

FORGOTTEN

W O R K S H O P

the **NPC** with a
THOUSAND
FACES

**Build complex characters in seconds
with zero preparation!**



FORGOTTEN WORKSHOP'S "THE NPC WITH A THOUSAND FACES"

A SYSTEM AND SETTING NEUTRAL APPROACH TO MAKING DYNAMIC CHARACTERS *FAST*



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WHAT MAKES CHARACTER

The NPC With a Thousand Faces builds characters 'from idea to full concept'. With each step your character will take on more detail, contrast, and gain history and stakes in the world they live in. This is deliberate as some characters you might want a full work-up for - and others you may just want to throw together something fast and loose.

For your first character: work through all Six steps. This should take anywhere from 15-45 minutes, depending on how complex your character is, how quickly you read through the sections for your first time, and how detailed you want them.

THE STEPS OF CREATION AND THE SPHERES OF INFORMATION

Step	Social Sphere
1 Character Flaw(s)	1 Closest Allies
2 Struggle(s)	2 Family
3 Prop(s)	3 Friends
4 Connection(s) to the Larger World	4 Acquaintances
5 Attributes	5 Strangers
6 Hook(s)	6 Rumors

If you read the steps from 6 to 1, you'll be moving from the most public social circle to the most private. The more private the information, the more dangerous, precious, and trusted it becomes. There's one exclusion to this (props) because those can be readily hidden some of the time.

If you're building a complex character (or this is your first time), start with Step 1. Elsewise, I'd start with 3, then move to 2, and then 1.

WHAT YOU'LL NEED

All the tables in this book use a percentage-based approach (notated as a 'd100' which standards for 'The Result of a One-hundred Sided Die's Roll).

To use these tables it's recommended you either use an online dice roller or two ten-sided die (one die standing in for the tens value and the other standing in for the ones value, e.g. [9] and [1] would be '91', assuming 9 was the die rolled first). Tables are semi-weighted so that more common results are 'toward the center' and less common results are 'towards the edges'. By dice statistics, that makes 2d10 closer to the intent of the tables than a d100 which treats all 100 results as 'equally likely'.

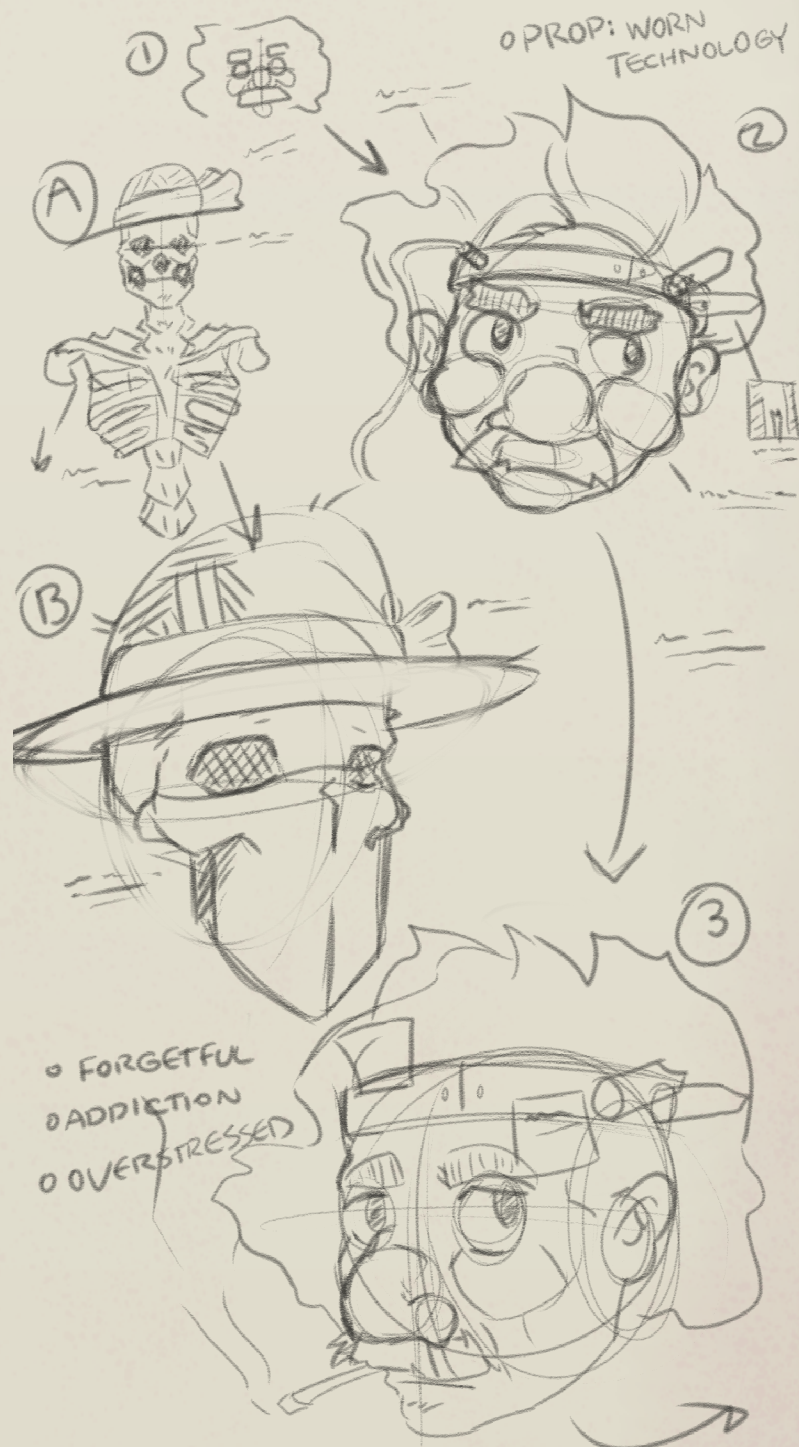
The following URLs link to some useful dice rollers in that respect:

