify; not all, however, as R2-D2 does not.)

Habits

Everyone has a habit that grates on someone else's nerves. The habits listed here expand on the basic Habit quirk listed in the *Basic Set*. This list is by no means exhaustive, and both GMs and PCs are encouraged to create even more habits.

Many of these Habits can easily be extended to Odious Personal Habits. Do so with caution!

Always Meets Peoples' Eyes

This is the opposite of *Won't Meet Anyone's Eyes* (below). No matter who you're talking to, you will always look them in the eye while conversing. In the modern world, this is expected in Western society, but *taboo* in East Asian countries. As such, it will occasionally lead to reaction penalties.

Always Smiles

A trait appropriate for Ghurkas and other similar people. You can be ankle deep in bits of grue, coated in someone's blood, *and* under fire from a machine gun, and you'll *still* be smiling. The *only* times you stop are at funerals and other such events where it's expected that you'll be respectful.

Annoying Gamer

You don't play any game or competition to win; you play in such a fashion as to keep all of your *opponents* from winning. In team sports, this may lead to accusations of unsportsmanlike conduct, particularly if you manage to injure an opposing team's player.

This may be suitable for characters on reality TV shows.

Also known as "Unsportsmanlike Conduct".

Habitual Bargainer

You don't always bargain, and you don't shop around for the best deal, but when the opportunity arises to haggle you won't turn it down.

Immodest

You have no sense of modesty. This commonly means you walk around the house completely naked, talk crudely, etc, whenever you have the opportunity. You have enough common sense in order to "fake" modesty around others; if you do *not* have this common sense, consider taking Odious Personal Habits instead.

Incorrigible Flirt

You flirt with anyone you find attractive. This isn't truly Lecherousness, as you are not actually serious about the passes you make, and nine times out of ten the flirting doesn't lead to anything besides harmless fun in a social situation. Still, it may give -1 to Reaction rolls when dealing with people who are socially repressed, or who have an emotional investment in the people you're flirting with.

Knuckle Cracker

Before beginning any project, no matter how large or small, you tend to crack your knuckles. While this does not cause you any damage – except perhaps long-term joint issues – it can be extremely annoying to those around you.

Loud Singer

The shower is your amphitheater! Whether or not you have points in Singing – or the Incompetence Quirk for Singing, for that matter – any time you burst into song, you sing loud enough to wake up the neighborhood.

Nervous Ranter

Whenever you're nervous or anxious, your speech tends to careen straight into stream of consciousness, with no disconnect between brain and mouth. As such, your ranting can gleefully ignore grammar and logic.

Buffy: Did I mention that this was a rant? Logic has no place in it.

– *Buffy the Vampire Slayer* #5.3

Never Smiles

This is the opposite of *Always Smiles*, above. No matter your own emotions, you always have a perpetual scowl – or at best a neutral expression – on your face. (This is the most common trait for any character drawn by Rob Liefeld . . . besides the lack of realistic body proportions, that is, but there's a Quirk for that, too! See *Unusual Body Shape*, above.)

Rapid Talker

You talk a mile a minute. This occasionally causes a -1 reaction penalty as others attempt to follow what you're saying, and you are often asked to slowly repeat yourself.

Republic Senator

You argue solely because you love to argue! Any chance you get, within reason, you find an opposing viewpoint to someone and debate it with them. Note that you don't necessarily have to *believe* the viewpoint you're taking! This can be considered a Quirk level Compulsive Behavior (Debating).

Name taken from *Star Wars*, but can apply just as easily to the Roman Republic, British Parliament, US Congress, or a high school/collegiate debate team captain. Another name could be "Devil's Advocate."

Talks to Himself/Herself

You need to vocalize your thoughts, especially when working on something mentally taxing. People who aren't expecting it may react at -1, especially if they don't have this trait themselves.

Third Person

You don't seem to know the words "I" or "me", and possibly also "my" or "mine"! You habitually call yourself by your name or alias. This is especially suited to campaigns that have a distinct "campy" style, but some characters with Megalomania or a lower than average IQ have this regardless of genre.

Traditional/Ethnic Diet†

Whether due to upbringing or conscious choice, you follow the traditional or ethnic diet of a particular region or population group. This may be following kosher Jewish dietary laws, traditional Chinese or Japanese food preparation, or similar. This is only a quirk if the rules you follow are *not* the norm in your game setting.

Vague Answers

You always answer questions with the vaguest possible answer that could actually answer the question. This includes answering a question with a pointed question of your own.

