



MechWarrior Quirks

*A FAN MADE BATTLETECH RESOURCE FOR CREATING
UNIQUE MECHWARRIORS.*

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RULE THE DAY!*

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INTRODUCTIONS

With the debut of Strategic Operations, the BattleTech community was treated to 'Mech Design Quirks (Strategic Operations page 193). These optional traits bring fiction to life in the form of actual game rules for the peculiarities of the many BattleMech models available.

Ever since, I have been thinking about doing the same for Mechwarriors. 'Mechs are not the only ones who deserve a little character. We need look no further than the Starterbook series for inspiration. Each character had his/her own bio including game changing special abilities.

The RPG book A Time of War raised the stakes and introduced a full list of positive pilot abilities.

It is in this spirit that encouraged the ScrapYard to pull this new tome together. Here you will find a list of all Quirks and Abilities we already have from A Time of War and Tactical Operations including many new abilities inspired by the Starterbook series and our own imagination.

Whether you are building up a force for your next Chaos Campaign or simply fleshing out a one-off scenario for your gaming group these abilities are yours to help you add character to your heroes and villains alike. Use it all or just the parts you like.

No matter what, have fun and keep the dice rolling!

Brian Compter
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CREDITS

Mechwarrior Quirks

- Inspiration from the Following
 - A Time of War
 - Strategic Operations
 - Tactical Operations
 - Starterbook: Sword and Dragon
 - Starterbook: Wolf and Blake
- Brian "Specter83" Compter
- Ellis "Saxywolf" Farmer

Proof Reading

- Ellis "SaxyWolf" Farmer

HOW TO USE THIS PDF

This PDF presents a wide variety of MechWarrior abilities or Quirks that can be used to enhance your games.

As always, these rules are designed to be optional. Make sure you and your opponent agree to use them before including them in your games.

The first section lists all of the available Quirks and their game rules. Quirks derived from Tactical Operations and A Time of War are only referenced. You can buy the PDFs from BattleCorps for only \$15 each.

The Creating Random MechWarriors section is devoted to providing advanced rules to complement those available in Total Warfare page 273. Tables are provided to randomly select Quirks for your MechWarriors.

Additional tables are provided to create random Manei Domini warriors. Full rules for Manei Domini and their augmentations are found in Jihad Hot Spots 3072 starting on page 120.

The final section gives advanced rules to upgrade your MechWarriors with Quirks. The rules are based on the Skill Improvement section in Total Warfare page 39-40.

ADD TO THE FUN

As the crew here at the ScrapYard began coming up with new Quirks it was hard to stop. Even now there are at least a dozen more great Quirks that didn't make it into the final version. But we had to draw a line in the sand to get it done and into your hands.

I expect this document to be updated in the future with new Quirks, refinements, and reader contributions.

If you have an idea for a new Quirk leave a comment on the blog or email me directly. I'll make sure that the best are included in any future revision.

I look forward to seeing what you come up with!

Send submissions to:
brian@scrapyardarmory.com

Positive Mechwarrior Quirks

Ace in the Hole

"Sometimes you have to make your own luck."

Automatically win initiative once per mission. Must be declared before rolling. Your opponent may do the same any one turn after that.

(Experience: 4)

Air Watch I

"If it flies, I can bring it down."

-2 to Gunnery when firing at airborne units.
(Experience: 6)

Air Watch II

"What goes up, must come down!"

-1 to Gunnery when firing at airborne units or units that used jumping movement this turn.
(Experience: 6)

Anti-Aircraft Specialists (Commander)

See Tactical Operations, pages 191-193.
(Experience: 4)

Bad Habits Die Hard

"I swear, it's ancient history."

Ignore one negative quirk unless injured.
(Experience: 3)

Balance I

"As easy as NOT falling off a log."

-1 to Piloting when checking for falling.
(Experience: 2)

Balance II

"Steady as she goes."