- <https://anydice.com/> - "AnyDice" (complex, shows statistical likelihoods)
- Search "Online Dice Roller" in Google Search (click on D10 twice to roll a d100; '0' takes the place of '10'. '10, 10' is 100)
- <https://www.wizards.com/dnd/dice/dice.htm> - "Wizards of the Coast's Online Dice Roller" (simple, uncomplicated, loads fast)

AUTHOR'S NOTE

Please be aware that you are in full control of your character's creation. If you feel they don't need a Prop, don't give them one! Don't think their Flaw suits them? Roll again or pick another! If you'd rather use this book as a reference and inspiration source rather than a tool, that's fine too! *Thanks and Happy Character Creating!*

- James, Curator of the Forgotten Workshop



STEP ONE: FLAWS

All great characters are flawed: perfection is boring.

A Flaw is a rooted imperfection that runs so deep that it is the Source of most characters' Struggles. Even if a character doesn't like their Flaw, it nonetheless defines them. In the rare occasion a character triumphs over their Flaw, typically it's either a false victory or the time they gained a new Flaw.

For example, let's consider a Superhero whose parents were gunned down in an alleyway. The trauma of that event changes their youthful Flaw of Innocence to becoming Easily Angered. They could spend the rest of their life stuck in that moment as they build mental walls and a rigid Code of Ethics to keep their anger in check and bury it so deep you'd question it was ever there to begin with. Yet the Flaw never went away, it just became more complex. You should think in this way in respect to characters; not everybody wears their Flaw on their sleeve but everyone (at least all interesting characters) has Flaws.

Some Flaws are controversial for the community the character lives in and others may be embraced. If this Flaw is embraced then this character (and those who share their Flaws) may be held as a 'Pillar of the Community': a standard by which others are measured.

Good Characters can still have Bad Flaws. A character doesn't *have* to accept how they were raised or accept a part of themselves they're ashamed of. Some of the best heroes have flaws they constantly are Struggling against - and are made richer and more interesting from those Struggles.

TABLE OF FLAWS

d100	Flaw
01-03	extremist
04-07	conspiracy theorist
08-11	traumatized
12-15	forgetful
16-19	extremely stubborn
20-23	bigoted
24-27	irrationally fearful
28-31	exceptionally religious
32-35	depressed
36-39	lustful
40-43	greed-driven
44-47	excessively proud
48-51	vain
52-55	altruistic
56-59	sacrificial
60-63	honor-bound
64-67	innocent/pure
68-71	easily angered
72-75	classist
76-79	rebellious
80-83	guilt-ridden
84-87	miserly
88-91	single-minded
92-95	gluttonous
96-97	quixotic
98	serial liar
99	exceedingly inattentive
100	strange moral/ethics



STEP TWO: STRUGGLES

Struggles are like Quests for Flaws.

Ever wonder how a character's Flaw evolves over time? It's through Struggles! Struggles are how characters find new and interesting angles for their Flaws. Let's see how one might play out for a Conspiracy Theorist.

- The Conspiracy Theorist is saddled with setting up a pie eating competition for the Mayor and becomes Restless.
- While setting the competition up, which prevents them from continuing to research the Conspiracy Theory they've been trying to unravel for the last few months, they stumble upon a late-night discovery: the pies are being filled with rotten apples!
- Do they seize on the opportunity and indulge their Restlessness or do they press their Struggle down and continue their work?
- Regardless of their internal conflict, was the conspiracy real and, if so, does that make them regret their decision in regards to their Struggle? Do they no longer feel Restless as a result?

As you can see, Struggles are ways for characters and your audience to 'get to know your character and their Flaw better'. The best stories are ones that make characters work through many Struggles to better understand and be able to embrace or reject their own Flaw -- as well as playing the Flaws of multiple characters against each other.

