

CHARACTER QUIRKS

A MECHANIC FOR ADDITIONAL CHARACTER PERSONALISATION IN WFRP II

Quirks function as additional special qualities that describe a character in much the same way as Talents and Traits. Unlike Talents, Quirks are a freeform system of brief phrases or descriptors that summarize a notable quality or special ability of the character. These qualities could be associated with the character's race and career, or a linked to the character's achievements, reputation or even ancestry.

Quirks essentially act as additional Fortune Points, but are restricted in their use by the descriptor. As an example, Torbruk Throtgobbler, a renowned Dwarf Miner, has a Quirk described as '**Hard as Nails**.' During a mining mishap, he finds himself in a tunnel filling up with rubble. The GM asks Torbruk's player to make a Strength Test to pull himself from under the rubble, which Torbruk promptly fails. Torbruk's player may then decide to call upon his '**Hard as Nails**' Quirk, and re-roll the failed Strength Test. Like all Fortune Points, a player may only call upon any given Quirk once per session. Depending on the situation, '**Hard as Nails**' could be used to re-roll a failure to resist being stunned, thwart a torturer's attempts to extract information from Torbruk with hot pincers or any other applications that the GM and player agree is appropriate.

INTEGRATING QUIRKS INTO YOUR GAME

Every character begins with one free Quirk at character creation. The player is free to tie this starting Quirk to the character's race, region, career or even an achievement that is part of the character's back-story. In addition, the GM may allow a character to use their Free Advance to acquire a second starting Quirk instead of its normal use.

During play, a character has the opportunity to purchase another Quirk each time they complete a career, at a cost of 100 xp.

A character can never have more than six Quirks at a time. A character with six different Quirks who has the opportunity to purchase a new Quirk may choose to lose a Quirk and replace it with a new Quirk.

EXAMPLE RACIAL QUIRKS

Humans: Adaptable, Renowned Wit, Resourceful

Halflings: Opportunist, Plucky, Right Stuff

Dwarfs: Grudge Lord, Hard as Nails, Patient as a Mountain, Relentlessly Resolute, Royal Blood

Wood Elves: Bond with Nature, Eagle-Eyed, Fey Quickness, Forest Walker, Fury of Kurnous

High Elves: Erudite, Master of Court Intrigue, Pure of Flesh, Speed of Asuryan, Valour of Ages

Dark Elves: Bloodcrazed, Embraced by Shadows, Enchanting Beauty, Relentless Fighter, Perfect Killer

Goblins: Dodgy Little Git, Looney, Red Toof Warrior, Sneaky Schemer

Orcs: Armed to da Teef, Eadbasher, Cunnin Planna, Well Ard

Ogres: Bellow, Bull Charge, Chosen of the Great Maw, Horde Master, Master of Butchery

Skaven: Glorious Coat, Quick Quick, Warpstone Tolerant

A NOTE ON GAME BALANCE

You may have noticed that these example Quirks are not particularly balanced in play. In many campaigns, it is a considerably likely you are going to get a better use out of quirk named '**Master of Blades**' rather than '**Wife of the Crows**'. Given the scope and freedom of the Quirk system, this lack of balance is unavoidable. That said, GMs should feel free to disallow any Quirks they feel are abusive or easily overused. This system is designed to allow a player to individualise their characters, not develop killing machines that are never without a Fortune Point in combat.

By Alexander J Bateman

EXAMPLE CAREER QUIRKS

Note that all Example Quirks listed in this document are just that, examples. If both the player and GM feel that an example Quirk makes sense for a character you should feel free to take it regardless of the listed Career, Race or Region.

Warrior Careers: Battle Tested, Blade Master, Gunner's Pride, Knightly Temper, Martial Honour, Nimble Shooter, Well Drilled

Rural Careers: Beast Master, Cat-Like Reflexes, Hale and Hearty, Hunter's Eye, One with the Target, Strength of the Wolf, Woodland Stalker

Urban Careers: Dashing Disposition, Fades into the Crowd, Grew Up On the Streets, King of Cups, Nimble Feet, Shadow Walker, Slippery Customer

Academic Careers: Bookworm, College Educated, Eccentric Genius, Heir of Volans, Power of the Mind, Tomb Raider, Quick Learner

Religious Careers: Child of Grugni, Compassionate, Defender of the Old Faith, Fiery Rhetoric, Isha's Chosen, Protected by Sigmar, Unshakeable Faith

OPTION: EXPANDING THE EFFECT OF QUIRKS

You may wish to expand the effects of a given Quirk to have an effect other than that of a fortune point. A Dwarf with the Quirk '**Always has a Pint in his Hand**' could indeed always be assumed to have a pint in his hand in all but the most absurd circumstances, while a Human with '**Beloved of Beoforn**' might be able to walk on spikes, burning coals, even molten metal without serious harm. This document intentionally leaves such effects up to the GM, although if this idea is used it advisable that the group discuss and agree to the scope and limits of any Quirk before it is purchased.

