

CHARACTER QUIRKS

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CHARACTER QUIRKS

CHARACTER QUIRKS SUMMARY

- When you raise the rank of your character quirk, you gain the corresponding subquirk.
- Unlike Traits & Features, subquirk use is based on session
- There is no roleplay requirement for quirks, use them to enhance your roleplay instead
- You can swap quirks by raising & lowering ranks when you level up
- You can rename (reskin) Character Quirks

Character quirks are special personality features that you can use to problem solve and enhance your roleplay experience at the same time.

You do not have to base your character's personality on your quirks. In fact, having quirks that contradict your character's base personality may add more depth. Imagine how impactful it is if the kind and caring Player Character (PC) suddenly reveals her vindictive side and starts hunting down the brigands who robbed an orphanage.

The special abilities provided by these quirks can be quite fantastical, and it is meant to help you add more dimensions to your character's personality. Don't let logic get in the way of a good character arc.

Unlike Lifeform traits and Class Features which functions are regained after the passing of in-game time, Character quirks regain their function by the passing of real world time. You regain their use on the next session. If you are running a marathon session where you play for hours or even a whole day, you may count different mission or adventure chapters as separate sessions. Alternatively, you can count every 3 - 4 hours as separate sessions.

Learn about Character Quirks and Subquirks and how to use them to help your adventure.

You can fast track this chapter by prioritizing the summaries and text in the yellow highlight panels.

Character Quirks and Subquirks

When you are creating a character, you have 2 quirk points to put into the list of character quirks in the following chart. For each point you put into a character quirk, you gain a rank in it and acquire the use of the subquirks in the associated rank. For example, if you spend 2 points in Geeky, you get "Trivia Trove" rank 1 subquirk and "Too Much Info" rank 2 subquirk.

If you, think that the names of the Character Quirk and Subquirk don't fit your character's image but you want the function, you can just "reskin" the Character Quirk and Subquirk, and give it a new name.

Remember that you may use your Character Development (Modification) option when you level up to swap one quirk point in your Character Quirk for another quirk. This allows you to simulate your character's growth. Your battle hardened templar may start off being haughty and vindictive, but ends up becoming kind and protective after travelling with the party for a while.

Cred, or Credits is the currency you earn from Cloudbreaker Guilds for completing missions. It is a virtual currency backed by the Cloudbreaker Alliance's banking system, so PCs do not have to worry about carrying too many coins. A cred can be broken into a smaller denomination called kuds, or kudos. One hundred kuds is the equivalent of one Cred.

Creds is accepted in virtually all shops in the cloudbroken lands. The existence of a local Cloudbreaker guild is a good indicator whether Creds is accepted. In locations where isn't one, PCs may find money changing services who would exchange their cred to the local currency for a fee.

CHARACTER QUIRK LIST

CHARACTER QUIRKS

CHARACTER QUIRK	RANK	SUBQUIRK
Adventurous	1	Explorer
	2	Adrenaline
	3	Survivalist
Calm	1	Ignored
	2	Cause Paranoia
	3	Focused
Cautious	1	Sense Danger
	2	Prey Sense
	3	Pusillanimous
Clingy	1	Friendship
	2	Premonition
	3	There you are!
Geeky	1	Trivia Trove
	2	Too Much Info
	3	Eureka
Greedy	1	Materialistic
	2	Treasure Sense
	3	My Precious
Haughty	1	Judgmental
	2	Aggravating
	3	Boss Around

CHARACTER QUIRKS

CHARACTER QUIRK	RANK	SUBQUIRK
Intuitive	1	Lie Detector
	2	Mystery Instinct
	3	Sense Conspiracy
Kind	1	Soothing
	2	Harmless
	3	Good Karma
Klutz	1	Fall on Clues
	2	Drop Danger
	3	Klutz Contagion
Mysterious	1	Chit Chat
	2	Misremember
	3	Verbal Trickery
Observant	1	Perfect Memory
	2	Sense Secret
	3	Hyper Aware
Protective	1	Sense Trouble
	2	Sense Malice
	3	Self Sacrifice
Vindictive	1	Grudge
	2	Prey Sense
	3	Time Bomb

SPECIAL QUIRKS

CHARACTER QUIRK	RANK	SUBQUIRK
Cheat At Life	1	I Win
Cheat Fate	1	Tamper Dice
Imaginary Friend	1	Imaginary Friend
	2	Imaginary Friends
	3	Imaginary Party

CHARACTER QUIRKS

Adventurous

Rank 1 - Explorer

(Three times per session)

When you are at a crossroad or out in the open, you can ask the game master which direction is the quickest route to your destination, such as the exit, a creature or location. The answer does not account for the dangers you will encounter.

