

QUALITIES AND DRAWBACKS LIST

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ACE

4 Point Quality

Pick an activity with which your character has an extreme level of skill and/or good luck. Once per gaming session your character can add +2 to their skill roll for a task in which he or she is an Ace. Ace can be for any one of your skills, and can be taken multiple times, but only once per skill.

ACUTE/IMPAIRED SENSES

2 Point Quality or Drawback

Normally, the senses are represented by the Perception Skill. Acute or Impaired Senses indicate one or more are higher or lower than normal for a person with that Perception Attribute. When choosing this Quality, pick Vision, Hearing, Smell/Taste, or Touch.

When bought as a Quality, an Acute Sense provides a +3 bonus to any Perception-related roll that relies on that particular sense. If acquired as a Drawback, Impaired Sense give a similar -3 penalty to Perception-related rolls. Some Impaired Senses (hearing and sight in particular) can be easily corrected by glasses, hearing aids, and similar devices. If the impairment is eliminated by the use of such devices, the GM should reduce the value of the Drawback to one character point. As long as your character's glasses or hearing aid or whatever is on, she is fine. If, say, a deku knocks the glasses off, she won't be able to see very well. It is possible to have more than one type of Acute or Impaired Sense, or, for example, to have Acute Hearing and Impaired Eyesight, or a similar combination of senses. For obvious reasons, you cannot select both the Impaired and Acute versions of the same sense.

ADDICTION

Variable Drawback

For all addictions, the value of this Drawback is determined by the severity of the addiction and the relative effects of the drug or substance. GMs should adjudicate the game effects of a "high" on a character. This can range from a small penalty for being slightly "buzzed," to the complete stupor of a magical narcotic trip. A rough guide would be a penalty equal to the Addiction Point Value of the Drawback (heavy use of magic milk imposes a -3 penalty to all rolls). A drug addict character is often unable to control herself.

Addiction Point Value Table

Habitual drinking or smoking: 1 point.
Heavy drinking or smoking; light use of magic milk: 2 points
Heavy use of magic milk: 3 points
Alcoholism; habitual use of magical narcotics: 4 points
Heavy use of magical narcotics: 5 points

When an addicted character hasn't gotten her usual "fix," she suffers from debilitating withdrawal symptoms. Most mental actions are at a penalty equal to the value of the Drawback (so, a character with a 2-point Addiction suffers a -2 penalty to most mental actions) until the addict can get what she needs. The most severe drugs (like magic narcotics) also produce strong physical effects; such addicts have a withdrawal penalty of -3 to all physical actions in addition to the penalty on mental actions.

Unlike some Drawbacks, this problem cannot be overcome easily. Generally, the best a character can hope to do is to deny her craving "one day at a time." Getting rid of this Drawback should never be a matter of saving up enough points to "buy it off." Resisting the craving requires a series of daily Endurance rolls. The first few rolls suffer no penalty. After a number of days equal to the character's Endurance have passed, add a penalty equal to the value of the Drawback. If the character blows any of the rolls, she'll do whatever it takes to get her fix. If no fix is available, she goes through the withdrawal penalties. And so on. Once ten straight days of successful Endurance rolls have passed, the character may lower the Addiction Point Value by one. And it starts all over again. Not a fun situation to be in, but if the struggle to overcome the addiction is role-played well, it should earn the character some extra reward in Quality Points.

ADRENALINE JUNKY

2 Point Drawback

The character is constantly drawn to situations wherein the risk of death or injury is a distinct possibility. The problem is that a character with this drawback enjoys the rush of endorphins. A Difficult Endurance test is required for the character to sit out and not do anything scary, thrilling or foolish. If more than one week goes by without this endorphin rush, the character begins to suffer the effects of the Emotional Problems (Depression) drawback. They may not be unduly reckless, except with regard to the possibility of physical danger.

ADVERSARY

Variable Drawback

Your character has pissed someone off. And not pissed off in a “I’m not speaking to you” way—more like a “I’m going to kill you bad” or “I’m going to make your life a living hell” kind of way. Word’s gotten out, and someone is not going to take it lying down.

The more powerful the Adversary is, the higher the value of this Drawback. GMs should determine if an Adversary is appropriate to the game in question. If the Adversary is unlikely to appear frequently, the GM can reduce the point value or disallow it altogether. Individuals are valued at one to three points as Adversaries, depending on their resources and abilities. An organization may be worth three to five or more points, depending on its power.

You should have a good reason why your character has earned the enmity of the Adversary. Your GM can then weave this enemy into the Season in any way she sees fit. Alternatively, you can select the Drawback and leave it to your GM to decide who the Adversary is.

Killing the Adversary is not usually enough to eliminate the Drawback—your GM will see to it that another Adversary of similar value rears its ugly head shortly afterward. That’s the way it works in the games, after all.

AGE

2 Point Quality/ Age Level (1 century)

Some beings have been around for several life spans; they could be fairies, ancient undead, or spirits. Ancient characters are very powerful, having refined their abilities with centuries of practice. This Quality assumes that the character has some feature, like undeath, that has allowed her to survive this long (such powers must be purchased separately, or are racial).

Each level of Age adds one century to your character’s life span. Truly ancient beings (a millennium old or older) have ten or so levels of Age, and are extremely powerful. As such, they are not appropriate as Players in most scenarios.

The Age Quality only refers to periods during which the character was active. Many supernatural beings have long periods of “down time” when they were in stasis. If you want to create a character from a truly ancient period, be our guest; add as many levels of Age as you can afford, and consider the rest of the time to be “down

time” for whatever reason. The bonuses your character gets are restricted to those levels of Age purchased though.

Age allows your character to remove extra points from their skills. Each level of Age allows you to take 1 more point from your skills, to a maximum of 5. Age is not without its downside though. Over time, enemies and secrets are accumulated, and these always seem to outlast friendships and renown. For each level of Age, the character must take one level of either Adversary or Secret and gains no Quality points for that disadvantage.