-2 to Piloting when walking or stationary.
(Experience: 4)

Banking Initiative (Commander)

See Tactical Operations, pages 191-193.
(Experience: 8)

Black Widow

"I'll show them a thing or two about the weaker sex."

Female only. -1 to Gunnery when firing on males. When firing on a target roll 2D6. On an 8+, she learns the sex of the target pilot.
(Experience: 5)

Blood Stalker

See A Time of War, pages 219.
(Experience: 5)

Brawler

"Nothing like a little left right combo to take the fight out of another 'Mech."

Multiply non-weapon physical combat damage by 1.15, rounding down.
(Experience: 8)

Brawlers (Commander)

See Tactical Operations, page 191-193.
(Experience: 12)

Caffeine Junky

"One shot of this and you'll be more alert than you ever thought possible!"

+2 to consciousness rolls.
(Experience: 3)

Communications Disruption (Commander)

See Tactical Operations, page 193.
(Experience: 9)

Concentration

"All it takes is a little focus."

-1 to Gunnery if Alpha-Striking.
(Experience: 6)

Courage

"Lead by example and your comrades will always be there for you when you need them most."

While this Mechwarrior is active and conscious, friendly forces may ignore Forced Withdrawal.
(Experience: 3)

Cover Fire

"I've got your back, make a run for it!"

This Mechwarrior may choose to lay down cover fire during the Weapons Attack phase. Must attack a single target with at least half of all in-range weapon systems at a +2 modifier. The target of the attack receives a +1 to Gunnery rolls this turn.
(Experience: 6)

Crack Shot I

"I only need one shot."

-2 to Gunnery when firing a single weapon system.
(Experience: 8)

Crack Shot II

"It's not impossible. I used to bullseye Nolans with my TK-Assault Rifle back home. Hitting your sorry ass with my PPC is cake by comparison."

Once per mission, may automatically succeed with one ranged combat attack with a to-hit number of 12 or less. The target must be in range of the weapon system used and have line of sight.
(Experience: 12)

Demoralizer

See A Time of War, pages 225. Use opposed piloting check.
(Experience: 9)

Dodge

See A Time of War, pages 222.
(Experience: 5)

Double Time It

"Just a little faster, hold together for me!"

May run as though +1 to walking. At the end of movement roll 2D6. If less than 4 both legs take one critical hit each. May not be combined with MASC or Super Chargers.
(Experience: 5)

Familiarity ('Mech Class/Chassis/Variant)

"Been in my family for generations. I aim to keep it that way."

-1 to Piloting when piloting the specified 'Mech Class/Chassis/Variant.
(Experience: 3/2/1)

Fancy Feet

"I can make any 'Mech dance in place."

Once per turn, may expend 2 MP for a +1 target movement modifier. This does not count as movement unless additional movement points are spent during the turn.
(Experience: 8)

Fast Hands

"Spreading the love around."

May fire on multiple targets in the forward arc without penalty.
(Experience: 5)

Fist Fire

See A Time of War, pages 220.
(Experience: 3)

Forcing the Initiative (Commander)

See Tactical Operations, pages 191-193.
(Experience: 7)

Friendly Down

"Mech down! Make them pay!"

-1 to Gunnery if Alpha-Striking the turn after a friendly unit is destroyed.
(Experience: 2)

Graceful Fall

"Just roll with it, like this..."

Halve falling damage, rounding up. +1 to Piloting when checking for pilot damage as a result of a fall.
(Experience: 2)

Ground Attack Specialists (Commander)

See Tactical Operations, pages 191-193.
(Experience: 22)

Heavy Lifter

See A Time of War, page 223.
(Experience: 1)

Hot Dog (I/II)

See A Time of War, page 222. Apply a +1 or +2 modifier depending on the level taken.
(Experience: 2/3)

Intimidation

"So punk, do you feel lucky?"

If this Mechwarrior's primary target is within 6 hexes, the target receives a +1 to Gunnery rolls this turn.
(Experience: 7)

Jumping Jack

See A Time of War, page 223.
(Experience: 12)

Know Your Guns

"Check your ammo bins and keep your loaders clean. Best advice you'll ever hear."