OTHER EXAMPLE EQUIPMENT QUIRKS

General Equipment Quirks: Exquisitely Decorated, Kissed by Scripture, Valued Heirloom

Armour Quirks: Forbiddingly Spiky, Musket Proofed

Horse Quirks: Loyal Steed, Swift as the Wind

Ship Quirks: Heavy Timbers, Reinforced Bulkheads, Streamlined Hull

War Machine Quirks: Devastatingly Accurate, Old Reliable

OPTION: WEAPON AND EQUIPMENT QUIRKS

To personalise weapons and other Equipment further, the GM may wish to apply quirks to them in the same way as Characters. It is recommended that this is limited to granting Best Craftsmanship Weapons a single quirk, to avoid over complicating the system.

The GM can use these quirks instead of or alongside the optional rules for distinguishing Best Craftsmanship Weapons in the Old World Armoury. As with all Quirks, these names and effects are examples rather than restrictions.

Accurate: You may call upon this quirk to re-roll an attempt to hit you foe or any other feat of sharp shooting. This quirk is appropriate for Firearms and Crossbows, as well as any melee weapons that require finesse over brute force, such as daggers, rapiers and even spears.

Cutting Edge: You may call upon this quirk to either re-roll an attempt to cut through an object or re-roll an attempt to hit an armoured Foe. This quirk is appropriate for Axes, Halberds and other heavy bladed weapons.

Heavy: You may call upon this quirk to re-roll an attempt to knock a foe unconscious or re-roll an attempt to Manoeuvre your foe backwards. Mauls, Morning Stars and other heavy blunt weapons are good candidates for this quirk.

Holy: You may call upon this quirk to re-roll an attack or parry made against a foe of your religion. Common examples include Goblinoids or Chaos Worshippers for Sigmar, Followers of Nurgle for Shallya or Undead for Morr.

Perfectly Balanced: You may call upon this quirk to re-roll a parry attempt or re-roll a task involving juggling, twirling or otherwise showing off with the weapon. This quirk is appropriate for Swords, Daggers, Quarterstaves or any other weapon that has an even weight distribution over its length.

Wicked: You may call upon this quirk to re-roll any attempt to Intimidate a foe with the weapon or re-roll an attempt to hit a wounded or otherwise disadvantaged foe. The weapons of the Dark Elves and Ruinous Powers are the most likely to have this Quirk.



OTHER EXAMPLE CHARACTER QUIRKS

Always Expects the Worst, Army Trained, Artillery Master, At Home Anywhere, Barrel-Chested, Beloved of Crows, Blue Blood, Booming Voice, Bulging Biceps, Cannot be Predicted, Carefree, City-Borne, Crazy!, Cutlass Master, Dreaded Captain, Evasive, Expert Knife Fighter, Expert Rigger, Fearsome Vampire Hunter, Feet of Steel, Friend of the Spirits, Glorious Charge, Gregarious, Grit of the North, Hard to Kill, Heart of Stone, Inspired Seaman, King of Liars, Lady-killer, Free Marketer, Master of Poison, Monster Slayer, Nerves of Steel, Protector of Children, Pure of Heart, Quick as a Blink, Quick Healer, Revered of Talabheim, Righteous Fury, Rock Steady Aim, Sea Legs, Sea Shanty Singer, Sharp Ears, Silver-Tongued Devil, Skirmisher, Skull Cracker, Slayer of Daemons, Slayer of Skaven, Smells Danger Coming, Sniper, Stands Out in a Crowd, Steady Hands, Steady in the Ranks, Stone Master, Striking Looks, Strongman, Stubborn, Sure-Handed, Swirling Swordsman, Takes on all Comers, Thick Skull, Thirst for Vengeance, Threat to Shipping, Treasure Hunter, Trick Shooter, True Grit, Utter Determination, War Leader, Warrior Elite, Whip Master, Widow Maker, Witch Finder, Wyrdstone Hunter, Zealous

CREDITS

Writing and Layout: Alexander J Bateman

With thanks to the following, whose ideas for quirks I have freely plundered: **Doc Cthulhu, Andy Law, Jay Little, David Perry, Tiggurix, Dan White, Ian Wilson and Paul Wright**

EXAMPLE REGIONAL QUIRKS

Averland: Fashionable, Mountainguard

Hochland: Big Game Hunter, Born Survivor

Middenland: Contemptuous of Change, Big and Brawny

Nordland: Brutally Honest, Reckless Blood

Ostermark: Flamboyant in Despair, Grim Determination

Ostland: Foul Odour, Sworn a Blood Oath

Reikland: Disciplined, Natural Leader

Stirland: Grounded in Tradition, Folklorist

Talabecland: Called to the Wild, Hard Drinker

Wissenland: Avenger of Solland, Dependable

Sylvania: Servant of the Unnatural, Teller of Folklore

Marienburger: Canal Dipper, Cosmopolitan, Wiley Profiteer

Bretonnian: Courtly Manner, Master of the Joust, Smelly Peasant

Tilean: Dead Eye Shot, Keeper of Vendettas, Mercenary Nature

Estalian: Flashing Blade, Free Spirit, Hot Blooded

Kislev: Boisterous, Heart of Ice, Kin of the Bear God

Norse: Berzerker, Grim Determination, Sea Wolf

Kurgan: Ferocious, Instinctive Warrior, Saddle Born

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