

USING THE TABLES

The tables herein are not designed to create fully fleshed-out, highly detailed NPCs. As you look through them you'll quickly note that there are no game statistics in sight. In fact, the tables don't even list the sex, race or class of the NPC.

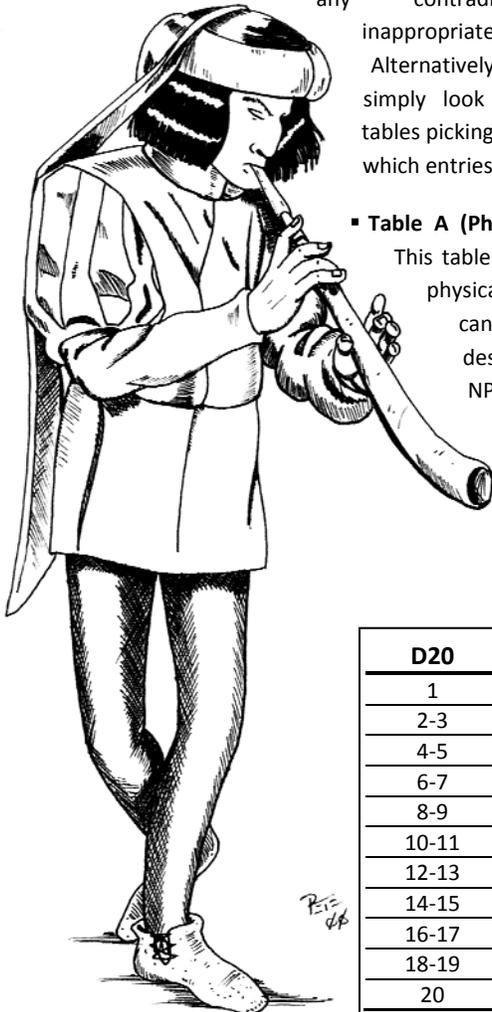
Rather, the goal of these tables is to enable the busy, time-pressured GM to quickly generate memorable and easy to portray minor NPCs – the type of people the PCs meet as they haggle for goods in a marketplace, drink in a local tavern or simply move through a city in search of adventure.

A GM could also use these tables to generate the basic details of reoccurring NPCs. Such individuals require more work and thought (and possibly statistics) and in this case these tables should be viewed as a basic jumping-off point for further design.

GENERATING AN NPC

To generate an NPC, first roll on the table below to determine how many times to roll on each subsequent table. Then roll on the appropriate tables noting the NPC's characteristics. Discard

any contradictory or inappropriate results. Alternatively, a GM can simply look through the tables picking and choosing which entries to use.



- **Table A (Physical Traits):** This table presents 100 physical traits you can use to describe the NPC.

- **Table B (Emotional/ Behavioural Traits):** This table presents 100 basic emotional traits or behavioural hooks that you can use to bring life to the NPC.
- **Table C (Mannerisms):** Every NPC has mannerisms – stuff they do when they talk with people or interact with the world. Combining such with an NPC's emotional state and appearance creates a memorable individual.
- **Table D (Activity):** This is an optional table. Sometimes, the NPC's activity will be dictated by where the encounter occurs. For example, if they meet the NPC in the bar, he is unlikely to be riding a horse. Use this table in conjunction with common sense! This table focuses on urban areas – so listed activities including shopping, drinking, working and so on. Some activities are appropriate for the countryside, and a GM should reroll any inappropriate results.
- **Table E (Profession):** This table is optional. For example, if the PCs are looking for a blacksmith, rolling on this table is spectacularly pointless; simply allow them to find a blacksmith. The listed professions focus heavily on normal professions – blacksmiths, coopers and so on. The table does not include listings for specific adventuring classes (such as fighter, wizard and so on) or enable the PCs to accidentally encounter a king, high priest or other such luminary.

PRE-GENERATED NPCs

Of course, some GMs are crazy busy and so we've also included 20 pre-generated NPCs which a GM can plug into his campaign with a single die roll! Simply roll on this table or choose a set of options that suit your needs.

If you are running a campaign set in a town or city, it is worth generating your own set of pre-generated NPCs so players don't catch you short.

D20	PHYSICAL	EMOTIONAL	MANNERISMS	ACTIVITY	PROFESSION
1	2	1	1	1	1
2-3	2	1	1	2	1
4-5	1	2	2	1	1
6-7	2	1	1	1	1
8-9	2	1	2	2	1
10-11	1	1	1	1	1
12-13	2	2	2	1	1
14-15	1	2	2	2	1
16-17	3	2	3	1	1
18-19	3	3	3	2	1
20	1	3	4	1	1

PRE-GENERATED NPCs

D20

1	Profession Fence Activity Flirting Appearance Smells terrible Personality Indignant, gullible Mannerisms Chews fingernails, aggressive stance
2	Profession Engineer Activity Browsing Appearance Pale skinned, big nose Personality Sarcastic Mannerisms Praises deities often
3	Profession Thug Activity In a hurry Appearance Ramrod straight stance, bloodshot eyes, tongueless Personality Mean, ambivalent Mannerisms Laughs loudly, waves hands around
4	Profession Barber Activity Watching an accident Appearance Ruddy Personality Shy, introvert, devious Mannerisms Passive stance, rubs hands together
5	Profession Sage Activity Hiding Appearance Plump, has moustache Personality Vulnerable, ambivalent Mannerisms Confused, winks suggestively
6	Profession Farmer Activity Buying food Appearance Ancient Personality Distracted, timid Mannerisms Itches arms, stutters
7	Profession Merchant Activity Hagglng Appearance Swaggering, dimpled skin Personality Flighty, busy, ebullient Mannerisms Gets excited easily, holds hands behind head
8	Profession Artist Activity Being chased; lost Appearance Smells terrible, albino Personality Distracted Mannerisms Picks teeth, fusses over clothes
9	Profession Tinker Activity About to commit a crime Appearance Bad breath, smart Personality Condescending, mean Mannerisms Carefully considers answers
10	Profession Unskilled labourer Activity New to the area Appearance Dishevelled, wild-eyed Personality Friendly, agitated Mannerisms Flairs nostrils

11	Profession Builder Activity Singing a song Appearance Only has one ear Personality Cynical, ebullient Mannerisms Plays with hair
12	Profession Silversmith Activity Laughing Appearance Albino, broad Personality Shy, obtuse Mannerisms Chews beef jerky
13	Profession Scribe Activity In a hurry; crying Appearance Diseased, freckled Personality Impolite, thoughtless Mannerisms Speaks loudly
14	Profession Knight Activity Drunk; spoiling for a fight Appearance Broad, hirsute Personality Proactive, sympathetic, benign Mannerisms Coughs softly, rubs eyes
15	Profession Draper Activity Punishing a child Appearance Outlandish hair style Personality Clever, humble Mannerisms Constantly scratches
16	Profession Rat catcher Activity Exercising his dogs Appearance Pockmarked face, pasty skin Personality Suicidal, craven Mannerisms Kisses holy symbol often
17	Profession Baker Activity Deep in discussion Appearance Smart, mysterious Personality Bellicose, chatty, passionate Mannerisms Fidgets, hops from foot to foot
18	Profession Chandler Activity Accosted by beggar Appearance Pale-skinned, dyed hair Personality Tired, sad, pedantic Mannerisms Confused, fiddles with dagger
19	Profession Labourer Activity Trying to get someone's attention; covered in mud Appearance Bow-legged, bald Personality Nosy, whining, cynical Mannerisms Licks lips
20	Profession Jester Activity Performing Appearance heavily scarred, muscular Personality Zany, agreeable Mannerisms Aggressive speech