May cancel one weapon jam result per mission.
(Experience: 2)

Lone Wolf

"It's nothing personal, but I work alone."

Will not voluntarily end movement within 6 hexes of a friendly unit. When firing on a target alone, apply a -1 to Gunnery.
(Experience: 4)

Maneuvering Ace

See A Time of War, pages 223.
(Experience: 7)

Marksman

See A Time of War, pages 220.
(Experience: 5)

Melee Master

See A Time of War, page 223.
(Experience: 10)

Melee Specialist (I/II)

See A Time of War, page 224. The applied Piloting bonus is 1 or 2 depending on the quirk level.
(Experience: 3/6)

Multi-Tasker

See A Time of War, page 220.
(Experience: 6)

Natural Grace

See A Time of War, page 224.
(Experience: 12)

Oblique Attacker

See A Time of War, page 221. Ignore sensor operations check.
(Experience: 10)

Off-Map Movement (Commander)

See Tactical Operations, pages 191-193.
(Experience: 8)

Off-Map Movement Specialist

"Were you expecting me somewhere else?"

When using Off-Map Movement, this Mechwarrior may change their arrival hex up to three hexes.
(Experience: 1)

On a Roll

"I'm just getting warmed up."

-1 to Gunnery the turn after this Mechwarrior destroys an enemy unit.
(Experience: 4)

Opportunistic

"It only knocks once, so keep your PPC ready."

May automatically win initiative once per mission. Must be declared before rolling.
(Experience: 10)

Overrun Combat (Commander)

See Tactical Operations, pages 193.
(Experience: 16)

Pain in the ...

"I really hate those things. Don't ask why..."

Re-roll near miss results against Protomechs. -1 to Gunnery when shooting at BattleArmor.
(Experience: 2)

Precision I

"A good grouping at the right moment will trump accuracy any day."

Each turn, note the first hit location rolled against the primary target. Every other hit location is modified by +1 if it is under the noted location and -1 if it is over the noted location.
(Experience: 8)

Precision II

"Just move a little bit to the left... and there!"

This pilot may adjust the hit location roll by 1. A hit may never be shifted to the head or a through armor critical.
(Experience: 10)

Range Master

See A Time of War, page 221.
(Experience: 14)

Range Specialist

"Right where I want you!"

-1 to Gunnery when the target is in a specific range bracket.
(Experience: 5)

Resilient

"What that? Just a flesh wound I swear."

Ignore the first pilot hit. The second pilot hit does two damage.
(Experience: 2)

Revenge

"You son of a bitch! You're going to die for that!"

When a friendly unit is destroyed this Mechwarrior is -1 to Gunnery and +1 to initiative until an opposing unit is crippled or destroyed.
(Experience: 8)

Scrounge I

"If you don't ask me how I got it, then I don't have to tell you where it came from."

+2 modifier to Obtain Replacement Parts between missions. May only be used once per completed mission.
(Experience: 2)

Scrounge II

"To get the best bargains all you have to do is know how to ask."

10% discount when purchasing new equipment between tracks. May only be used once per completed mission.
(Experience: 3)

Sharpshooter

See A Time of War, page 221.
(Experience: 6)

Sharpshooters (Commander)

See Tactical Operations, pages 191-193.
(Experience: 14)

Shoot from the Hips

"Shoot first and ask questions later."

May fire one arm mounted weapon and resolve damage before movement. Apply a +2 to-hit modifier to the attack.
(Experience: 7)

Situational Awareness (I/II)

"Eyes open, mind sharp and keep an open comm channel to the CO."

+1/+2 to initiative rolls while active and conscious. Does not stack with other Situational Awareness abilities within the same force.
(Experience: 14/20)

Sniper

See A Time of War, page 221.
(Experience: 12)

Speed Demon

See A Time of War, page 224.
(Experience: 7)

Speed Walker

"It's all in the hips."