Rank 2 - Adrenaline Rush

(Three times per session)

You can roll brute or sports skills with edge.

Rank 3 - Survivalist

(Once per session)

When you are reduced to 0 HP by falls, hazards or any damage source not directly caused by a creature's attack, effect or feature, you can choose to drop to 1 HP instead. (This does not work on epic traps)

Calm

Rank 1 - Ignored

While you're not being actively observed by any creature, as long as you remain stationary and not produce any noise, you can make a Thievery roll to hide in the open.

Rank 2 - Cause Paranoia

After spending five minutes observing a creature within 30m of you, the creature will feel the stress of being observed and may look for the source of the stress. While looking for you or interacting with you, the creature will make awareness and empathy related skill rolls with setback.

Rank 3 - Focused

While your character is not in combat situation and haven't spoken for 1 minute, you enter a serene state of heightened focus. All effects that would cause you to roll with setbacks are ignored, while you can still benefit from edge rolls. This state ends when your character speak or enter combat situation.

Cautious

Rank 1 - Sense Danger

(Three times per session)

You can ask the game master whether there is danger within 30m (3 zones) of you. This danger includes enemies, traps and other hazards, including invisible dangers and those behind doors or other objects. The answer you will receive is a simple yes or no.

Rank 2 - Prey Sense

(Three times per session)

You can ask the game master whether there are any creatures or objects actively looking for you within 100m (10 zones). They can be pursuers, ambushers, guards and even security cameras. The answer you receive is a simple yes or no.

Rank 3 - Pusillanimous

(Once per session)

You can ask the game master where is the safest and most efficient escape route for you. While you're following the escape direction, you have edge on your single next task roll.

Clingy

Rank 1 - Friendship

You always know the general direction of a PC or NPC you share at least 1 Bond Point with. You can also use this subquirk on someone you have interacted or spoken with for 5 minutes in the last 24 hours.

Rank 2 - Premonition

(Three times per session)

You can choose to feel the emotion of a PC or NPC you share at least 5 Bond Points with. You know if it's currently experiencing fear, happiness, anxiety, danger etc.

Rank 3 - There You Are!

(Once per session)

When you are within 100m of a creature you share at least 10 Bond Points with, you can choose to miraculously appear within 5m radius (1 zone), of that creature, or a location the GM deems to be appropriate.

Geeky

Rank 1 - Trivia Trove

(Once per session)

Your knowledge in trivial information miraculously becomes relevant to a piece of information you wanted to know. You can choose to succeed an information skill roll at the lowest point needed for success.

Rank 2 - Too Much Info

You can prattle trivial nonsense at any non-hostile creatures within 10m from you that's capable of speech. After five minutes of talking, all Awareness & Empathy related skills rolled by those creatures will be made with setback. This effect lasts for five minutes after you stop talking.

Rank 3 - Eureka

(Once per session)

You can choose to gain mastery in a toolkit for your next toolkit roll.

Greedy

Rank 1 - Materialistic

You and each of your party members earn extra 10% Cred for every mission reward and bonuses. (You need to be present through the whole mission) You also make information skill rolls with edge to appraise the value of objects.

Rank 2 - Treasure Sense

(Once per session)

You can ask the game master if there is a treasure or objects important to the mission within 100m radius of you. If there is, your instinct will tell you the direction and distance of the single most important object.

Rank 3 - My Precious

After seeing an object or its image, you can spend your full rest thinking about it and develop an obsession over it. During a game session, you can ask the game master to alert you when you are within 100m of the object and when it has left the range. You also know its general direction at all time. You can obsess over 1 object at a time.

Haughty

Rank 1 - Judgmental

You always roll with edge to determine an NPC's social status and background. This applies to your detect, information, reason and psychology skill rolls.

Rank 2 - Aggravating

When you and another creature lock eyes, you may turn that creature hostile towards you at will. That creature will be distracted while you're still in its field of vision and make its awareness, and empathy related skill rolls with setback.

Rank 3 - Boss Around

You can roll your Intimidation and Appeal skills with edge against any creature that's capable of speech. Failure will turn that creature immediately hostile towards you.

Intuitive

Rank 1 - Lie Detector

You can make Psychology skill roll with edge to determine whether a creature is lying.

Rank 2 - Mystery Instinct

(Once per session)

When you are trying to solve a problem or mystery, You can ask the game master whether there is an answer or solution to the problem, and if the solution is nearby. The answers you will get is yes/no/unknown, and near (within 30m radius) or far (outside).

Rank 3 - Sense Conspiracy

(Once per session)

You can ask the game master the true affiliation of all NPCs within 30m (3 zones) of you. The game master will tell you whether they mean you harm and the name of the group they belong to if you are aware of the existence of the group.