AGORAPHOBIA

1-3 Point Drawback

Partial: At 1 point the character become extremely uncomfortable in situations in which they are not in control (i.e. the character may be able to fly a plane with complete confidence, but is terrified of flying when someone else is in the pilot seat; the character may climb cliffs without a second thought but is frightened of heights in man-made structures).

Full: The 3 point version of this drawback is much worse - the character is unable to leave their home or sanctuary without succeeding at a Difficult Endurance Test. Not recommended for Player Characters.

ARTIST

2 Point Quality

Your character’s an artist, someone unusually talented and creative. Artists end up forming bands that don’t suck, painting masterpieces, writing Great Hylian Novels, making masks, and doing other cool stuff like that.

Artists are allowed to take away 2 points from any combination of intelligence skills. They get a +1 to Diplomacy. Artists tend to be a bit sensitive and emotional, though; they have a -1 penalty to Endurance rolls to resist fear or losing their temper, or otherwise letting their emotions rule.

ASTHMA

3 Point Drawback

During periods of physical exertion or when subjected to high levels of allergens such as pollen, dust, and mold, the character will experience difficulty breathing.

This lowers Endurance points by half and reduces Movement to 1/2 normal. If treated by medication (magic potion, powder, herbs, etc.), this drawback is worth 1 point.

ATTRACTIVENESS

1 Point Quality or Drawback / Level (-5 to +5)

This Quality or Drawback determines the character's looks (or lack thereof). The average person has an Attractiveness of zero. Attractiveness typically ranges from -5 to +5 in humans. A +1 or +2 make the person stand out in a crowd. At +3 or +4, we are talking model-good looks. At +5, the pulchritude borders on the heart-stopping. On the flip side, at -1 or -2, the person has homely features, unsightly blemishes, or scars. At -3 or -4, the character is downright repulsive. At -5, break out the paper bag—looking at the character is almost painful.

A positive Attractiveness helps when dealing with people of the right sex or sexual persuasion. If you're "looking good" enough, a few come-hither glances may help you get into a noble's party, avoid guards, get your bags carried for you, and so on. Add your character's Attractiveness bonus to any activity (Diplomacy or Charm skill rolls) where persuading people is a factor. Negative Attractiveness works the opposite way, except when the purpose is to intimidate someone; people are more scared of an ugly mug than a pretty face.

Attractiveness costs one point per level if bought as a Quality, or adds one point per level if acquired as a Drawback. After character creation, Attractiveness can change only by events that modify the character's entire appearance, either through scarring or magical surgery, or growing up in the right places.

BAD LEG

1 Point Drawback

Movement is reduced by $\frac{1}{4}$ due to an old injury or a physical defect. The character has a noticeable limp.

CITYSLICKER

4 Point Drawback

The character is definitely out of his or her element in rural areas. All skill rolls outside of urban areas are made at -1 (best conditions, i.e. inside a cabin) to -4 (worst conditions, i.e. alone in the woods after dark). The Cityslicker is plagued by mud in uncomfortable places, biting insects, sunburn, thorns, and chittering critters.

CLOWN

1 Point Drawback

The Clown refuses to take things seriously and is always coming up with jokes and wisecracks, even at the most inappropriate moments. Perhaps your character is deeply insecure and tries to gain other people's acceptance through humor, or she simply delights in keeping folks off-balance with her comments. The biggest problem these characters have is that they cannot keep their mouths shut even when they know a joke will only work against them.

Clowns are generally accepted and liked during situations where their quirky humor is not out of place (parties and other social gatherings, or among friends). Their sense of humor gets them in trouble during tense and dangerous situations. Another problem the Clown faces is people often do not take her seriously even when they should. The GM determines how the clown affects player rolls however it is suggested that the clown gives players a +1 to Endurance rolls with a reassuring joke or gesture, while they get -2 to diplomacy rolls when trying to be taken seriously, or when trying to persuade someone to listen to their 'truth'.

COMBAT SPECIALITY

2 Point Quality

The character is particularly good at some aspect of combat. The most obvious example is someone with an uncanny knack for shooting undead in the head or decapitation with an axe or other nasty sharp object. When properly equipped, the character gains an additional +2 to any rolls involving the Combat Specialty. Examples include Attack, Defense, Blades, Bows, Non-Lethal Shots, and Evasion. Alternately, consider this Quality as a Knack.

CONTACTS

Variable Quality

Send a message to the right people and you get information, special supplies, some rupees, or even the proper make-over regimen. This Quality gives your character those people. The more helpful the contact is, the higher the Quality's point value. For any and all Contacts, the GM determines whether or not the Contact is available at any given time. Generally, the more time your character has to reach or get word to her Contact, the more likely the Contact will come through.

A Contact that only provides hints, rumors, or gossip costs one point. If the Contact

usually provides reliable information and helps the character out in small ways (offering a ride, letting the character spend the night over, or getting a background check on somebody), this Quality sets you back two points. Actual allies who help the character in any way they can run three to five points, depending on the Contact's resources.

COVETOUS

1-3 Point Drawback

Everybody wants stuff. A Covetous character wants stuff really badly, and will do almost anything to get it. She may be motivated by love of money, lust for sensual satisfaction, hunger for power, or the search for glory. Whatever she desires, she will do almost anything to get it, limited only by any sense of caution or morality she may have—and in some cases, not even by that. A Covetous character usually refrains from breaking her own moral code or the laws of the land in the pursuit of her goals, but if a golden opportunity presents itself, the temptation may just be too great.

There are four types of covetousness: **Greed** (money and wealth), **Lechery** (sexual relations), **Ambition** (power and influence), and **Conspicuousness** (fame and renown). It is possible to covet two or more of those things, but each additional source of desire adds but a single point to the value of this Drawback.

The Covetous Drawback has three levels of severity, worth one, two and three points respectively.

Mild: The first level is relatively mild. Your character knows what she wants and she spends a great deal of time and effort to attain her goals, but she won't break her own rules or those of society to do so. This is a 1- point Drawback.

Serious: The second level is stronger—presented with enough temptation, your character may act even if it goes against her better judgment or morality. She may resist if the action she contemplates is truly wrong and reprehensible—stealing credit for a heroic deed performed by a friend, for example—but resisting requires a Endurance (doubled) roll, at a penalty of -1 to -3 if the temptation and possible rewards are great. This is a 2- point Drawback.