WINDOW INTO THE SOUL

Not every Struggle has to be something recent; some Struggles are life-long and are due to the character's choices in life or their outlook rather than a struggle to conquer a particular inner demon or outward foe. If you'd like to leave how recent these Struggles are up to the roll of the die, you may roll against the How Recent table.

Some Struggles are ones that the character has simply accepted as part of their personality, a deserved punishment, or even simple fate and see no need (or perhaps not even the glimmer of possibility) to change themselves. In either case, these Struggles are what sit before the character's Flaw: they must be dealt with, used, or discarded to make progress in contesting or developing their Flaw.

Struggles come in two categories: Projections and Problems. Projections are Struggles that happen because of the character's Flaw. Problems are situations the character finds themselves in regardless of their Flaw (e.g. being robbed/mugged, etc.). There's a few subcategories beyond Projections and Problems. Let's explore them!

INTERNAL STRUGGLES (PROJECTIONS)

An Internal Struggle is about something in that character's life that doesn't sit right with them. These Struggles are more private and secret; difficult to discover at a glance or without knowing them. Even struggles such as 'always intoxicated' or 'poor hygiene' are issues the character's likely to try and mask, hide, or play off as a deliberate choice rather than a problem. Due to their more private nature, characters often struggle with this Projection because getting help means exposing themselves. Few like to air their dirty laundry to others, even amongst friends, for fear that it might change how others see them.

MUNDANE STRUGGLES (PROBLEMS)

Mundane Struggles are your typical, walkabout, every-one's-problems. This is the stuff of romance, coin, and ambition that find their way into songs, poems, and art. Most folk have quite a lot of mundane struggles to deal with but a rolled Mundane Struggle takes center stage: a romance turns from flirting into dating. A lack of coin turns from annoying to dangerous. Ambitions long held back finally have the opportunity to be explored and developed -- but at a cost or risk.

EXTERNAL STRUGGLES (PROJECTIONS)

These are Struggles a character might enlist others to help fix. Unlike Internal Struggles, External Struggles aren't typically secret as most are hard to keep hidden. Whether the character even cares who hears or sees their Struggle is at your discretion.

Most characters that have an external struggle externalize their problem - which is often why they find it difficult to resolve. *"It's not my fault I'm surrounded by incompetence that I've become a Perfectionist,"* the Perfectionist might quip. An External Struggle doesn't have to be something that *can* be solved through sheer will or 'realizing their mistake'; sometimes Struggles come from birth, by family curse, or by the thunderous crack of a hammer upside the skull. Unlike Internal Struggles, External Struggles often have clear solutions that are nonetheless hard for the character to reach: properly confessing their nervous love; accepting imperfection when they've a pathological need for order; confronting what's driving them crazy by getting help or taking it head-on.

PUTTING IT TOGETHER

Use the following tables to discover how this character struggles or what they struggle against to build a solid skeleton for the rest of the character.

d100	Struggles to Roll
01-12	2 External
13-25	1 External, 1 Internal
26-37	1 External, 1 Mundane
38-50	1 Mundane
51-62	2 Mundane
63-75	1 Internal, 1 Mundane
76-87	1 Internal, 1 External
88-100	2 Internal
d100	How Recent
01-12	A Few Hours
13-25	A Number of Days
26-37	For Some Weeks
38-50	Over a Handful of Months
51-62	Since the last Season
63-75	Since their last Birthday
76-87	For a Few Years now
88-100	Since they were Young

INTERNAL STRUGGLES

d100 Internal Struggle

- 01-05 dark obsession
- 06-10 poor mental/physical hygiene
- 11-15 overstressed
- 16-20 emotionally frozen
- 21-25 insecure
- 26-30 eccentric
- 31-36 eternal optimism/nihilism
- 37-42 over-inquisitive
- 43-48 guilt-ridden
- 49-54 lack of individuality
- 55-60 dark impulses
- 61-66 crowd-fearing
- 67-72 overshadowed/abandoned
- 73-78 anti-social/talkative
- 79-85 romantically restless
- 86-91 trapped in their role/job
- 92-96 confidence-lacking
- 97 defeated
- 98 lazy
- 99 neglectful
- 100 romantically shy/modest

MUNDANE STRUGGLES

d100 Mundane Struggle

- 01-10 poverty
- 11-20 uneducated/seeking forbidden knowledge
- 21-30 romantic pursuit
- 31-40 ambition (Table: Ambition)
- 41-50 relationship with (Table: Family Member)
- 51-60 embarrassing illness
- 61-70 (Table: Nefarious Act) criminal/victim
- 71-80 oppressed
- 81-90 attempts to win (Table: Competition)
- 91-100 internal ethical/moral dilemma

EXTERNAL STRUGGLES

d100 External Struggles

- 01-07 stutter
- 08-14 addiction
- 15-21 owes favors to the wrong people
- 22-28 perfectionist
- 29-35 kleptomaniac
- 36-42 bloodthirsty
- 43-49 maimed/lost-limb/lost-sense
- 50-56 impulsive
- 57-63 paranoid
- 64-70 romantic (ideas/persons)
- 71-77 adrenaline-seeking
- 78-84 narcoleptic
- 85-91 nightmares
- 92-98 crisis of faith/confidence
- 99-100 grave/potentially fatal illness



STEP THREE: PROPS

"Props" doesn't just refer to the iconic gear the character wears, it's also eye-catching conditions, maladies, and simple 'auras'. Props are things other characters would pick up on and identify the character with, even if they say nothing and pass by in a flash.

