

Random Quirks

d666	Quirk	×
111	You have a preoccupation with large, fancy hats, and always take one as part of your starting inventory if possible.	×
112	You have a small, reasonably loyal pet of some sort, which lives in your inventory when not about its own business.	×
113	You are a world-class expert in some obscure and only occasionally useful field of academic study.	×
114	You are able to digest a specific manufactured material, such as glass or steel, and treat items made of it as food.	×
115	You speak the secret tongues of vermin; they are under no obligation to listen, though most are willing to humour you.	×
116	You bear a litany of grand titles commemorating your various deeds; the list seems to change from time to time.	×
121	Domesticated animals mistrust you, and will flee or lash out if you approach them incautiously.	×
122	You have a penchant for speaking in rhyme – not necessarily <i>good</i> rhyme, but rhyme nonetheless.	×
123	You carry an improbable number of knives on your person, the whole collection occupying a single inventory slot.	×
124	You profess to be extraordinarily well travelled, though all of your anecdotes relate to places no-one else has heard of.	×
125	You took up the God-eater's path late in life, and are much older than your comrades.	×
126	You have an extensive criminal record in any place you visit, no matter how unlikely it is that you have been here before.	×
131	Coins flipped in your presence always come up heads, whether you want them to or not.	×
132	You speak only truth, though you may at times omit relevant details or make technically true but misleading statements.	×
133	You are prone to malapropism, frequently substituting words for other, similar-sounding but unrelated words.	×
134	Your shadow's motions do not always match your own, sometimes acting out in amusing or annoying ways.	×
135	You always know at a glance exactly how many objects are in a group, pile, or other collection of similar articles.	×
136	You have eccentric notions of hygiene, as anyone who has ever shaken your hand (or equivalent member) can attest.	×

Random Quirks (continued)

✕ d666	Quirk
✕ 141	Your tolerance for alcohol and other intoxicants is vast; if you have a limit, you have not discovered it yet.
✕ 142	You like to be tall, always seeking the highest perch or vantage point in any situation.
✕ 143	You have a specific possession with which you refuse to voluntarily part, owing to its tremendous sentimental value.
✕ 144	You often have trouble keeping your hands (or equivalent members) busy, and always carry something to fidget with.
✕ 145	You resemble a miniature version of a specific, widely known folkloric monster. This is (probably) coincidence.
✕ 146	Your name carries a reputation, though exploiting it is difficult because your appearance is not what people expect.
✕ 151	You habitually respond to questions with another question, even when a forthright answer would serve you better.
✕ 152	You are unable to carry currency of any kind on your person, inevitably spending or misplacing it in short order.
✕ 153	You have an oddly specific folksy aphorism for every situation, which you are definitely not inventing on the spot.
✕ 154	Ordinarily untargeted mishaps – falling debris, lightning, etc. – have a freakish tendency to strike you in particular.
✕ 155	You possess the ability to fall asleep under any circumstances, no matter how uncomfortable.
✕ 156	Newly met strangers sometimes find you strikingly familiar, though they can never put their finger on exactly why.
✕ 161	You have strong opinions about the proper preparation of a specific food or beverage; tea is customary.
✕ 162	You always keep your promises, though the letter of your vow binds you, not the spirit.
✕ 163	You are an avid student of a specific performing art, which you perform with more enthusiasm than skill.
✕ 164	You have a distinctive verbal affectation, such as appending “perchance” to your sentences whether it fits or not.
✕ 165	You are perpetually sporting minor-but-highly-visible injuries, with lurid stories to share about how you got them.
✕ 166	Compasses, dowsing rods, and other direction-finding instruments always point toward you when you are nearby.



Random Quirks (continued)

d666	Quirk	✕
211	You are remarkable at games of strategy, though your unorthodox tactics tend to annoy traditionalists.	✕
212	You habitually address inanimate objects as though they were alive; sometimes you seem to receive replies.	✕
213	You are bad at remembering personal names, and tend to refer to others by their most notable (to you) physical traits.	✕
214	A specific substance or material is weakly magnetically attracted to you; it need not be a metal.	✕
215	You have prophetic dreams, but never realise the significance of what they show you until after the fact.	✕
216	It goes against every principle you stand for <i>not</i> to cheat at games of chance.	✕
221	You are fated to die under extremely specific (and highly implausible) circumstances; until then, you need fear nothing.	✕
222	Your body has no reflection in mirrors, though this does not extend to anything you wear or carry.	✕
223	You can operate every conveyance that can be ridden, driven, sailed or flown, though the stopping part still needs work.	✕
224	You have augmented your study of the art of consumption with a thorough knowledge of mundane cooking.	✕
225	Bladed weapons glow softly in your presence, even if they have not previously been established to be magical.	✕
226	You possess an uncanny talent for always looking stylish and well put together, no matter what misfortune befalls you.	✕
231	Something about your bearing inspires the trust and confidence of mortal children through no effort of your own.	✕
232	You have a knack for causing technological devices to malfunction in baffling ways which no one else can replicate.	✕
233	Though you seem to speak exclusively in indecipherable gibberish, all sapient creatures understand you perfectly.	✕
234	Almost everyone who tries to identify what you are gets it wrong, which annoys you immensely.	✕
235	You often attribute things which happen in your vicinity to an unseen friend whose existence cannot be disproven.	✕
236	You can interact with immaterial beings (e.g., ghosts) as though they were solid; there is a knack to it, you claim.	✕

Random Quirks (continued)