Desperate: The third level is the strongest—a desire so strong that it often overwhelms any scruples your character may have. When presented with temptation, she can only avoid acting by making a Endurance roll, with penalties ranging from -1 to -5 depending on the size of the prize. For a high enough reward, your character will turn on friends or loved ones, and even betray her principles. This is a 3-point Drawback.

DEPENDENT

2-3 Point Drawback

Your character has a relative or someone who is close to her—perfect for the villains to terrorize, hold hostage or otherwise use and abuse.

DUD

1-2 Point Drawback

Your character is particularly inept at something. Pick something at which your character isn't good.

Uneducated: For 1 point the Dud is narrow in scope. Examples include Drops Pistol When Firing, Gets Lost in the Woods, Cuts Self With Knives and Scissors, Trusts All Relatives and Acquaintances, Falls Off Roofs, Bad Pick Up Lines, and other narrowly-focused categories.

Constant Disappointment: For 2 points the Dud is broad in scope. Examples include Breaks Machines, Can't Shoot Straight, Can't Fight, Gets Lost All the Time, Can't Run, Can't Lie, Klutz, Bad at Making Friends, and other broad categories. Being a Dud gives your character a -2 penalty on all rolls involving the character's particular lack of ability.

EASY TO KILL

1-5 Point Drawback

Characters with this drawback are extremely fragile and subject to physical injury. Each level of Easy to Kill subtracts 1 Heart (4HP) from the character's life total. This drawback is most appropriate for the very old, very sick, or very young.

EMOTIONAL PROBLEMS

1-2 Point Drawback

Those with Emotional Problems react in unreasonable ways to certain situations and problems. The reaction can be anger, pain or anguish, typically more extreme than normal.

Emotional Problems can be overcome during play, but this should always be role-played. If you are able to convey the inner struggle of your character over the

course of several missions, the GM might allow her to eliminate the Drawback without having to “pay” any experience points to do so. And there’s probably a CP or two in it for you as well.

Depression: Your character’s emotional problems make the very act of living a chore. Common symptoms include sleep problems (either oversleeping or insomnia), severe procrastination (to the point that the sufferer may lose her job or get kicked out of school), and a lack of interest in anything. A character with Depression suffers a -1 to most Tasks, and tends to avoid becoming involved. This is a 2-point Drawback. A severe shock may snap someone out of this state for a while (a life-threatening crisis could do it), but the character will sink back into inactivity afterward. Certain drugs and psychiatric treatment can reduce the effect of this problem (which also reduces its value to one point).

Emotional Dependency: These clingy types are overly dependent on others. Once they make a friend, they want to hang around her all the time. When involved in a relationship, they are excessively needy. This behavior tends to freak friends and relations. This is a 1-point Drawback.

Fear of Commitment: Whenever your character starts feeling too close to somebody, she becomes afraid and pulls back. Maybe she is afraid that if she lets somebody get too close, they will hurt her, and it’s just not worth the pain. Or perhaps she fears that if she reveals too much about herself, the other person will see the “real her” and be appalled or disgusted. This makes it very difficult to have a healthy relationship with either friends or lovers. This problem is a 1-point Drawback.

Fear of Rejection: When this person experiences rejection (or thinks she has been rejected), she feels hurt and angry. People with this problem may be afraid to make friends or approach those they are attracted to, and if their fears come true, they harbor a great deal of resentment and anger. This is a 1-point Drawback.

Insecurity: Your character is shy or not one to take charge. It’s that kind of insecurity that can paralyze a person and cause them to mumble. An insecure person might hesitate before acting (-2 to Combat Tests) or suffer penalties when interacting with others. This is a 1-point Drawback.

Loner: This character has little need for friends or companions . . . or others in general. Whether motivated by fear of getting hurt or sheer disgust with those around her, she is highly unpleasant to be around and will not accept aid of any kind. This is a 1-point Drawback.

EMPATHY

2 Point Quality

People are generally pretty poor at hiding their anger, grief, or smug confidence, but your character has a real talent for reading folks. With a Perception roll, she can tell what someone nearby is feeling. The better the roll, the more your character learns about exactly how a person is feeling. Most of the time, the empathetic person can only read the strongest emotions, but with enough Success Levels, the probe can go deeper. This ability only works on races the character understands. Other beings are just too unfamiliar for a good reading.

ENGINEERING GEEK

3 Point Quality

Your character is one of the smart, maybe brilliant types, more comfortable with a book or a robot than with other people. Geeks don't have many friends (except maybe in the Lanyaru Desert), but hey, in a few years they will make their first million rupees and will be able to buy or build new friends.

Geeks get -3 to Engineering and Endurance; +1 penalty in 2 attributes under Charisma (due to either prejudice against them, or their own social ineptitude).

FAST REACTION TIME

2 Point Quality

Most people freeze when something bad is about to happen. Not someone with this Quality—the lucky one rolls away and punches. In combat, contact sports or other physical confrontations, characters with this Quality gain a bonus for Initiative purposes (+3), modified by common sense (Fast Reaction Time cannot help the target of a sniper half a mile away, for example).

Because they are fairly immune to the “freeze” factor so common in dangerous situations, Fast Reaction folks also gain a bonus of +1 on Endurance rolls to resist fear, or intimidation.

FEEBLE

1-2 Point Drawback

Speed and Lift are reduced by $\frac{1}{4}$ (1 point) or $\frac{1}{2}$ (2 points) due to old age, chronic illness, or extreme physical hypertrophy due to lack of physical activity

FINANCES

2 Point Quality or Drawback / level (-10 to +10)

Having a big bank account helps with a lot of life's troubles, though not so much with fighting the supernatural. A character's Resources determines how much material wealth she has access to. In the case of those dependent on parents or guardians, the Resource level applies to that older type. Whether your character has access to these assets at any given time is a matter for the Director and the plotline. All money in Hyrule is in Rupees or R.