Props are often openly displayed or used rather than hidden unless the character wants to be anonymous. If someone only catches a glimpse of this character they would likely take note, first, of the Character's Props.

As an example your character might be a miserable Misanthrope who is both Paranoid and has a life-long Struggle with obtaining more and more Knowledge -- but a random passerby will notice the necklace of fingers around your neck rather than your Struggles or your Flaw first and - if they know of you - might make the deduction that 'that's that miserable Misanthrope passing by' due to the ring of digits you're carrying about.

The Props are not necessarily who your character *is* but it is what people will *identify* your character with if they're unfamiliar with you personally; that said, a character could readily identify themselves by incorporating their identity into their Props as well. A passerby might direct others to you by saying 'look for the man who's always walking around town looking like he wants to punch the snot out of everyone he sees' if you've got a 'Severe expression' for your Prop.

Characters are often keenly aware of their Prop if they didn't deliberately acquire it. Some Props are given, found, or earned rather than made or bought; a small detail for the character's background to fill in at your leisure. For example:

"Sure, you're a miserable Misanthrope -- but why in the world are you wearing a necklace of fingers?"

"Well, my wife told me once she'd cut the fingers off any woman who dared lay hands on me. It was poor fortune that, in fact, my family suffers from a curse where gifts given to a suitor aren't easily returned and that curse just so happens to believe that even touching my skin is 'a gift'. It turns out she did cut their fingers off and, though it's terrible and my wife has since left the world by the rope, I'm still trying to find the maidens to whom these fingers belong so that I may return them. Also, people tend to leave the man traveling with a necklace of fingers alone and I prefer the company of beers to people."



d100 Prop

- 01-04 ornate ring
- 05-08 multiple piercings
- 09-12 trophy or medal
- 13-16 necklace of fingers/ears/teeth
- 17-20 large scar
- 21-24 missing limb/digit
- 25-28 huge/unorthodox (e.g. frying pan) weapon
- 29-32 lucky charm
- 33-36 (See Table: Tattoos)
- 37-40 (See Table: Armor)
- 41-44 (See Table: Eyewear)
- 45-48 (See Table: Hair)
- 49-52 Portrait/Statue/Locket of (Table: Family Member)
- 53-56 (See Table: Walking Stick)
- 57-60 Severe expression
- 61-64 Unibrow
- 65-68 Distinctive Perfume / Smell
- 69-72 (See Table: Clothing)
- 73-76 Missing Digit/Limb
- 77-80 Piercing glare
- 81-84 Honest/Innocent face
- 85-88 (See Table: Holy Symbols)
- 89 (See Table: Tomes)
- 90 Kit of tools strapped to their back
- 91 Small rack of (See Table: Potion Bottles)
- 92 Strange pet
- 93 Distinctive-looking Coin
- 94 Worn Piece of Technology
- 95 (See Table: Musical Instrument)
- 96 Facial Tic
- 97 (See Table: Strange Growth)
- 98 Weird magical aura
- 99 Minor temperature/weather effect
- 100 Reroll on this table another time and add both Props

STEP FOUR: CONNECTION TO THE LARGER WORLD

Few characters exist in isolation or without some iconic past event that's forged them and, perhaps, may have even given rise to their current Flaw or Struggles. Even if well-hidden, there is a connection that exists between this character and some larger or larger-than-life aspect of the world. Their connection defines a lot of who they are (or were) and can provide an easy path for you, their creator, to add some depth beyond personality and prop to this character.

This connection is almost always noteworthy and known to at least those who were around when it happened and can even be immortalized in song or poetry; those who conceal their connections generally have a hard time doing so.

If you haven't been struck with a good idea for a Source for the character's Struggles or Flaws, make this a key part of how those came to be. If this Connection is connected to a Flaw then it is a Flaw that's a product, inspiration, or development of their past and, accordingly, can only really be dealt with or permanently changed by dealing with the Source of the Flaw. Usually, that means dealing with whatever has caused this Connection to occur in the first place.

If you're developing a character in a system that provides Backgrounds, you may want to consider this connection to be 'supplementary' or a 'prelude' to the character's present circumstances. An Heir to an Old Estate might have rebuked their Family and hit the road to find themselves later as a Thief. A character raised by magical or strange creatures might have lived an otherwise mundane life until recently when their powers awakened and they became an alchemist-in-training.

