

# HOBBIES & QUIRKS

## NEW HOOKS

Some players find it difficult to come up with an appropriate hook for their character; and others find it difficult to remember to use their hooks in play. This article brings hooks to the front and center, making them the defining character trait that they should be. To this end, you'll find here d66 tables of character hooks, along with a new type of hook - the quirk - and a small boost to the effectiveness of the default hook type, the hobby.

When forming a character's descriptor, the player must decide whether to choose a **hobby** or a **quirk**. Each works differently and has different rules associated with it. The player should note which type of hook she has.

### HOBBIES

The default hook type, as presented in the core WOIN rules, is a **hobby** - a free skill which improves with age, something like "...who reads ancient poetry" or "...who collects insects". This type of hook grants +1d6 to

activities related to it, and grants +2d6 to old characters.

With this optional rule, the bonus gained from the skill increases. Young characters get +1d6, adult characters get +2d6, and old characters get +3d6. Using this

rule, the Engrossing Hobby exploit from EONS #24: *Aging With Grace*, works differently - it instead adds +1d6 to the skill check (increasing an old character from +3d6 to +4d6).

Remember that a hobby cannot grant a combat bonus. A boxing fan

may remember who won a famous match, but can't necessarily throw a punch!

One very useful application of a hobby can be when an NPC shares your interest. This means that your hobby becomes relevant when making social attribute checks regarding that NPC.



## HOBBY LIST

The table to the right contains a wide range of hobbies. Simply roll d66 to randomly determine a character's hobby. It can be fun to have your hobby randomly determined, and some GMs might choose to adopt this as a rule.

You may need to adjust them slightly for genre or era, depending on your game setting.

GMs may enjoy creating new d66 lists of hooks, especially ones designed for specific eras of play.

## BROAD HOBBIES

Some hooks (especially hobbies) are so broad that they get selected by players all the time. "...who loves extreme sports" is a common one, because players like to lump all manner of physical activities into one broad phrase.

Broad hobbies are fine. After all, some people *are* into extreme sports.

The GM can designate any hobby as a broad hobby. This means that the bonus from that hobby can never increase to above +1d6. Extreme sports still includes climbing, snowboarding, waterskiing, cliff jumping, white water rafting, base jumping, and all the other things encompassed by that broad category, but the character is essentially a "jack of all trades and master of none".

## QUIRKS

Alternatively, a character can choose a **quirk** instead of a hobby. This type of hook differs from a hobby - rather than being a skill, it is a personality characteristic such as "... who cannot lie" or "...who always sees the worst in people". Quirks do not grant skill dice; instead they reward characters for roleplaying their characters.

Every time a character roleplays their quirk, their LUC pool recharges by one die. There are a couple of caveats to this:

1. The usage must be to the character's disadvantage.
2. The usage must be in response to a GM-instigated challenge.

## HOBBIES

11. ...who reads poetry and ancient literature.
12. ...who loves automobiles.
13. ...who collects 50s music.
14. ...who composes haikus.
15. ...who collects exotic flowers.
16. ...who loves to watch sports.
21. ...who collects insects.
22. ...who believes in ancient myths and legends.
23. ...who loves playing card games.
24. ...who plays classical music.
25. ...who enjoys fine dining and wine.
26. ...who collects antiques.
31. ...who engages in historical reenactments.
32. ...who has an eye for art.
33. ...who is in a jazz band.
34. ...who plays a lot of games.
35. ...who enjoys amateur drama.
36. ...who is obsessed with riddles.
41. ...who paints subversive graffiti.
42. ...who avidly follows boxing.
43. ...who collects comic books.
44. ...who builds scale models.
45. ...who takes pride in their cooking.
46. ...who collects starship registries.
51. ...who is an avid gardener.
52. ...who enjoys watching wildlife.
53. ...who reads tarot cards.
54. ...who enjoys stargazing.
55. ...who follows celebrity gossip.
56. ...who always knows the latest fashions.
61. ...who is fascinated by WW2.
62. ...who is interested in a foreign culture.
63. ...who solves crossword puzzles and word games.
64. ...who researches genealogy.
65. ...who enjoys cosplay.
66. ...who does magic tricks.

For example, the PCs might be trying to sneak into a guarded castle. One of the characters, a Grand Elf, has the quirk "...who cannot tell a lie". The guards challenge the PCs, demanding to know their business, and the Grand Elf replies "We're here to steal the crown jewels!" Chaos and merriment ensue!

A character's quirk is their most obvious, primary characteristic. While their descriptor contains a trait, race, career, and possible age, the quirk is the thing which really sets them apart from everybody else.

Quirks provide an incentive for players to roleplay that particular characteristic without being a bludgeon which forces them to. Nobody likes to be told how to play their character, and quirks allow a player to choose exactly to what degree they embrace their character's hook. It is possible to play through

an entire campaign without referencing it once, but with luck (no pun intended) the incentives will be enough to tempt them.

## QUIRK LIST

Like the hobby list on the previous page, the table to the right contains a d66 list of quirks. You can roll randomly to determine a character's quirk. As before, GMs may find it useful to devise new d66 lists of quirks.