- **Destitute** (-10): Has the clothes on her back, 50R worth of stuff and maybe a shopping cart. Lucky to scrounge a few dollars a month.
- **Miserable** (-8): Personal wealth of about 100R in property (including the clothes on her back). May be homeless. Might earn 10R a month.
- **Poor** (-6): 250R in property and a place in low-income housing. Has an income of 50R a month or what she gets from Hylian compensation.
- **Hurting** (-4): Personal wealth of about 500R in property, and lives in a small apartment. Income of 100R a month before taxes.
- **Below Average** (-2): 1,000R in property (including an old cart, perhaps), an inn room, and pre-tax income of 200R a month.
- **Okay** (0): 3,000R in property and income of 300R a month before taxes.
- **Middle Class** (+2): Personal wealth of 10,000R in property (a mortgaged house and a new or slightly used cart and horse). Has an income of 500R a month before taxes.
- **Well-Off** (+4): 20,000R in property and an income of 750R a month before taxes.
- **Wealthy** (+6): Personal wealth of 35,000R in property. Has an income of 1,000R a month.
- **Rich** (+8): Personal wealth of 50,000R in property. Income of 5,000R a month.
- **Multimillionaire** (+10): 500,000 rupees in property and an income of 10,000R a month.

Each additional level adds an additional 500,000R in property and 10,000R to monthly income.

FITNESS NUTS

3 Point Quality

The character is a fan of labor and intensive work. Fitness Nuts spend much of their free time practicing and working out, often to the detriment of their schoolwork. They can be your typical loud and obnoxious construction workers, or quiet, intense types with Knighthood ambitions.

Without additional charge or value, Fitness Nuts gain three of: +1 to lift or acrobatics rolls, +2 HP. They also get -1 penalty to Engineering or Magic rolls.

FLASHBACKS

4 Point Drawback

Flashbacks are moments when traumatic memories override the conscious mind. During any period of sleep or unconsciousness, the character must make a Normal Endurance test to avoid having a flashback. The character must make a Difficult Endurance test to end the Flashback. During the Flashback, the character will reenact the traumatic memory while interacting with their actual environment. Allies may be seen as enemies and treated appropriately. Fortunately, all rolls made during the Flashback have a penalty of -3. Still, a lot of characters may get shot as enemies just for walking into the room and yawning (i.e. staggering into the room with jaw agape to devour the living, that evil redead!).

GOOD/BAD LUCK

1 Point Quality or Drawback/Level (+3 to -3)

If your character enjoys Good Luck, Fortune smiles on her far more often than on most people. Whenever she needs a break, there is a good chance that circumstances will conspire to give her one. If your character suffers from Bad Luck, on the other hand, Murphy's Law ("if anything can go wrong, it will") always applies to everything she does. Good Luck points are like low-key Character Points, but have the advantages of being re-usable and you can use them whenever you want. Each level of Luck counts as a +1 bonus (or -1 penalty) that can be applied to any roll, after the die is rolled, once per game session. Multiple levels can be added together for a big bonus on one roll, or spread around several different actions. For example, if your character has three levels of Good Luck, she can get a +3 bonus on one action, a +1 bonus to three actions, or a +2 bonus for one and a +1 bonus for another.

With Good Luck, you decide when it comes into play. Bad Luck, however, is in the hands of the GM, who chooses when it affects a given roll. GMs should exercise caution and good judgment when applying Bad Luck. If they use Bad Luck for meaningless rolls, the Drawback becomes little more than a minor inconvenience. On the other hand, applying Bad Luck to Survival Tests or other critical rolls is a good way to alienate folks. Make the Bad Luck count, but don't abuse anyone. We're trying to get you all to have fun here, not create angst (well, not out-of-game angst).

GOOD JUDGE OF CHARACTER

2 Point Quality

Your character can read people like an open book. +2 on all rolls involving

determining what another person wants, needs, expects, feels, thinks, whether they are trustworthy, etc. Alternately, consider this Quality as a 2 point Knack.

HABROMANIA

2 Point Drawback

The character finds humor in morbid situations that might even turn a stalfo's stomach, if they had one. This goes way beyond gallows humor. Characters with this drawback are the folks that giggle at children's funerals, emergency surgeries, and ethnic cleansing massacres. Keep them away from grieving war survivors at all costs.

HARD TO KILL

1-5 Point Quality

Characters with this Quality are extremely tough, and can withstand an amazing amount of damage before going down. Even after they are severely wounded, medical attention has a good chance of reviving them, scarred but alive. This Quality is bought in levels. Level five is the highest possible for most beings; some supernatural beings can have more levels. Each level of Hard to Kill adds 1 Heart (4HP) to your character's Pool. Probably every character in an RPG Series should have a couple of levels of this Quality. If you have any Quality points left over, you should invest them here. Your character will thank you.

HAYSEED

4 Point Drawback

The character is definitely out of her or her element in urban areas. All skills and attribute checks outside of rural areas are made at -1 (best conditions, i.e. inside an urban home) to -4 (worst conditions, i.e. alone in the city after dark). The Hayseed is plagued by traffic laws, scam artists, crowds, salad forks, and corporate etiquette.

HEROIC!

3 Point Quality

The character has a seed of latent greatness hidden inside them. Once per gaming session, the character gains a +4 bonus to all rolls during an event in which true Heroism is possible. Such scenes do not include the Heroic character saving his or

her own life. The life or lives of others must be at risk, and the Heroic character must put his or her own person in harm's way. GM has final decision on whether it's actually a heroic situation, although you can make your case if need be.

HONORABLE

1-3 Point Drawback

Your character follows a code of behavior, and will not break it lightly, if at all. The more restrictive and rigid the code is, the higher its value. Honor Girl should almost never break the code's rules, no matter what the cause. In a life-or-death situation where honor must be ignored, your character might do so, but even then a Endurance (not doubled) Test is necessary to overcome the psychological barriers reinforcing the code of honor.

Minimal: Your character does not lie or betray friends or loved ones, or people she respects. Anybody else, especially people from groups they dislike or are prejudiced against, is fair game. This is a 1-point Drawback.