You do not have to make this Connection the only interesting part of your character's life -- just bear in mind it has had the most impact. Sure, you may have been a Heroic Adventurer for some 12 years before you retired for a quieter life but these days it seems all anyone wants to talk to you about or associate you with is how you were rescued by the Prince's Royal Retainer.

d100 Connection to the Larger World

- | | |
|-------|--|
| 01-05 | Ex-Member / Member of a strange cult |
| 06-10 | Ex-Member / Member of an unseemly guild |
| 11-15 | Ex-Member / Member of a secret society |
| 16-20 | Formerly Popular / Popular Societal Figure |
| 21-25 | Infamous Societal Figure |
| 26-30 | Adventurer or Former Adventurer |
| 31-35 | Veteran Soldier |
| 36-40 | Cursed or Formerly Cursed by the Gods |
| 41-45 | The Result of an Experiment (See Table: Experiments) |
| 46-50 | Possessed or Formerly Possessed by a Spirit |
| 51-55 | Property or Former Property of a Lich / Dragon |
| 56-60 | Former or Current Slave |
| 61-65 | Former or Current Knight |
| 66-70 | Survivor of a Horrible Plague |
| 71-75 | Has been risen or resurrected from the Dead |
| 76-80 | Heir to an Old Estate |
| 81-85 | Bastard of a Noble House / Guild |
| 86-90 | Former or Current Criminal |
| 91-92 | Recovering Addict |
| 93-94 | Rescued by a Notable Figure |
| 95 | Orphaned at Birth, then Adopted |
| 96 | Exiled from a Foreign Kingdom / Society |
| 97 | Suffering from a life-long Family Curse |
| 98 | Raised by Magical / Strange Creatures |
| 99 | Member of a party who failed its Quest (See Table: Plot Hooks) |
| 100 | Roll twice and combine the two connections |

STEP FIVE: ATTRIBUTES

Particularly noteworthy characters may have physical and mental attributes that range outside the norm. These traits may be physical, mental, or even both.

Please note that no particular modifier or statistic is given here - nor are system-specific terms used: this is to allow you, the Creator, to choose what appropriate malus/bonus works for the system, setting, and character.

Attributes are all about appearance as well, not only defining what attributes (if any) are particularly high or low but what sort of effect that attribute has on the character's personality, appearance, health, or knowledge.

HOW TO ROLL ATTRIBUTES

First roll on the Attribute Type table. For each High/Low result, roll once on the Attribute Table and then look up the Table for that Attribute and roll once on it, assigning either the High or Low value listed.

d100	Attribute Type
01-16	2 High
17-33	1 High
34-50	1 High, 1 Low
51-66	Unremarkable
67-83	1 Low
84-100	2 Low

d100	Attribute
01-16	Power
17-33	Flexibility
34-50	Fortitude
51-66	Intelligence
67-83	Awareness
84-100	Charm

TABLE OF POWER

d100	Result (High / Low)
01-25	Brawny / Lanky
26-50	Muscle-bound / Weak
51-75	Hairy / Old
76-100	Powerful / Rotund

TABLE OF FLEXIBILITY

d100	Result (High / Low)
01-25	Lithe / Clumsy
26-50	Flamboyant / Scarred
51-75	Gaunt / Stunted
76-100	Graceful / Bulky

TABLE OF FORTITUDE

d100	Result (High / Low)
01-25	Impressive / Sickly
26-50	Unearthly / Flushed
51-75	Exceptionally-fit / Fat
76-100	Scarred / Freckled

TABLE OF INTELLIGENCE

d100	Result (High / Low)
01-25	Refined / Young
26-50	Old / Forgetful
51-75	Well-equipped / Poor
76-100	Scholarly / Ragged

TABLE OF AWARENESS

d100	Result (High / Low)
01-25	Immaculate / Smelly
26-50	Wild-eyed / Lazy-eyed
51-75	Has pet on them / Missing sense
76-100	Spiritual / Grey-eyed

TABLE OF CHARM

d100	Result (High / Low)
01-25	Cute / Unnerving
26-50	Exaggerated / Monstrous
51-75	Sultry / Ugly
76-100	Arresting / Dull

STEP SIX: HOOKS

Hooks are the things that allow other characters to more easily attach to your character's history and actions. They sit somewhere between a Struggle and a Connection in this system as you're looking for a solution to a problem you're having but the problem you're having is far from normal or even 'heroically mundane'.

As with most heroic tales, a 'Hero's Quest' begins with a disruption (a 'hook') to their normal, everyday, life that puts them on the path of a Journey. This disruption does not need to have happened recently, either; just because you're host to a deadly and terrible sickness doesn't mean you'll find a cure or solution to your problem in a week. However, unlike a 'Hero's Quest', a Hook isn't for the character, it's for the characters that encounter them. They're not the Hero of their own story.

Why these Hooks are happening, who or what is responsible, and how they might be resolved: none of that is defined here. That doesn't mean I can't pass along useful advice on how to come up with answers to that though!