## WHAT ABOUT ANDROIDS?

Androids don't have LUC scores, which means they have nothing to recharge. However, they can still benefit from using their quirk. Instead of recharging a LUC pool, when an Android uses its quirk in the prescribed manner, it gains a single bonus d6 which it must use within one minute and which has the same properties as a LUC die. The Android can never hold more than one of these dice at a time.

An Android's quirk could indicate that the Android is programmed to operate in a particular way. While making it follow Asimov's famous

Three Laws of Robotics would probably be far too limiting for a player character, quirks like "...who cannot tell a lie" and so on are very appropriate. Consider the following d6 quirks (from the longer quirk list above) for Androids:

1. ...who is obsessed with cleanliness.
2. ...who cannot tell a lie.
3. ...who is obsessively punctual.
4. ...who is strongly atheistic.
5. ...who does not have a sense of humor.
6. ...who strongly respects authority.

## THE ICONICS

The iconic characters from the core rulebooks have the following hooks. Some are hobbies, and some are quirks.

## QUIRKS

- |    |  |
|----|--|
| 11 | ...who believes in fairytales.                               |
| 12 | ...who loves to gamble.                                      |
| 13 | ...who loves animals.  |
| 14 | ...who hates other people.                                   |
| 15 | ...who is obsessed with cleanliness.                         |
| 16 | ...who wears trophies of vanquished foes.                    |
| 21 | ...who likes to drink.                                       |
| 22 | ...who is obsessed with correct speech and grammar.          |
| 23 | ...who is a pathological liar.                               |
| 24 | ...who cannot tell a lie.                                    |
| 25 | ...who is obsessively punctual.                              |
| 26 | ...who is painfully shy.                                     |
| 31 | ...who agrees to almost anything, no matter how dangerous.   |
| 32 | ...who avoids danger at all costs.                           |
| 33 | ...who loves it when a plan comes together.                  |
| 34 | ...who cannot resist a bet or a dare.                        |
| 35 | ...who constantly mispronounces words.                       |
| 36 | ...who is extraordinarily chivalrous.                        |
| 41 | ...who has a ridiculous sense of dress.                      |
| 42 | ...always sees the good in people.                           |
| 43 | ...always looks for the worst in people.                     |
| 44 | ...who has over-the-top military mannerisms.                 |
| 45 | ...who is abnormally superstitious.                          |
| 46 | ...who is terrified of the opposite sex.                     |
| 51 | ...who is a hypochondriac.                                   |
| 52 | ...who flirts constantly.                                    |
| 53 | ...who is afraid of insects.                                 |
| 54 | ...who loves celebrity gossip.                               |
| 55 | ...who is strongly atheistic.                                |
| 56 | ...who does not have a sense of humor.                       |
| 61 | ...who rebels against authority.                             |
| 62 | ...who strongly respects authority.                          |
| 63 | ...who is very secretive about their real name.              |
| 64 | ...who will never show pain or discomfort.                   |
| 65 | ...who always tries to impress.                              |
| 66 | ...who has a burning, insatiable curiosity about everything. |

- **Agathe Drake** reads poetry and ancient literature (hobby).
- **Alejandra Vanistos** loves automobiles (hobby).
- **Ashonn** believes in fairytales (quirk).
- **Ben Madjos** likes to drink (quirk).
- **Duke Roosevelt** loves 50s music (hobby).
- **Eternal Senpai** composes haikus (hobby).
- **Dr. TikTok** is fascinated by religion (quirk).
- **Gimnor** collects exotic flowers (hobby).
- **Gorrat** loves to watch sports (hobby).
- **Holmes** collects insects (hobby).
- **Krute** wears trophies of his vanquished foes (quirk).
- **Lady Anarchy** fights for ecological conservation (quirk).
- **Mack Marlowe** misses the golden age of cinema (quirk).



- **Mandallan** believes in ancient myths and legends (hobby).
- **Marla** is obsessed with cleanliness (quirk).
- **Sasha Bolotnikov** loves playing card games (hobby).
- **Selena** loves to gamble (quirk).
- **Talik** plays classical music (hobby).

## EXAMPLE OF PLAY

What follows is an example of these hook rules in play. The characters in this scenario are the *O.L.D.* iconics Gimnor, Marla, and Agathe. There's a countdown pool running every minute until the guard next walks down the corridor, and in this example, Marla's player decides to use her quirk to recharge her LUC pool before the characters set off.

**GM:** Gimnor has managed to pick the lock. That took another minute; rolling the countdown pool, another die gets removed. You're down to two dice now.

**Agathe:** That's not long. We need to move fast! Let's get out of here before the guard comes past.

**Marla:** I really need to recharge my LUC pool a little. I'll use my quirk of being obsessed with cleanliness and waste a minute removing any prison cell first or grime from my clothes before I leave the cell.

**Gimnor:** You must be kidding! We don't have time for this!

**GM:** Marla, you recharge one LUC die; the wasted minute was to your disadvantage. Rolling the countdown pool, you're all unlucky - that's another one gone! Only one die left.

**Agathe:** Dammit, Marla! Sometimes a little dirt doesn't hurt. Right, now, c'mon. We need to run!

**Marla:** It always pays to look your best, even in prison!

**Gimnor:** Grrrrr.....