+1 movement when walking.
(Experience: 4)

Steady

"Staying upright is easy if you keep it simple."

-1 to Piloting when not running or jumping.
(Experience: 2)

Subtle Movement

"Did that Atlas just move?"

May turn one hex face per turn for free so long as the 'Mech is standing with no leg criticals. This does not count as moving unless additional movement points are spent during the turn.
(Experience: 6)

Tactical Genius (Commander)

See A Time of War, page 225.
(Experience: 24)

Team Work

"I've worked with him so long I just know what he's thinking."

-1 to Gunnery when firing on your buddy's primary target. This Mechwarrior may only have one buddy for the purposes of this Quirk and may be determined randomly when the Quirk is assigned.
(Experience: 5)

Tough as Nails

"Is that all you got?"

Ignore the first pilot hit.
(Experience: 4)

Track and Field

"You can make as many enemies as you want so long as none of them can catch you."

-1 to Gunnery when running.
(Experience: 6)

Trail Blazer

"You ever heard of the Boy Scouts?"

-1 to Gunnery and +1 to Target Movement modifier when in woods.
(Experience: 10)

Two Hands, Two Guns

"Is it not as Kerensky intended?"

May fire on multiple targets with arm mounted weapons without the secondary target penalty. One target per arm.
(Experience: 4)

Watch Your Back

"The first time you get gutted from behind, you make damn sure it never happens again."

+1 to Target Movement modifier if an opposing unit is in rear arc with line of sight.
(Experience: 7)

Weapon Specialist (Generic)

See A Time of War, page 221. Applies to a weapon type (AutoCannons, PPCs, LRMs, etc.)
(Experience: 12)

Weapons Specialist (Specific)

See A Time of War, page 221. Applies to a specific weapon system (Light AC-5, Snub-nose PPC, LRM-5, etc.)
(Experience: 10)

Zone of Control (Commander)

See Tactical Operations, pages 191-193.
(Experience: 10)

Negative Mechwarrior Quirks

Addiction

"Just one hit and I'll be right as rain..."

Before the start of any battle roll 2D6 and apply the following result: 12, -1 Gunnery and Piloting; 10-11, No Effect; 6-9, +1 Gunnery and Piloting; 2-5 +1 Gunnery and +2 Piloting.
(Experience: 12)

Agoraphobia

"I got to get out of here!"

+1 to Gunnery and Piloting rolls if in open terrain.
(Experience: 7)

Blabber Mouth

"Why won't he shut the hell up?!"

-1 to initiative rolls while this Mechwarrior is active and conscious.
(Experience: 14)

Blind Spot (right/left)

"Don't sneak up on me like that!"

Any attack from the blind side arc has a -1 to hit modifier.
(Experience: 5)

Claustrophobia

"The walls! They're closing in on me!"

+1 to Gunnery and Piloting rolls if in woods or buildings. Will not use a small cockpit.
(Experience: 4)

Compassion

"Never again."

Re-roll head hits made by this Mechwarrior. Keep the second result if it is also a head hit.

(Experience: 3)

Confusion

"Was that on three or after three?"

-1 to any initiative roll over 7 while this Mechwarrior is active and conscious.

(Experience: 10)

Coward

"Game over man, game over!"

Operates under Forced Withdrawal once crippled no matter what.

(Experience: 2)

Fat Fingers

"Damn thing must have slipped again!"

+1 to Gunnery rolls when firing at multiple targets.

(Experience: 1)

Friendly Fire

"Ouch, sorry. My bad."

If a friendly unit is adjacent to this Mechwarrior's target and the to-hit roll has a margin of failure of 3 or more, apply damage to the friendly unit as if hit by the attack.

(Experience: 3)

Frustration

"Hey! Try not to take it personally. That's an order!"

When this Mechwarrior takes a pilot hit as a result of enemy action, he will attack that target to the exclusion of all others until destroyed. A force commander may cancel this effect so long as they are present and within 4 hexes.