Willfully Anachronistic

You are fully capable of using equipment native to your Tech Level, but for some reason you just won't (usually financial, but can be a simple dislike for such things), usually limited to a few device types. For example, you disdain Facebook and smart-phones for e-mail and regular "dumb" cellphones.

Won't Meet Anyone's Eyes

Might be a mild form of Autism/Asperger's, a form of shyness, or a just a cultural habit (e.g. someone from an East Asian culture), but you won't look anyone in the eye during conversation, although you have no trouble carrying on the conversation.

Likes and Dislikes

Adrenaline Junkie

You crave excitement. You are not On the Edge (yet), as the risks you take are not *normally* life-threatening, if the proper precautions are taken – bungee jumping, skydiving, etc. This may be a Quirk-level Addiction to an activity.

Dislikes†

You intensely dislike something, be it a person, place, object, or idea. This can be anything! Suitable Dislikes include specific people, various common foods (Brussels sprouts, liver and onions, etc), certain activities, or a type of common animal, to name a few examples. The description of this quirk in the *Basic Set* on page B164 suggests using Phobias (p. B148) as a base, but you can have a dislike of nearly anything! (Many kids, for example, dislike Brussels sprouts....)

Enamored†

You are smitten with a person who may or may not be aware of your affections. You will do what you can within reason to be with or near this person whenever possible.

Speed Freak

You like to go *fast*. Fast cars, fast airplanes, fast motorcycles, roller coasters, fast skis; the means does not matter, so long as you're able to feel the wind in your face or push the envelope of your vehicle to where it threatens to shake itself apart.

Show-Off

You like the attention your activities bring you, and you try to do things with a flair and a touch of theatrics.

Mental Quirks

Many of these mundane mental Quirks are Quirk-level versions of a given Disadvantage. If a Quirk is listed as a mild form of a Disadvantage that is incompatible with another Disadvantage or an opposite Advantage, the Quirk is *also* incompatible with that Advantage or Disadvantage.

For example, Careful (below) is listed as a Quirk-level version of Cowardice (p. B129). Cowardice is incompatible with Daredevil (p. B47); therefore, if you have Daredevil you cannot also take Careful!

Attentive

You tend to stick to one task until it's done. You get a +1 bonus when working on lengthy tasks, but -3 to *notice* any important interruption.

Bad With Names

You have a terrible time remembering the names of other people, and/or connecting them with faces. People you've met before look familiar to you, and you may even remember who they are and how you know them, but more often than not you don't remember their names. The more time that passes since last meeting with someone, the less likely you are to remember that person's name.

Blackouts†

Whilst under altered mental states (drunk, under the effects of Bad Temper, Berserk, etc. *pick one!*) you often suffer memory loss; at any point more than a day beyond the event you must make a Will+1 roll to remember the basic scheme of events, whilst any memories which would normally take an IQ roll to recall are unrecoverable short of GM fiat or direct exposure to the cause of those memories (or part thereof).

Broad-Minded

A trivial form of Xenophilia. You get along with other races and species, and strange looks rarely bother you.

Careful

A Quirk-level version of Cowardice. You are naturally cautious, always on the lookout for danger. You dedicate extra time and money to preparations before venturing into a dangerous situation. This is incompatible with Adrenaline Junkie (above).

Chauvinistic

An extremely low level of Intolerance. You are always aware of differences in sex, skin color, etc., even if you do not actually react poorly to others. Thin-skinned individuals might occasionally react to you at -1 as a result.

Child at Heart

Though you may be in your 30s or older, mentally the maturity stopped somewhere around 10. You still enjoy finger-painting, children's movies, playgrounds, and poop jokes even though you are fully grown, and aren't afraid to admit it. The character gets a -1 penalty on reaction rolls from NPCs who put a premium on acting your age, but a +1 reaction bonus from little kids.

Code of Honor†

You may take a minor Code of Honor as a Quirk. For instance, you might insist on exhibiting "gentlemanly" behavior towards all females or spurning "chauvinistic" behavior from all males.

Congenial

This is a milder form of Chummy. You like company and work well with others. You always choose group action over individual action. This is incompatible with Uncongenial (below).

CRS (Can't Remember Stuff)‡

When actively trying to remember stuff, you often end up unable to recall minute details, such as names or phone numbers. Each level of this Quirk gives you -1 to IQ rolls to remember the little things.

Distractible

Quirk-level Short Attention Span. You are easily distracted and don't do well with long-term projects. You are at -1 when rolling to accomplish long tasks.

Dreamer

You have a -1 on any long task, because you tend to spend time thinking of better ways to do it, rather than working.

Dull

You are not quite Hidebound, but you tend to stick with tried and true methods.