Serious: This code of honor is more complex, and applies to everyone, friend or foe. Your character always keeps her word and does her best to fulfill any promises she makes. She will not betray the trust of others once she has accepted it. She may be reluctant to give her word except in a good cause (at least a good cause as she sees it), because once it has been given she will abide by it. This is a 2-point Drawback.

Rigid: Your character lives by a strict set of rules that controls most of her actions towards others. In addition to all the other restrictions above, she will refuse to participate in acts of betrayal such as ambushes, striking a helpless or unsuspecting foe, or cheating in any way. Lying is anathema, and she will only do so in cases of extreme need. Even then, she will feel guilty and will not do a very good job at deceiving; any tasks requiring lying will have a -2 to -6 penalty, determined by the GM. This is a 3-point Drawback.

HUMORLESS

1 Point Drawback

She finds little amusing, lacks the ability to laugh at life, and takes everything with the utmost seriousness. Other people's attempts at humor leave her cold or annoy her. Most people find this facet of her personality to be unattractive or bothersome. Clowns and practical jokers most likely select the Humorless as their favorite target.

INFLUENCE

2 Point Quality / level (1-3)

Your character may not have the fame or recognition, but he or she is one of the movers and shakers and a person who can get things done. Unless the character also has Status or Wealth, the character is in the background, perhaps overshadowed by a superior who takes credit for the character's ability, or because the character is humble and doesn't wish to be recognized. The character may also be an adviser or policy maker for another person with the Status to implement the character's ideas or plans, or the character may be the actual Power Behind the Throne. Ultimately, the Influential character can attempt to get what he or she wants through his or her influence. Each level of Influence gives a base +2 to all Diplomacy rolls. This bonus is modified at the GM's discretion, depending on what is being sought, the morals (or lack thereof) of the people being influenced, and the actions (or inactions) of other Influential people.

KNACK

1-2 Point Quality

Pick something for which your character has a Knack (a skill or ability with which they are particularly gifted).

Lucky: For 1 point the Knack is narrow in scope. Examples include Hunting, Wood Working, Finding Water, Check Fraud, Riding.

Gifted: Horses, Bicycle Stunts, Always Finds "North", Pick Up Lines, and other narrowly-focused abilities. For 2 points the Knack is broad in scope. Examples include Marksmanship, Fighting, Repairing Machinery, Scrounging, Athletics, Gambling, Crime, Cowboy, Mountain Man, Accounting, Born Killer, Computer Whiz, Excellent Driver, Making Friends, Good Sense of Direction, Never Gets Lost, and other broad categories.

Having a Knack gives a +2 to all rolls involving the character's Knack.

LOVE

2-4 Point Drawback

The character's love life is the stuff songs are made of— whether it's the love of a person, people, or nation is up to the storyline, of course. A Player Character with this Drawback starts the game with a relationship or develops one shortly after the

Campaign begins (usually during the first or second Mission). This love may or may not be reciprocated; your character might be in love with someone who barely knows she exists. Whenever the character has to choose between following her heart or her head, she must make a Endurance (not doubled) roll at a -3 penalty. This Drawback is worth two points.

Tragic Love: As above, but any romantic relationship the character develops ends badly. This can happen in two possible ways: something bad happens to the character's beloved, or the character has an unfortunate tendency to fall for the wrong people. Tragic Love can be a good source of CPs and is a 4-point Drawback.

MENTAL PROBLEMS

1-3 Point Drawback

Your character has some major malfunction. Maybe her parents abused her, or she is in dire need of some Potions for her mood. The short circuit could be quirky or downright insane, depending on how severe the problem is. Some common Mental Problems follow.

Conceited: Your character thinks very highly of themselves, sometimes referring to themselves in the third person, or perhaps completely putting others below them. This causes them to look cooler in some situations, but overall they are just annoying. Use the value of this drawback as your penalty to personality checks for charm or intimidate.

Cowardice: Your character is more afraid of danger and confrontation than normal people. She may shun danger altogether, or only risk it when she's sure she has the upper hand. Use the value of this Drawback as a penalty to rolls to resist fear.

Cruelty: This is a person who actually likes to inflict pain and suffering. At the lower level, she reserves this for people who have angered or attacked her, but at the highest level she is a sadist with no feelings of remorse (this is probably not appropriate for most Player Characters, but is typical among undead and demons).

Delusions: Your character believes something that just isn't true—she might be a confirmed racist, or convinced that imaginary creatures whisper words of wisdom only she can hear.

Obsession: A particular person or task dominates your character's life, to the exclusion of most other things. To pursue her Obsession, she will go to almost any length (as limited by her morality(Endurance)). She may neglect other duties, both personal and professional, to pursue that which fascinates her. The "obsessee" may be a person (who may or may not be aware of your character's feelings, but who

almost certainly would be upset about their intensity) or a task (like getting revenge on somebody, or performing some important or notorious feat).

Paranoia: “They” are out to get you. Trust no one. Everything is a conspiracy and everyone is keeping secrets. Your character never knows when somebody is going to turn against her, but she knows they all will, sooner or later. A paranoid character expects treachery at every turn, and rarely trusts even her friends and relatives. A character with this Drawback is seriously bent. This makes her testimony less likely to be believed, even when she is speaking the truth. Paranoid characters often suffer from Emotional Problems (point value determined separately and effects personality and will negatively).

Phobia: Something gives your character the wiggins— snakes, heights, enclosed spaces, public appearances, etc. The harder it is to overcome the fear, the more this Drawback is worth. Whenever the character faces the subject of her phobia, she must make a Fear Test with a penalty equal to the value of the Drawback. If the situation is normally frightening, add the Phobia value to the regular Fear Test penalty.

Recklessness: This character is supremely overconfident and impulsive, willing to take incredible risks, often without thinking of the consequences. Most of the time, she never looks before she leaps—and gets into all kinds of trouble as a result. A Reckless character prefers to act first and think about it later. She says what’s on her mind with no consideration for diplomacy or courtesy, rushes into dangerous situations, and rarely wastes time on second thoughts. Reckless does not necessarily mean suicidal, however. Acting on impulse no doubt puts the character in jeopardy, but doing something that is clearly lethal is not roleplaying, it’s just stupid.