(Experience: 3)

Hydrophobia

"Never learned to swim and somehow I let it get to my head."

Will not voluntarily end movement in water of depth 1 or greater.

(Experience: 1)

Ladies Man

"Never met a lady I didn't like."

Male only. +1 to-hit against female pilots. Each turn this Mechwarrior targets an enemy, roll 2D6. On an 8+ he learns that they are female. (male only)

(Experience: 2)

Loner

"Screw the mission, screw you, and screw the rest of the lance! I work alone."

Loners will not voluntarily end their movement within 6 hexes of any friendly unit.

(Experience: 6)

Sissy

"That's a little too close for comfort!"

+1 to Gunnery for all attacks at short range. +2 to-hit for melee attacks.

(Experience: 5)

Sore Loser

"Damn them! Just one more shot, I need one more shot!"

When operating under Forced Withdrawal, this Mechwarrior will not retreat until he cripples or destroys one more enemy unit.

(Experience: 8)

Survivor

"Some injuries never heal."

1 permanent pilot hit.

(Experience: 7)

Sweaty Hands

"The damn thing slipped!"

+1 to Gunnery when running or jumping.

(Experience: 4)

Two Left Feet

"This 'Mech doesn't dance."

+1 to Piloting when running or jumping.

(Experience: 2)

Vertigo

"Get me down from here!"

Will not use jump jets. Will not voluntarily end movement on a hex that is adjacent to any other hex 2 levels lower than it.

(Experience: 2)

[illegible]

EXPERIENCE AND ADVANCEMENT

In my humble opinion there is no better experience and advancement system for BattleTech than that presented in Total Warfare, page 39-41. Using this framework players can advance their MechWarriors by obtaining new positive Quirks and removing negative ones.

Each Quirk has an experience point value. Between missions, MechWarriors may purchase new Quirks for the listed experience cost. The experience cost for negative Quirks is the amount of experience required to remove it.

Care should be taken to prevent the abuse of this system and the creation of uber-MechWarriors that will wreak havoc on the battlefield. An impartial game master should hold veto-power over any combination of Quirks deemed too powerful for their campaign.

Alternatively, Quirks may be selected at random to eliminate the temptation of munchiness. When a player decides they want a new Quirk, they should pay experience points equal to the highest level they would like to obtain. Roll on the Random Quirk tables until a Quirk with the desired experience level or lower is found. The purchasing Player may select the chosen Quirk or roll again. No more than three re-rolls are allowed.

It is highly recommended that a hard limit be set for the number of Quirks a MechWarrior may have. We suggest for simpler games that a single Quirk be allowed per MechWarrior. However, if players agree, higher Quirk limits may be allowed.

POINT BASED MECHWARRIORS

The experience point value for the Quirks can be used to generate MechWarriors based on points alone. All MechWarriors begin the game as 4/5 pilots. Determine an experience level available to each MechWarrior to purchase skills and Quirks with.

Negative Quirks are allowed to be taken as experience sinks. The experience cost of a negative Quirk is added to the available experience pool.

Example:

Ellis is rolling up a force to use in a campaign and is allowed 12 experience points per MechWarrior. If Ellis wants to play it safe he can use his experience to upgrade Gunnery and Piloting by one each making his entire force 3/4 pilots.

However, if he wants a force with more character he can use some of his experience to buy Quirks (either randomly generated or selected manually as his gaming group allows).

Ellis decides for his first MechWarrior to use 8 experience points to upgrade the Piloting skill by two and then purchase a random Quirk with the remaining 4 experience.

His new MechWarrior will begin the campaign as a 4/3 pilot with the 'On a Roll' Quirk.

RECRUITMENT

Recruiting new MechWarriors is a common in long haul campaigns. The 31st century is a dangerous place and sometimes even the best pilots find themselves on the wrong end of a PPC shot to the face.