THE ART OF HOOKS

So you've rolled a Hook, now what? How do you attach it to characters? How do you weave it into stories?

First, let's get organized. A hook can be categorized in two ways: Major Story Hooks and Minor Story Hooks. The Hooks themselves don't change but how you're using them does.

MAJOR STORY HOOK

A Major Story Hook is a Hook that tries to advance the story that was going on before this character was encountered. If you're in the middle of an adventure or campaign, it should lead to a side-scene or major advancement in the plot when it's resolved. It's the sort of Hook that finds the players of the game rather than one that waits to be discovered.

MINOR STORY HOOK

A Minor Story Hook leads the story to an exploration of this character's circumstances. You can treat this as, effectively, a 'sidequest'.

When generating a Story Hook, I find it's easiest for me to roll the Hook and then decide whether it fits the Major Narrative Thread I want the story to go down or whether it's best as an optional sidestory for players who really get engaged by the NPC. I let myself be surprised and ambushed by ideas when a creativity strikes.

WEAVING THE HOOK

These are some general guidelines for how to weave these hooks into the thread of your game.

- Keep it short and simple. Remember: A hook is nothing without bait and the more specific the bait, the more difficult it'll be to Hook.
- **"Find the Edges"**.
 - Why is this Hook relevant to other characters?
 - Where does this Hook place the character in their community?
 - What sort of unique actions/connections does this Hook give them?
 - Give this thought a 'category' and add examples of the above to it.
- Once you've gotten an idea of their goals and resources, think about how that relates to their Hook
 - What's keeping them from dealing with the Hook on their own?
 - Why do they need someone else's help/resources/time/expertise?
 - Have they tried to solve their Hook before? If so, why did it fail the last time?
 - If they've already failed, what have they done to ensure they'll succeed this time?
- Example: In possession of a powerful magic relic/weapon; nobody knows how they obtained it.
 - Edge: Intrigue (How they obtained the weapon, where they obtained it, and possibly who from)
 - Edge: Community (The powerful magic relic gives the Character a respected/feared status within the community)
 - Edge: Actions (Threats to use said artifact, Absorbing/Empowering Spells within the town, Summoning a small cadre of magical followers)

HOOKS

d100 Hook

- 01-03 Being followed by multiple animals at all times
- 04-06 In possession of a powerful magical relic/weapon; nobody knows how they obtained it
- 07-10 Obsessed with a nearby (See Table: Beautiful Locale)
- 11-14 Carrying around a large egg of unknown origin
- 15-18 Seeking help for gathering information on a (race) organization
- 19-22 They are being haunted by a spectral creature
- 23-26 Organizing a (See Table: Competition). There is an interesting prize for winning it.
- 27-30 Looking for help in sabotaging a (See Table: Competition)
- 31-34 Recuperating after their house was recently destroyed by a mysterious earthquake/fire/flood
- 35-38 They're a fountain of wild magic and can't control it
- 39-42 Seeking a lost, precious, trinket
- 43-46 Their blood has become the cure to a terrible and deadly sickness
- 47-50 Host to a deadly and terrible sickness
- 51-54 Seeking the PCs help to tame a nefarious magical creature
- 55-58 Haunted by the spirit/ghost of their dead (See Table: Family Member)
- 59-62 Being chased by a band of criminals/slavers who they (See Table: Nefarious Act) and now need protection
- 63-66 At night turns into a criminal who (See Table: Nefarious Act)
- 67-70 Being harassed by a magical creature about the possibility of (See Table: Foreboding Event)
- 71-74 Hired to steal items or collect information on the PCs
- 75-78 Blackmailed into challenging one of the PCs to a duel to the death
- 79-82 Enslaved by a demon, spirit, lich, dragon, or fairy
- 83-86 Seeking revenge for the death of their (See Table: Family Member) (who may or may not exist or who may be already dead, was murdered by the NPC, or who was murdered long ago)
- 87-90 Trying to figure out how to rid their home of a spirit/fairy infestation
- 91-94 A shapeshifter looking for acceptance within their society
- 95-96 Pressured by a local criminal/gang into selling drugs or fencing wares and/or trafficking slaves
- 97 Rumored to have a secret passage under their house that leads to a (See Table: Lair)
- 98 Seeking answers after they awoke to discover a (Table: Strange Growth) on their back
- 99 Followed by day and night by an animal which vocally criticizes their every action
- 100 Secretly plotting something away from prying eyes... (See Table: Villain Plans)

DETAIL TABLES

You may notice various calls to tables throughout the book; those Tables may be found here in alphabetical order.