Zealot: A zealot is a person whose beliefs (political, religious or personal) are so strong that they dominate her life and behavior. She is willing to sacrifice anything, including her life (or the lives of others) in service to the ideals she holds dear. This character is a danger to herself and others, and shows a total disregard for the law whenever it conflicts with her beliefs. Mad cultists, wild-eyed crusader types and other mixed nuts qualify for this Drawback. This differs from Obsession in scope (Zealot behavioral dictates are more comprehensive) and severity. This Drawback is rare outside of the Deranged level. Your Director will determine if lower severity levels are even possible.

The higher the value of the Mental Problems, the more debilitating it is. Generally, Player Characters should not have Mental Problems worth over two points, although playing the lunatic can be fun every once in a while.

Mild: The hang-up is controllable and your character seldom allows the problem to control her during times of crisis, especially when friends and loved ones are involved. People may not even know something is wrong with the character. This is

a 1-point Drawback.

Severe: The problem is severe, and affects your character's daily life. Anybody who knows the character realizes or strongly suspects that something is wrong with her. This is a 2-point Drawback.

Deranged: The character is clearly deranged, with no regard for such considerations as the law, the safety of others, or the integrity of her immortal soul (you know, little things like that). That does not mean she is completely berserk. She may control herself out of fear of being stopped or discovered by the law or other major threat, but when no such fear exists, watch out.

MINORITY

1 Point Drawback

A Minority is considered a second-class citizen because of race, ethnic group, religion or sexual preference; She is disliked by the establishment types. People of the dominant group tend to act negatively towards her; many are automatically suspicious, fearful or annoyed at her for no reason other than what she is. This Drawback has a 1-point value to reflect the relatively enlightened Hylia society, where people cannot be denied service in a store because of their race. The minority is determined through the GM's world but generally all major societies (also labeled as player recommended races in the bestiary) consider every other race a minority.

MISFIT

2 Point Drawback

Dorks, squibs, freaks, and geeks—all names for the misfits of society. In school or out, they are the losers who seem to have a permanent "Kick Me" sign tattooed on their foreheads. They are to bullies what fire hydrants are to dogs. Misfits don't interact well socially; they have a -2 penalty to Diplomacy rolls. They also attract the attention of any cruel or abusive character.

NATURAL TOUGHNESS

2 Point Quality

Your character is tougher than normal, able to take a punch without flinching. She reduces damage by 2 hearts (8HP) from blunt attacks, such as fists, clubs, dropping pianos, and the like. This Quality is common among professional boxers, bouncers, and Jackie Chan types.

NERVES OF STEEL

3 Point Quality

A character is almost impossible to scare. Whether too dumb or too tough is open to question, but she remains unruffled even in the face of unspeakable horrors. This is key in keeping dry cleaning bills down. She is immune to fear except when confronting the strangest supernatural manifestations, and gains a +4 bonus to rolls even then.

NOSE FOR BUSINESS

2 Point Quality

Characters get +2 on all business transactions, including barter and haggling. Alternately, consider this Quality as a 2 point Knack.

OBLIGATION

Variable Drawback

Some rights are accompanied by duties. An Obligation must be followed to various degrees, and grants a number of points depending on the strictness of its dictates. Members of secret societies or special agencies often have an Obligation to their group. Failure to fulfill one's duty can lead to trouble— demotion, loss of job and health benefits, harsh words . . . sometimes it can even be downright dangerous to say “no” to one's secret puppetmasters.

Minimal: Obeying the basic precepts of the organization or creed and not betraying its members are the major points here. This is worth no points. Members of the Watchers who do not have a specific assignment have this level of Obligation. Rear-echelon Initiative personnel (scientists far from the front lines) also get no points for this level of Obligation.

Important: Your character is expected to routinely risk herself for the organization, and go above the basic precepts of the membership. Watchers expected to hunt the occasional undead (typically for research purposes) would have this level of Obligation. An Important Obligation is worth one point.

Major: The welfare of the organization is placed above that of your character. She is

always on call, and does not have time to pursue a normal job (unless it's a cover for the real assignment) or much of a personal life. The penalties for disobedience or selfishness are severe, and may include death. This is worth two points. Worshipers assigned to the church of Majora would have this level of Obligation.

Total: Your character is expected to die for the organization, if need be. Missions are extremely hazardous, and she is constantly in danger of imprisonment, torture, or execution. This is worth three points. Royal Assassins and Undead Hunters have this level of Obligation (which is already included in their Quality value, so you can't take it again . . . but "A" for effort).

OCCULT LIBRARY

Variable Quality

In magic, it's not who you know that matters, it's what tomes you have access to. Characters who want to practice the mystic arts should have at least a book or two on the subject—this is not the kind of thing that you can make up as you go along, not if you want to live long (or in a form other than a frog). The larger the library is, the more this Quality costs. Keep in mind that if one Player Character (or NPC) has a big Occult Library, the other characters may benefit from it, but the owner has some control over it (i.e., they are her books, and she may not want to share whenever the other characters want). Sometimes it's good to have one's own "stash" of arcane lore.

Minimal: Your character has one, count it, one book of magic, and maybe a few scribbled notes her Aunt Agatha left behind. The book has 1 spell; each time your character researches a spell successfully, mark it off. Eventually, she knows all the knowledge in the book, and there are no more. One book is not enough to help her much with research into the identity of monsters or demons, so research rolls are at a -3 penalty. This level costs one point.

Good: The character has a modest occult library, with several books on assorted esoteric subjects, maybe even the Encyclopedic Lore of Hyrule. This library gives no bonus or penalty to research rolls, and holds as many as 4-6 (Secretly the GM rolls $D6/2 + 3$) books in all. Cost is two points. These books can teach up to 3 spells. These books allow some research to monster identities and give no penalty or bonus.

Impressive: A good collection, including some very rare tomes of hidden lore. Rolls to identify monsters are at a +1 bonus, and as many as 6-12 books ($D6 + 6$). Cost is

three points. These books contain up to 4 spells.