Field Manual Mercenaries Revised (pages 175-176) contains a recruitment table that can be used to generate a rough number of offers available between missions.

After determining how many recruits are available, their particular stats can be randomly generated using these rules.

WARCHEST SYSTEM

For those using the Chaos Campaign system, new MechWarriors with other than green skills can be hired using the following Recruitment Cost Table. These costs are based loosely on those provided in the Starterbook series.

Quirks may be added to this table by summing the total experience of all quirks and finding the lowest equivalent skill level the Warrior would have if those experience points were devoted to gunnery and piloting upgrades.

Chaos Campaign Recruitment Cost Table

		Gunnery						
		0	1	2	3	4	5	6
Piloting	0	640	400	400	240	200	-	-
	1	480	320	200	200	120	100	-
	2	320	240	160	120	100	60	50
	3	240	160	120	80	60	50	30
	4	-	120	80	60	40	30	25
	5	-	-	60	40	30	20	15

- All costs are in WarChest points

Manei Domini WarChest Multiplier

Rank	WC Multiplier
Alpha	1.25
Beta	1.50
Omega	2.25
Tau	2.50
Delta	2.75
Sigma	3.00
Omicron	3.50

Random Quirk Tables

Uniform Distribution

D100 Roll	Positive Quirk	Exp.
1	Ace in the Hole	4
2	Air Watch I	6
3	Air Watch II	6
4	Anti-Aircraft Specialists	4
5	Bad Habits Die Hard	3
6	Balance I	2
7	Balance II	4
8	Banking Initiative	8
9	Black Widow	5
10	Blood Stalker	5
11	Brawler	8
12	Brawlers	12
13	Caffeine Junky	3
14	Communications Disruption	9
15	Concentration	6
16	Courage	3
17	Cover Fire	6
18	Crack Shot I	8
19	Crack Shot II	12
20	Demoralizer	9
21	Dodge	5
22	Double Time It	5
23	Familiarity (Class)	3
24	Familiarity (Chassis)	2
25	Familiarity (Variant)	1
26	Fancy Feet	8
27	Fast Hands	5
28	Fist Fire	3
29	Forcing the Initiative	7
30	Friendly Down	2
31	Graceful Fall	2
32	Ground Attack Specialists	22
33	Heavy Lifter	1
34	Hot Dog I	2
35	Hot Dog II	3
36	Intimidation	7
37	Jumping Jack	12
38	Know Your Guns	2

39	Lone Wolf	4
40	Maneuvering Ace	7
41	Marksman	5
42	Melee Master	10
43	Melee Specialist I	3
44	Melee Specialist II	6
45	Multi-Tasker	6
46	Natural Grace	12
47	Oblique Attacker	10
48	Off-Map Movement	8
49	Off-Map Movement Specialist	1
50	On a Roll	4
51	Opportunistic	10
52	Overrun Combat	16
53	Pain in The...	2
54	Precision I	8
55	Precision II	10
56	Range Master	14
57	Range Specialist	5
58	Resilient	2
59	Revenge	8
60	Scrounge I	2
61	Scrounge II	3
62	Sharpshooter	6
63	Sharpshooters	14
64	Shoot from the Hips	7
65	Situational Awareness I	14
66	Situational Awareness II	20
67	Sniper	12
68	Speed Demon	7
69	Speed Walker	4
70	Steady	2
71	Subtle Movement	6
72	Tactical Genius	24
73	Team Work	5
74	Tough as Nails	4
75	Track and Field	6
76	Trail Blazer	10
77	Two Hands, Two Guns	4
78	Watch Your Back	7
79	Weapon Specialist (Generic)	12
80	Weapon Specialist (Specific)	10