Kind

Rank 1 - Soothing

Your attempt to soothe a scared creature or convince others that you mean no harm is made with edge. This quirk applies to appeal, reason and deception.

Rank 2 - Harmless

(Once per session)

Creatures that are not hostile to you will not turn hostile unless it's apparent that you're going to harm them or enter a combat situation against them.

Rank 3 - Good Karma

(Once per session)

You can choose to make any single task roll with edge.

Klutz

Rank 1 - Fall on Clues

(Three times per session)

You can choose to fall and take 1d6 HP Environment damage to find clues or the object you're looking for if that object is located within 30m of you. This damage cannot be reduced.

Rank 2 - Drop Danger

(Once per session)

When you touch a dangerous object or activate a hazard, you can choose to nullify its effects and damage on you, but take 2d6 HP Environment damage instead. (This does not work on epic traps)

Rank 3 - Klutz Contagion

(Once per session)

When a creature makes any type of dice roll within 100m radius of you, you can choose to have that roll be made with setback and the presence of the creature becomes known if it's hidden.

Mysterious

Rank 1 - Chit Chat

(Once per session)

When you converse with a non-hostile creature that's capable of speech. You can choose to have that creature completely forget all details about you and the topic of the conversation.

Rank 2 - Misremember

You can choose to have a creature that has seen or heard you to remember your details incorrectly. This can happen to that creature once in its lifetime.

Rank 3 - Verbal Trickery

You can roll your deception skill with edge against any creature that understand your language.

Observant

Rank 1 - Perfect Memory

You can perfectly remember the details of everything you have seen or heard in the last 30 days. You can sketch the image of what you have seen or repeat the sound competently.

Rank 2 - Sense Secret

(Three times per session)

You can ask the game master whether there are any traps, secret rooms, contraptions and invisible creatures and objects within 30m of you. The game master will answer with a simple yes/no.

Rank 3 - Hyperaware

(Three times per session)

While you're not influenced by any harmful conditions, you can make detect, information and reason skill rolls with edge.

Protective

Rank 1 - Sense Trouble

You can keep a creature you have seen in the last 24 hours in mind. You can ask the game master to alert you when that creature takes damage or enter combat. You can keep one creature in your mind at a time.

Rank 2 - Sense Malice

(Once per session)

You can ask the game master which creature or trap within 50m (5 zones) of you is the most dangerous. If the creature or trap is unknown to you yet or invisible, the game master will reveal it to you.

Rank 3 - Self Sacrifice

(Once per session)

You can miraculously appear next to a creature you see within 50m (5 zones) radius from you and push it out of harm's way, and redirect whatever attack, effect or damage it was supposed to receive to yourself.

Vindictive

Rank 1 - Grudge

When a creature harms you, insults you, or just speak or even look at you within the last 24 hours, you can take offence and develop a grudge against it. While you bear a grudge against a creature, you can know its direction and distance from you for the next 24 hours. You can develop one grudge per game session.

Rank 2 - Unreasonable

You can choose to have any creature making reason or psychology skill roll within 10m (1 zone) of you roll with setback at will, just by saying a single word.

Rank 3 - Time Bomb

You have edge on your Intimidation skill roll against all creatures within 5m (1 zone) radius of you after having them in your presence for 1 minute.

SPECIAL QUIRKS

These special quirks are intended for two type of players. The first is players who are not adept at roleplaying their characters but still want to gain the benefits of having beneficial quirks. The second is players who wants to roleplay Isekai characters who are granted cheats. Isekai is a japanese web novel and animation trope where the main characters are transported to another world. These characters often acquire incredible powers that virtually lets them cheat at life.

Cheat at Life

Rank 1 - I Win! (2 Quirk Points)

(Once per session)

When you fail a task roll, you can choose to succeed at the lowest point needed for success.

Cheat Fate

Rank 1 - Tamper Dice (2 Quirk Points)

When a task roll is made by you, another player or the GM, you can choose to manipulate one of the dice rolled. You can change the value on its face to any number or even remove it for that roll.

Imaginary Friend

Rank 1 - Imaginary Friend

You can gain Bond Points and Fond Memories with an imaginary friend at the end of a mission or chapter, as if that person is a party member. For other quirk purposes, the location of your imaginary friend is in your brain.

You need to know the name of your friend.

Rank 2 - Imaginary Friends

You now have a second imaginary friend you can bond with.

You need to be able to describe the physical appearance of your two friends.

Rank 3 - Imaginary Party

You now have a third imaginary friend you can bond with.

You need to be able to describe your friends' backstory.