Easily Seduced‡

As the name implies, you are easily swayed by attempts at seduction. You have a -1 to Will rolls per level of this quirk to resist seduction attempts.

Expression†

You have a favorite expression that you tend to remark at least once per session, if not once per encounter. Examples include "Jehoshaphat!", "Hell's Bells", "Oh my stars and garters", "Merciful Zeus", or even "Hulk Smash!"

Forgetful

You often forget some of your abilities, skills, or equipment, and thus fail to use them when they would be a good solution to a problem. This is only a Quirk because it leaves the choice of when to forget an ability at the *player's* discretion, rather than slowing down play with extra dice rolls. On the other hand, the GM can certainly recommend this Quirk to a player who consistently loses track of what's on the character sheet!

Goal or Obsession†

You may take an almost-rational and not especially unusual Obsession (p. B146) as a quirk, to reflect a minor goal. For instance, you hope to get *just enough* money to buy a farm (or boat, or spaceship, or castle), or earn yourself a landed title of nobility (in settings where such titles are handed out by the ruling parties).

Holds Grudges

You can't just let things go and let bygones be bygones. If someone pisses you off, you let them know it, even after they've apologized for the hundredth time! Every social encounter with someone who has done you wrong will result in you snubbing them, often with them wondering what they've done to piss you off this time (when in reality, you're still pissed about the *first* time)!

Humble

A weak form of Selfless. You tend to put the concerns of others, or of the group, before your own.

Imaginative

You are a font of ideas, and are more than willing to share them with others! They may or may not be *good* ideas. . . .

Mild OCD

You have a low-grade form of Obsessive-Compulsive Disorder. You tend to ruminate on things when under stress and perform minor rituals to take your mind off whatever is bothering you (compulsively cleaning, talking the situation out over and over again, checking everything three times, etc.). This occasionally imposes a -1 penalty on reaction rolls if onlookers find the obsession totally strange or unwarranted.

Minor Addiction†

You may take Addiction as a Quirk, if you are addicted to a drug that causes psychological dependency and works out to 0 points under the Addiction rules.

No Sex Drive

Also known as "*Sexual Orientation (Asexual)*" (see below). You still possess the normal reproductive organs of your gender and race. However, you completely lack the *desire* to find companionship, whether in your own or the opposite gender. While this gives you a +2 bonus to resist seduction attempts, it also results in a -2 reaction penalty from those who are trying to flirt, entice, or possibly even get your attention as well as those, at least those who also lack this Quirk, who witness any said attempts.

Nosy

A lesser version of Curious (p. B129). You are always poking your nose into corners and everyone else's business (which is likely to result in a small reaction penalty once in a while).

Nosy is incompatible with Staid (below) and Incurious (p. B140).

Not Until My First Cup!

Regardless of what time it is when you wake up or your normal personality, you're a total grouch to everyone until you get at least one cup of coffee (or other drink of your choice, e.g. tea or cola) in you. Until you finish that first cup of coffee, you react to everyone as if you had Bad Temper.

OUCH!*

Whenever your character suffers a *minor* injury, dealing no more than 1 point of damage (e.g. paper cuts, a bonk on the head, stepping on a tack), or any open wound is being treated, he must make a Will roll or cry out as if he had Low Pain Threshold. This is *not* incompatible with High Pain Threshold. (For example, think of any cinematic hero who can take bullets and third degree burns without flinching, but then cries like a little girl when antiseptic is rubbed on a minor scratch.)

Personality Change†

This is a Quirk-level Split Personality (p. B156). You suffer from a full-blown mental disorder, but only in circumstances that are normally under *your* control: e.g. Bully when you drink too much, or Pyromania when you cast your Create Fire spell.

Pet Peeve†

Similar to *Not Until My First Cup!* above, but different in that the Bad Temper is triggered by one very specific pet peeve rather than mitigated by a substance.

Picky Eater

You prefer most of the food you eat to be prepared or presented in a certain way, and aren't shy about letting people know when something isn't up to your standards. Characters with this Quirk who eat out will almost always annoy their servers and cooks with highly specific orders. (e.g. "Can you make sure the bread is warm, but not toasted?" "This is medium, I specifically asked for medium well." "I can't eat bananas this under ripe.")

Proud

This is Selfish (p. B153) at quirk level. Individual success, wealth, or social standing concerns you greatly. NPCs with this quirk react at -1 to orders, insults, or social slights.

Responsive

A mild case of Charitable (p. B125). You are able to imagine the feelings and motivations of others – and, all other things being equal, you are inclined to help them.