81	Zone of Control	10
82-100	Roll again...	

D20 Roll	Negative Quirk	Exp.
1	Addiction	12
2	Agoraphobia	7
3	Blabber Mouth	14
4	Blind Spot	5
5	Claustrophobia	4
6	Compassion	3
7	Confusion	10
8	Coward	2
9	Fat Fingers	1
10	Friendly Fire	3
11	Frustration	3
12	Hydrophobia	1
13	Ladies Man	2
14	Loner	6
15	Sissy	5
16	Sore Loser	8
17	Survivor	7
18	Sweaty Hands	4
19	Two Left Feet	2
20	Vertigo	2

Random Quirk Tables

Weighted Distribution

D1000 Roll	Positive Quirk	Exp.
1-17	Ace in the Hole	4
18-31	Air Watch I	6
32-45	Air Watch II	6
46-62	Anti-Aircraft Specialists	4
63-80	Bad Habits Die Hard	3
81-101	Balance I	2
102-118	Balance II	4
119-125	Banking Initiative	8
126-140	Black Widow	5
141-155	Blood Stalker	5
156-162	Brawler	8
163-167	Brawlers	12
168-185	Caffeine Junky	3
186-189	Communications Disruption	9
190-203	Concentration	6
204-221	Courage	3
222-235	Cover Fire	6
236-242	Crack Shot I	8
243-247	Crack Shot II	12
248-251	Demoralizer	9
252-266	Dodge	5
267-280	Double Time It	5
281-298	Familiarity (Class)	3
299-319	Familiarity (Chassis)	2
320-342	Familiarity (Variant)	1
343-349	Fancy Feet	8
350-364	Fast Hands	5
365-382	Fist Fire	3
383-390	Forcing the Initiative	7
391-411	Friendly Down	2
412-432	Graceful Fall	2
433-436	Ground Attack Specialists	22
437-459	Heavy Lifter	1
460-480	Hot Dog I	2
481-498	Hot Dog II	3
499-505	Intimidation	7
506-510	Jumping Jack	12
511-531	Know Your Guns	2

532-548	Lone Wolf	4
549-556	Maneuvering Ace	7
557-571	Marksman	5
572-576	Melee Master	10
577-594	Melee Specialist I	3
595-608	Melee Specialist II	6
609-622	Multi-Tasker	6
623-627	Natural Grace	12
628-632	Oblique Attacker	10
633-639	Off-Map Movement	8
640-662	Off-Map Movement Specialist	1
663-679	On a Roll	4
680-684	Opportunistic	10
685-689	Overrun Combat	16
690-710	Pain in The...	2
711-717	Precision I	8
718-721	Precision II	10
722-725	Range Master	14
726-740	Range Specialist	5
741-761	Resilient	2
762-768	Revenge	8
769-789	Scrounge I	2
790-807	Scrounge II	3
808-821	Sharpshooter	6
822-825	Sharpshooters	14
826-833	Shoot from the Hips	7
834-838	Situational Awareness I	14
839-842	Situational Awareness II	20
843-847	Sniper	12
848-854	Speed Demon	7
855-871	Speed Walker	4
872-892	Steady	2
893-906	Subtle Movement	6
907-910	Tactical Genius	24
911-925	Team Work	5
926-942	Tough as Nails	4
943-956	Track and Field	6
957-960	Trail Blazer	10
961-977	Two Hands, Two Guns	4
978-985	Watch Your Back	7
986-990	Weapon Specialist (Generic)	12

991-995	Weapon Specialist (Specific)	10
996-1000	Zone of Control	10

D100 Roll	Negative Quirk	Exp.
1-2	Addiction	12
3-5	Agoraphobia	7
6-7	Blabber Mouth	14
8-12	Blind Spot	5
13-17	Claustrophobia	4
18-23	Compassion	3
24-25	Confusion	10
26-33	Coward	2
34-41	Fat Fingers	1
42-47	Friendly Fire	3
48-53	Frustration	3
54-61	Hydrophobia	1
62-68	Ladies Man	2
69-71	Loner	6
72-76	Sissy	5
77-78	Sore Loser	8
79-81	Survivor	7
82-86	Sweaty Hands	4
87-93	Two Left Feet	2
94-100	Vertigo	2