TABLE: AMBITION

d100	Ambition	How Strong is their Ambition
01-10	Be respected	Afterthought
11-20	Survive their disease	Whimsical Hope
21-30	Become an expert	Dream
31-40	Be adored/loved	Romantic Idea
41-50	See another suffer	Passion
51-60	Be left alone	Life Goal
61-70	Have a family	Rallying Thought
71-80	Rear a child	Obsession
81-90	Overcome their flaw	Compulsion
91-100	Help someone else with their Flaw	Feral Need

TABLE: ARMOR

d100	Condition	Material/Construction	Coverage
01-25	Battered	Leather / Cloth / Chain	Light Armor
26-50	Cracked	Studded Leather / Plate	Light Armor
51-75	Unmaintained	Scale / Lacquered Wood	Medium Armor
76-100	Poorly-strapped	Furs / Hide / Bone	Heavy Armor

TABLE: BEAUTIFUL LOCALE

d100	Location	Feature
01-10	Forest	Colorful plants
11-20	Mountains	Waterfall
21-30	River	Fireflies
31-40	Lake	Hot spring
41-50	Plains	Geyser(s)
51-60	Grove	Whistling stones
61-70	Hilltop	Humming crystals
71-80	Rocky outcrop	Filtered light
81-90	Cliff	Impressive architecture
91-100	Cave	Ancient ruin

TABLE: CLOTHING

d100	Appearance	Style	d100	Appearance	Style
01-08	Finely-tailored	Cloaked/Caped	57-64	Multi-colored	Plain
09-15	Exotic	Formal attire	65-72	Exotic material	Utilitarian
16-23	Gold-trimmed	Street-wear	73-80	Thread-bare	Experimental
24-31	Furred	Leisure-wear	81-88	Faded	Foreign
32-39	Fashionable	Layered	89-96	Well-worn	Skimpy
40-47	Cheaply-made / Patchwork	Hooked/Belted	97-100	Custom-fit	Heavy
48-56	Hand-tailored	Loose			

TABLE: COMPETITION

d100	Host	Event
01-06	Village	Fighting competition
01-12	Lord	Hot coals race
13-18	Lady	Javelin toss competition
19-24	Prince	Wood-cutting race
25-30	Princess	Log-rolling competition
31-36	Champion	Foot race
37-42	Former champion	Horse race
43-48	Adventurer	Obstacle course competition
49-54	Retired adventurer	Ring-toss competition
55-60	Shopkeep	Ale-chugging race
61-66	Guild	Swimming competition
67-72	Church	Handoff relay race
73-78	Alehouse	Branch-hopping race
79-84	Inn	Wagon/Cart-race
85-100	Caravan	Auction-game

TABLE: EXPERIMENTS

d100	Experiment	Purpose
01-17	Arcane	Removing a Power or Spirit
18-33	Alchemical	Experimental Enhancement
34-50	Divine	Cure for a Plague
51-67	Technological	To Change your Identity
68-83	Adventurer's	Research for a Weapon
84-100	Sociological	Deciphering a Curse or Spell

TABLE: EYEWEAR

d100	Style	Material
01-17	Leather-strapped	Iron
18-33	Horn-rimmed	Brass
34-50	Rounded	Bronze
51-67	Thick	Bone
68-83	Thin	Green-glass
84-100	Monocular	Clear-glass

TABLE: FAMILY MEMBER

d100	Result	d100	Result
01-03	Daughter	52-54	Adopted Daughter
04-05	Son	55-56	Adoptive Father
06-08	Wife	57-59	Adoptive Mother
09-11	Husband	60-62	Birth Father
12-13	Nephew	63-65	Birth Mother
14-16	Niece	66-67	Foster Brother
17-19	Grandfather	68-70	Foster Sister
20-22	Grandmother	71-73	Brother-in-law
23-24	Aunt	74-76	Sister-in-law
25-27	Uncle	77-78	Mother-in-law
28-30	Great Grandfather	79-81	Father-in-law
31-32	Great Grandmother	82-84	Son-in-law
33-34	Father	85-86	Daughter-in-law
35-37	Mother	87-89	Great Aunt
38-41	Sister	90-92	Great Uncle
42-43	Brother	93-95	Friend of the family
44-46	Fraternal Twin	96-100	Reroll and combine
47-48	Identical Twin		
49-51	Adopted Son		

TABLE: FOREBODING EVENT

d100	Result
01-12	Crop/Cattle-death
13-25	(See Table: Weather) for 3 nights
26-38	Blood/Ichor running in (See Table: Beautiful Locale)
39-50	(See Table: Family Member) becoming a parent
51-63	(Migratory/Sedentary Animal) Early Hibernation/Migration
64-75	(Foreign culture/Race) settling here
76-88	(See Table: Family Member) losing their ancestral home
89-100	A person with (Prop) discovering a (See Table: Lair)

TABLE: HAIR

d100	Style	Length	Color
01-16	Tightly-bound	Cropped	Blonde
17-33	Flowing	Short	Brown
34-50	Frizzy	Shoulder-length	Greying
51-66	Curly	Long	Black
67-83	Wild	Thin	White
84-100	Wind-swept	Bald(ing)	Red