Rule-Breaker

The adage "rules are meant to be broken" is more than just a phrase to you. While you won't intentionally do anything that harms anyone else, you're the kind to carry a cell phone in school, drive without a license, and cut across other people's property instead of using a sidewalk. This gives a -1 reaction penalty from those with Honesty, but on occasion your blatant disregard for the rules comes in handy.

Sexual Orientation†

Your sexual orientation is not a standard orientation in your setting. The most common options are Heterosexual (attracted to the opposite gender), Homosexual (attracted to the same gender), or Bisexual (attracted to both the same and opposite genders). Races with more than two genders may have additional orientations. (*Asexual* orientation is more commonly handled using the *No Sex Drive* Quirk above.) Note that in many cases this historically led to Social Stigmas – Second-Class Citizen, Minority Group, Excommunicated, and Disowned are most common; some might even go so far as to grant Criminal Record (e.g. many homosexuals were imprisoned in the 1950s under anti-sodomy laws).

Please note that some historical cultures embraced variant orientations; the ancient Greeks, for example, did not shun homosexuality or bisexuality. In these settings, your orientation may simply be a feature.

Simply Not Funny

Similar to No Sense of Humor, but milder. You get jokes and laugh at them, but you don't understand how to *tell* them. Every one of your quips, jokes, and witticisms falls flat.

Staid

You may take this very low level of Incurious as a Quirk. You are likely to ignore matters that don't immediately concern you.

Stop Having Fun, Guys!

The adage "it's not whether you win or lose, but how you play the game" is definitely *not* true for you. When engaged in a sport, game, or other competitive activity, you *don't* play for fun. You play to *win*.

Note that this has the potential to become a full-fledged Odious Personal Habit, so be careful with how it's played.

Teetotaler

You avoid alcoholic beverages on general principles, whether due to religious reasons, you're a recovering alcoholic, or simply because you don't care for the taste. Note that if you take this to an extreme and try to tell *others* not to drink, you're edging into an Odious Personal Habit.

Trademark†

A Quirk-level Trademark takes almost no time to leave, cannot be used to trace your identity, and can be overlooked when inconvenient.

Uncongenial

A lesser version of Loner. You prefer to be alone. You always choose individual action over group action.

Vow†

A trivial Vow – e.g. never drink alcohol, treat all ladies with courtesy, or pay 10% of your income to your church – is a Quirk.

Physical Quirks

These Quirks reflect various minor problems someone can have. In most cases, these Quirks grant penalties to physical activities, but some give Reaction penalties due to physical problems.

Acceleration Weakness

You are susceptible to the bad effects of extreme acceleration, and get -3 to HT rolls to avoid them.

Alcohol Intolerance

Alcohol "goes right to your head." You become intoxicated much more quickly than normal. You get -2 on any HT roll related to drinking. Naturally, this is incompatible with the *Alcohol Tolerance* Perk. Note that the *No Hangovers* Perk is still valid; there *are* people that can get falling over drunk easily and not suffer hangovers the next day!

Allergies†

You have some sort of allergic reaction to a substance. This is annoying, but rarely dangerous. If exposed to the cause of your allergy, make an HT roll. On a failure you become miserable and suffer coughing, sneezing, or itching for a number of minutes equal to the margin of failure. *Severe* allergies that can lead to damage or death should be bought as Susceptible instead.

Bowlegged

You are bowlegged. This doesn't normally affect Move, but you have -1 to Jumping skill. This quirk may elicit a -1 reaction from those who think it looks funny.

Cannot Float

You always sink in water. This is most applicable to machines, but might also afflict fantasy or alien races, or result from a curse.

Heavy Menses

Character has especially painful and messy menstrual periods. The character takes -1 on most activities due to discomfort, cramping, anemia, mood-swings, etc. This represents the kind of menstrual period that forces many women to take off of work or school for bed rest, and eventually seek out long-term hormonal birth control.

Horrible Hangovers

You suffer an additional -3 to any penalties the GM assesses for excessive drinking the previous evening, and add three hours to hangover duration. As can be expected, this is incompatible with the *No Hangovers* perk.

Long Fingernails

You keep your fingernails longer than normal, or you wear extremely long fake nails. While this may occasionally come in handy (and can be used to permit someone to take Sharp Claws), it makes manual dexterity difficult, giving a conditional -1 to such rolls.

Minor Addiction†

You may take Addiction as a Quirk, if you are addicted to a drug that causes physiological dependency and works out to 0 points under the Addiction rules.

Minor Handicap†

You may take most mundane physical disadvantages at Quirk level. For instance, you could use a watered-down version of *Lame* for a "bum knee" or arthritis in the knee or hip. Difficulties rarely come into play, but are genuinely inconvenient when they do. If you have this kind of handicap, the GM may give you -1 to attribute, skill, or reaction rolls, as appropriate, in situations where it would logically interfere.