✕ d666	Quirk
✕ 241	You evince an intense reluctance to touch water; it is unclear whether anything bad would happen if you did.
✕ 242	You narrate your own actions aloud to yourself, often employing strange metaphors in the process.
✕ 243	You have sworn a strict oath of nonviolence, though it seems to operate on a very peculiar definition of “violence”.
✕ 244	You always have suitable dramatic lighting; it is sometimes unclear where said light is actually coming from.
✕ 245	You lack acquaintance with the oddities of human society, and often misinterpret the purpose of mundane things.
✕ 246	You are wholly impervious to the heat of spicy foods; you privately suspect everyone else is just being a wimp about it.
✕ 251	You have an intuitive sense of cardinal directions like east and west, but constantly mix up left and right.
✕ 252	You are given to explaining yourself through parables whose relevance to the topic at hand is often unclear.
✕ 253	You display a magpie-like fascination with objects and clothing of a particular colour.
✕ 254	You “remember” the contents of any written matter you have ever eaten, though consulting that memory takes time.
✕ 255	You gesture both broadly and vigorously when speaking; those around you are occasionally obliged to duck.
✕ 256	You possess a perfect sense of musical timing and pitch, but find sour notes physically painful to hear.
✕ 261	You hold a particular animal as the paragon of beasts and strive to emulate its putative virtues.
✕ 262	You sometimes echo the ends of other people's sentences, particularly if they spoke an unusual word or phrase.
✕ 263	If someone has lost an object, you can always remind them of the last place they saw it; this does not work for yourself.
✕ 264	You enjoy humming popular tunes, though you can never remember the words.
✕ 265	You employ the names of dead Gods as profanity; these exclamations sometimes provoke minor supernatural effects.
✕ 266	You are given to proposing single combat as a conflict resolution method in inappropriate circumstances.



Random Quirks (continued)

d666	Quirk	✕
311	You can produce alarmingly realistic shadow puppets using some part of your body, given a suitable light source.	✕
312	You always know the current date and time of day with an improbable degree of precision.	✕
313	You have a secret identity or alter ego, which you staunchly maintain is not you no matter what evidence is presented.	✕
314	Social insects recognise you as a member of their hive, though this confers no special ability to communicate with them.	✕
315	Your dramatic pronouncements are accompanied by suitable natural emphasis: thunder, falling cherry petals, etc.	✕
316	You collect stickers, buttons, postcards, interesting leaves, or some other milieu-appropriate ephemera.	✕
321	You often quote both great philosophers and works of popular media, but tend to mix up which is which.	✕
322	You purport to be a sovereign nation with a population of one; you even have a flag.	✕
323	You have some sort of weapon stuck in you; you are quick to reassure others that it missed everything important.	✕
324	You sport elaborate tattoos or other permanent body art, the details of which seem to change when no one is looking.	✕
325	You are devoted to a specific spice or sauce, and complain loudly when obliged to eat food which does not contain it.	✕
326	You entrust important decisions to the toss of a coin (or some other random means of choosing).	✕
331	Your anecdotes of your past exploits often end with your own death; you see nothing odd about this.	✕
332	You are <i>very</i> grumpy when hungry, but your mood turns with whiplash-inducing speed when you get something to eat.	✕
333	You are enamoured of the number three; you may repeat words in triplicate, arrange objects in threes, and so forth.	✕
334	You are obsessed with scams and grifts as an art form, and may attempt one even when there is no benefit to doing so.	✕
335	You have a particular article of formal clothing which you would not be caught dead without.	✕
336	You seek to adapt the methods of deviant science to an unconventional discipline, such as pottery or gardening.	✕

Random Quirks (continued)

✕ d666	Quirk
✕ 341	You can taste music; each genre has its own flavour profile, on which you are willing to hold forth at length.
✕ 342	You practice an unusual method of divination, such as predicting a person's future based on how they tie their shoes.
✕ 343	You find great joy in making execrable puns, particularly ones which play on your own name, appearance, Forms, etc.
✕ 344	You interpret any animal which is unknown to you as some unusual breed of dog.
✕ 345	You have a volatile constitution; when you Stress Out by violence, you explode, producing little force but much smoke.
✕ 346	You love to gamble, but never for coin, preferring to stake favours, oaths, or body parts (your own or other people's).
✕ 351	Through some unlikely feat of calendrical malfeasance, every day is your birthday.
✕ 352	You know an (allegedly) surefire home remedy for every health complaint, likely involving unguents.
✕ 353	You always pronounce unfamiliar words correctly on the very first try.
✕ 354	You can painlessly pull your flesh aside to expose your inner workings; sometimes there are tiny creatures inside.
✕ 355	You like to lurk, whether it's around corners, in holes and crevices, or simply taking advantage of a well-placed box.
✕ 356	You have a tendency to laugh in circumstances which others find inappropriate.
✕ 361	You are fascinated by human familial relationships, especially those which have no analogue among the Folk.
✕ 362	You are constantly knocking things over, but you almost always catch them before they hit the ground.
✕ 363	Whenever a bell rings within your hearing, you glow with an intensity commensurate to its loudness.
✕ 364	You speak of mythic figures or cosmic forces as though you know them personally; at times you claim they owe you money.
✕ 365	If you are suspended from a string and let dangle, your nose (or equivalent protuberance) always points the way home.
✕ 366	You are prone to declaring that events are in accordance with the prophecy; no one else is familiar with the prophecy.



Random Quirks (continued)

d666	Quirk	✕
411	Medical or magical tests always come back negative when performed on you, regardless of what is being tested for.	✕
412	You relish the mouthfeel of unusual or obscure words, and deploy them at every opportunity.	✕
413	You refuse to give others power by acknowledging insults, proceeding as if they simply had not said anything at all.	✕
414	You enjoy testing your host's commitment to upholding the laws of hospitality whenever you find yourself a guest.	✕
415	You often construct analogies with an obscure sport or game whose rules only you know; this rarely helps.	✕
416	You adhere to moral and ethical principles only because violating them would be rude; luckily, you are <i>very</i> polite.	✕
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