Amazing: Monster research rolls are at +2, and pretty much any number of spells can be contained there. A character with such a library should have a Magic skill of 6 or below, unless she just doesn't read and just likes to collect books for the pretty pictures in them. This costs five points. These books can contain up to 5 spells.

OVERWEIGHT

1,2, or 4 Point Drawback

This drawback comes in three levels.

Slightly Overweight: For 1 point the character is slightly out of shape and tends to be worse at physical activity, giving -5ft to movement.

Overweight: For 2 points the character actually has a hard time getting around, getting a -10ft to movement and +1 to lift.

Morbidly Overweight: For 4 points the character can only walk, and can only do that slowly at best. The character is very likely to be afflicted with additional health problems such as diabetes. The character's speed is reduced to a maximum of 20ft. Dexterity checks requiring the entire body to move are made at -3 to the character's roll. They still have +1 to Lift.

PAINFUL INJURY

2 Point Drawback

Endurance cannot go below 8 due to a previous injury that caused lasting damage and creates constant pain.

PHOTOGRAPHIC MEMORY

2 Point Quality

A photographic memory grants your character an uncanny ability to remember things. After reading a book, she can quote passages without missing a word, and she almost never forgets anything. The GM will provide information that your character would remember whenever it is necessary. Also, your Player Character receives a +1 bonus to any skill roll where memorizing facts is useful, such as Knowledge and Science. Finally, any rolls where memory plays a role gain a +1 to +3 bonus, at the GM's discretion. Oh, and gambling against these card counters

extraordinaire is probably a bad idea.

PHYSICAL DISABILITY

Variable Drawback

Your character is the victim of one of life's hideous twists—crippled by accident, disease, or birth defect. She may suffer from limb loss, spinal column damage, or any number of tragic impairments. Any robotic prosthetics that fully repair the damage give no point value.

Missing or Crippled Arm/Hand: The hand in question cannot be used to grab or hold objects. Any task requiring two hands is at a disadvantage (-3 or worse to rolls) or simply impossible. This is a 2-point Drawback. A character with a prosthetic hand can overcome some of these problems, reducing the Drawback to one point in value.

Missing or Crippled Leg/Foot: Your character is unable to walk or run normally. With the help of crutches or a cane, she can move at up to one-third normal speed. Hand-to-hand combat rolls are at a -2 penalty. This is a 3-point Drawback. Prosthetics can reduce the penalties, increasing speed to up to half-normal, and reducing combat penalties to -1. This reduces the Drawback value to two points.

Missing or Crippled Arms: Both arms are missing or crippled. Your character cannot use any tools normally. Some people with this handicap have learned to use their feet with great skill to compensate for their loss, but it still sucks—big time. This is a 4-point Drawback.

Missing or Crippled Legs: Your character is unable to walk. Without the help of a wheeled chair or horse, the best she can do is crawl or roll on the ground. This is a 4-point Drawback.

RANK

1 Point Quality or Drawback

Your character is part of some other seriously hierarchical organization. High rank has privileges; subordinates obey your character's orders. On the other hand, low-ranking cogs are at a disadvantage; they get ordered around, and disobeying is not a good career option. The value of the Rank feature ranges from -1 to +9, and costs one point per level (or grants one point at the lowest level). Keep in mind that high Rank also entails numerous duties that may restrict your character's actions even more than very low Rank. The Ranks Table shows some law enforcement, government agency, and Hylian Army Ranks. Ranks titles in other organizations

vary.

Rank Table	
Rank Level	Description
-1	Patrolman
0	Town Guard
1	City Guard
2	Captain of the Guard
3	Knight in Training
4	Knight
5	Knighted Noble
6	Royal Guard
7	Royal Guard Captain
8	Kings Personal Guard
9	Hylvian General

RECURRING NIGHTMARES

1 Point Drawback

Your character is plagued by terrifying dreams that re-live some traumatic experience, or are just frightening and disturbing. Every night, the GM may check to see if your character suffers from nightmares. They may be imposed at the GM's discretion, or may be rolled randomly (a roll of 1-2 on a 1D6 means the character experiences a nightmare that night). On any night when the character is afflicted by the nightmare, she suffers -1 to all rolls the following day as a result of exhaustion.

RESISTANCE

1 Point Quality / level (1 to 3)

Some people are just innately better at ignoring the bad things life throws at them. This ability allows your character to fend off the effects of a particular type of harm. Each different type of Resistance Quality must be purchased separately. We've given some examples, but feel free to devise others.

Poison: Your character has a cast-iron stomach; add the level of this Resistance to any Endurance rolls to resist the effects of poison.

Demonic Powers/Curses: For some reason, your character is able to resist the supernatural abilities of some types of demons. She adds her Resistance level to any Endurance rolls against being controlled or dominated through supernatural means.

This includes the hypnotic powers some demons and undead have.

Pain: Each level of this Quality reduces the penalties associated with severe wounds, and adds to Endurance rolls to stay conscious when severely injured.

ROBOT

0 Point Quality (Robots must take)

Your character is a robot, endowed with artificial intelligence by its creator. Robots in the Hylian Universe are intelligent, but typically don't have a will of their own, being restricted by their programming. Some robots eventually become independent operators, often with tragic results. Also, a disembodied demon has managed to inhabit a robot body in the past; a hylian being might find her mind or soul trapped in a robotic frame as well. This Quality assumes the character is an independent robot.

Robots get -2 to Lift, +2 to Acrobatics and natural armor of +1 (these scores can exceed normal character skill point caps). The robot cannot heal damage normally and must be repaired. Anybody with Intelligence skill 7 or below can fix a robot. Each successful Engineering roll restores one Life Point per level of the robot; each repair attempt takes one hour. When a robot falls "unconscious," she has been deactivated. She may recover consciousness (like any other unconscious character) on his own, or require the help of someone with Engineering below 7 (or Magic for things like golems), at the GM's discretion.

The Robot Quality may also be used to cover things like arcane clockworks, golems made from the river mud, armos, or any other type of artificial being. When used for half automata, the Quality assumes that the being is mostly mechanical and that its life support is dependent on its artificial parts. This quality is not recommended for starting players, and therefore neither are the races that require it.