Musical Cartilage

When your knuckles, knees, or other joints are cracked or pop, the sound is much louder than normal. This normally does not give you any problems, but could be symptoms of a more severe skeletal issue.

Nervous Stomach

You have -3 to HT rolls to avoid illness (typically in the form of attribute penalties or vomiting) brought on by rich or spicy food, strong drink, or even the presence of chemical preservatives if you were raised on a diet in which said preservatives were unheard of or unused (so-called 'natural' preservatives, such as salting, do not count).

Neutered

You are missing sex organs that someone of your race, sex, and age would normally possess. The most common version of this among humans is a eunuch (a man who has been castrated). This might qualify you for reduced Appearance, Social Stigma, or Unnatural Features in some cases. However, there are minor benefits: you are immune to seduction and will never accidentally

become a parent. This is more than simple sterility (which is a feature worth 0 points).

Pharma-Fever

This is hot flashes and fatigue caused by two or more types of herbal remedies, chemical drugs, alchemical elixirs, and/or nanomachines working and possibly interacting in your body. You become feverish whenever multiple pharmaceuticals must work in concert, and will lose 1 FP per active type of pharmaceutical in excess of a defined "safe level" (the GM and player should work together to determine how many of what kinds of pharmaceuticals can work together in the setting). Fatigue points lost in this way cannot be regained until the situation ends. Anything which deactivates or removes the pharmaceuticals will end the bout of fever.

Skill Quirks

More than any other type of Quirk, this set of Quirks give penalties to skills.

Incompetence†

You are *inept* at one specific skill. You cannot learn that skill, and your default is at an extra -4. You cannot be incompetent in a single specialty of a skill; if you are incompetent with Guns, for instance, you are incompetent with *all* guns, from pistols to bazookas. The GM may disallow Incompetence if the skill would be irrelevant to a given character, or is unlikely to play a role in the campaign.

Tone Deaf‡

Each level gives a -1 modifier to musical ability rolls, including the Musical Instrument and Singing skills. Note that this is *not* Incompetence, and you may still possess high levels of these skills.

Social Quirks

Bad Timing Boy/Girl

Your sense of timing is off just enough that it makes life inconvenient for you. Little things happen that you have no control over, and you find yourself saying the wrong thing to the wrong person at the wrong time.

Closet Fan†

You are a fan of a particular sport or literary genre/writer (such as hockey, *Harry Potter* books, B-grade vampire flicks, John Wayne movies, etc), but for some reason you *don't* want anyone to know. Consider this to be a Quirk-level Secret. If your secret gets out, it won't affect anything serious – *at most*, you may gain a new negative Reputation to a small group (see *Minor Reputation*, below).

Dual Identity

This is the quirk-level variant of Secret Identity. Your true identity isn't actually a secret; anyone who wants to learn it can do so easily. However, you keep the two identities separate; for example, in a supers campaign, you have a code name, you wear a costume and possibly even a mask in your heroic identity. When in your civilian identity, you just want to be treated "like everybody else."

Minor Reputation†‡

The opposite of the Perk of the same name. Instead of doing a detailed breakdown, any -1 Reaction penalty to a very small group can be taken as a Quirk.

Supernatural Quirks

Realistic Weirdness Magnet

If something possible but improbable is to happen, it happens to you. This is very inconvenient, and can cause headaches, but is never life-threatening or even dangerous. *Example:* You get a job at a help desk call center and are told that the majority of your calls will be 'routine' 'how do I...?' calls; while this is often true for your coworkers, *you* won't get a 'routine' call except once in a blue moon! If a call comes in that there is no procedure for, it'll invariably come in on *your* phone. This is inconvenient, headache-inducing, never life-threatening, and can trigger Bad Temper self-control rolls, but never anything more than that.

Unusual Background Quirks

The following Quirks are available at the GM's discretion, as they may mean more bookkeeping for him. They are included for players who wish to play a more realistic game than their fellows.

It *is* possible to have both the *Extra Options* Perk *and* the *Restricted Options* Quirk, but only so long as neither one affects the *same* optional rules.

Restricted Options†

This is the opposite of the Extra Options Perk. If a *campaign-level option* is normally in place which would work in your favor (e.g. Bulletproof Nudity), you are unable to benefit from it!

Rules Inclusion†

This is the opposite of the Rules Exclusion Perk. If an optional rule is not in effect for the campaign which would adversely affect the characters (e.g. the optional bleeding rules), this rule is in full effect for you!