SECRET

Variable Drawback

There exists a dangerous and hidden fact about your character. This could be a secret identity or a shady past. The more damaging the secret if it became known, the higher the value of the Drawback. For example, damage to your Player Characters reputation and livelihood would be worth one point; a threat to her well-being (she might be arrested or deported if the truth were known) two points; life, limb, and lymph nodes three points.

SHORT ATTENTION SPAN

1 Point Drawback

The character has a short attention span and as such cannot stay focused on one task for very long. This sometimes causes them to act more sporadically and talk fast as well, but not in all cases. Players with this drawback cannot take their time on tasks, such as taking 10.

SITUATIONAL AWARENESS

2 Point Quality

The observant almost always knows what is going on around them, and can react with uncanny quickness to the unexpected. These characters gain a +2 bonus to any Perception-based roll to sense trouble or danger in the immediate surroundings. It is very hard to be stealthy around them; the same bonus applies when they resist any Hide rolls made to sneak up on them.

SURE FOOTED

2 Point Quality

The character never loses his or her balance. Well, almost never, anyway. You get +4 on all rolls to remain standing or not fall over, and +1 on all Acrobatics rolls.

SUSCEPTIBILITY

1 Point Drawback / level (1-3)

Some people are just inherently inferior at ignoring the bad things that occur in life. This ability causes the character to take extra damage or have -1 to Endurance rolls to fend off each Susceptibility. Each type of Susceptibility must be purchased separately. The level of Susceptibility is subtracted from the character's Constitution when resisting the effect(s) to which the character is Susceptible. Susceptibility to Disease may be due to age or disease. Susceptibility to Heat may be due to thyroid problems or vitamin deficiencies. Susceptibility to Sunlight might indicate the diseases Xeno Pigmentosa or Albinism, each of these a genetic disease complex with multiple other deleterious effects on sufferers.

TALENTLESS

2 Point Drawback

The Talentless individual is totally lacking in creativity and artistic talent. Maybe she is too stolid and practical, or maybe she just doesn't have the imagination to do anything artistic. This Drawback does not just affect her ability in the arts, but also in many social skills where flair and creativity are necessary.

Your character has a -3 penalty when trying to do anything artistic. This penalty does not affect Tasks where other people's art is judged; many expert critics are Talentless. When she does try to create something, however, the best she can hope for is a mediocre result. In addition to the penalty, the character can never get more than one successful result per day in artistic pursuits, regardless of how high her skill levels or rolls are. People with this Drawback also make poor liars, charmers, or social butterflies. The same penalty applies to Charisma rolls—a lack of creativity affects the ability to lie convincingly, for example.

TELEPATHY

5 Point Quality

Your character can speak to the minds of others . . . literally. While doing this, she can also hear any thoughts directed to her in response. A telepath can mentally communicate with a number of people equal to half her level rounded down all at the same time. The duration in minutes and range in ten-foot increments depends on the level of the user (example Level 6 means 6x10ft = 60ft). Duration and distance exceptions may exist for those the telepath knows very well (as long as your GM buys into that).

If the telepath touches someone, she can listen in on what the being is thinking. In this case, the subject and telepath conduct a resisted action using Endurance rolls against the telepaths Magic. Success by the telepath allows them another chance to go deeper up until 4 attempts, gaining information based on how deep they succeeded by the GM (1 Success Level would sense only emotions; 2-3 is vague thoughts, 4 gets whatever info the subject has).

Successive attempts to communicate telepathically or read someone's mind before resting at least three hours suffer a cumulative -2 penalty to the Magic rolls. Thus, on the fifth attempt, the penalty amounts to -8.

THE SIGHT

3 Point Quality

Your character can see magic and traces of supernatural power. She can also tell if someone is preparing to cast a spell and see at a glance if an item is magical. She can even see a faintly glowing residue that indicates magic has been used in an area during the last few hours. If your character spends a minute or so looking closely at someone and on a Perception roll, she can tell if that person is a mortal being.

The character cannot actually see ghosts, but if some invisible supernatural being shows up, she can notice a faint glow of power. She can see through illusions and tell if someone is possessed. In that case, she needs to pass a Perception roll beating the Endurance of the being using the power.

TWO LEFT FEET

2 Point Drawback

The character can fall down while standing still. They get -2 on all Ranged, Acrobatics, and Hide rolls.

UNDEAD DENIAL

2 Point Drawback

There are NO undead. This is nothing but mass hysteria. When confronted with actual undead creatures, however, the character adds +4 to the results of failed fear checks (i.e. if the character finally realizes zombies are real, they will probably go over the edge). In the meanwhile, the character remains convinced that the living dead are just sick or insane hylians, or something of similar misunderstood nature. This character may in fact refuse to kill undead as they believe they would be killing living beings. Don't expect characters with this Drawback to survive for very long in environments ruled by the dead. This is good for NPC comedy relief though (well, comedy relief for sufferers of Habromania, maybe).

WANTED

1 Point Quality or Drawback / level (-5 to +5)

The character has a long history of criminal activities (in Pre-Hyrule or Hyrule Era campaigns) or socially unacceptable activities (in Post-Hyrule campaigns) along with a degree of infamy directly related to the points the character invests in this Quality/Drawback.

For each level, the character gains +1 on rolls involving a criminal activity or activities (i.e. mugging, finding a good fence, homicide, theft, etc.). The character also

gains a +1 Adversary for each point taken (i.e. Police, local militia, tribal authorities, etc.). Each level also increases the size of the area in which the character is known as a Wanted Target. To possess this Quality/Drawback, the character must truly stand out from the crowd and set a shining example for murderers, looters, and other criminal recidivists everywhere.

Depending on what kind of wanted this character is indicates whether this is a quality or drawback. Being a vigilante for good or a murderer for evil.

WELL READ

1 Point Quality

The character reads or has read a great deal, and has a high level of reading retention. This Quality is similar to the Photographic Memory Quality presented in this list, but only covers material that has been read. If this Quality is taken with Photographic Memory, the character gains an additional +1 to all rolls allowed by the GM.