TABLE: HOLY SYMBOLS

d100	Type	Worn/Carried
01-16	Simply-bound	Necklace
17-33	Delicate	Wrist-band
34-50	Hand-carved	Book
51-66	Chain-bound	Clothing-pinned
67-83	Ornate-looking	Tabard
84-100	Bell-laden	Sash

TABLE: LAIR

d100	Type	Origin
01-16	Laboratory	Discovered by character
17-33	Cave	Created by character
34-50	Burial ground	Inherited
51-66	Shrine	Awarded
67-83	Ruin	Reclaimed
84-100	Organization hideout	Stolen

TABLE: MUSICAL INSTRUMENT

d100	Appearance	Family
01-16	Exotic	String
17-33	Unusual	Wind
34-50	Expensive	Bell
51-66	Cheap	Drum
67-83	Family-Inherited	Magic
84-100	Self-made	Voice

TABLE: NEFARIOUS ACTS

d100	Result	d100	Result
01-06	Stole	49-54	Socially devastated another
07-12	Cursed	55-60	Performed an experiment on someone else
13-18	Lied	61-66	Trapped someone
19-24	Sold illegal/poor/cursed goods	67-72	Led someone into danger
25-30	Humiliated	73-80	Bumped into the leader of a group without apology
31-36	Stuffed	81-86	Challenged, and failed to deliver, a promised prize
37-42	Hurled rocks at another	87-92	Impersonated someone else
43-48	Attacked another	93-100	Maimed another

TABLE: POTION BOTTLES

d100	Filling	State
01-16	Spice-filled	Oddly-colored
17-33	Glowing	Wax-sealed
34-50	Petal-filled	Corked
51-67	Dust-filled	Open-top
68-83	Clear	Iron-bound
84-100	Oil-filled	Bubbling

TABLE: STRANGE GROWTH

d100	Result
01-06	A magical rune
07-12	Moving tattoos
13-18	Stubby feathered wings
19-24	Leathery, stubby, wings
25-32	Hard scales
33-38	Hooked/glowing/smoke-wafting spines
39-44	Glowing mushrooms / Mushrooms
45-50	Moss
51-56	Grass
57-62	Vines
63-68	Teeth
69-74	Fleshy sacs
75-80	Holes of leaking ichor
81-86	Purple scabs
87-92	Bubbling flesh
93-100	Insect-like spines

TABLE: TATTOOES

d100	Location	Art
01-14	Face	Religious Symbol
15-29	Arm(s)	Geometric Pattern
30-42	Back	Military Insignia
43-57	Chest	Family Saying
58-71	Neck	Scarification
72-86	Hand(s)	Depiction of Deity
87-100	Unusual Location	Animal/Beast/Monster

TABLE: TOMES

d100	State	Material
01-10	Well-worn	Leather-bound
11-20	Old	Skin-bound
21-30	Pristine	Hide-bound
31-40	Ripped	Ringed
41-50	Burnt	Chained
51-60	Patchwork	Plant-bound
61-70	Crumbling	Rock-bound
71-80	New	Crystalized
81-90	Wagged	Brass
91-100	Dog-eared	Pressed-metal

TABLE: VILLAIN PLANS (MASTER)

d100	The Plan to Gain/Create
01-12	Immortality
13-25	Influence
26-38	Powerful Magic
39-50	Mayhem
51-63	Passion
64-75	Power
76-88	Revenge
89-100	Wealth

VILLAIN PLAN SUB-TABLES

Immortality

01-25	by acquiring a legendary item to prolong their life indefinitely
26-50	by ascending to Godhood
51-75	by becoming Undead or perpetually obtaining a younger body
76-100	by stealing an otherworldly creature's essence

Influence

01-25	by seizing a position of power or a title of great repute
26-50	through winning a contest or tournament
51-75	by winning the favor of a powerful individual
76-100	by placng a pawn in a position of power

Magical Power

01-13	by obtaining an ancient or lost artifact
14-25	by regaining their former power/body/legacy/heritage
26-38	by building a construct/golem or a potent magical device
39-50	by carrying out a spirit, demon, or divinity's wishes
51-63	by offering sacrifices to a divine/daemonic figure
64-75	by contacting a lost divinity or power which has been cut off from the world
76-88	by opening a gate to another world, time, or dimension
89-100	by fulfilling another villain's plan (Villain Plans (Master))

Mayhem

01-16	by fulfilling an apocalyptic prophecy
17-33	by enacting the vengeful will of their powerful patron
34-50	by spreading a vile contagion
51-67	by overthrowing the current government
68-83	by triggering a natural disaster
84-100	by utterly destroying a bloodline or clan

Passion

01-20	by prolonging the life of a loved one through dark or horrific means
21-40	by proving themselves 'more worthy' of another's love
41-60	by raising or restoring from the dead someone beloved or held as a personal hero
61-80	by poisoning or scapegoating their romantic rivals
81-100	by bringing to life a lofty and romantic metaphor to prove their love (e.g. 'bringing them the moon')

VILLAIN PLAN SUB-TABLE

Power

- 01-16 by conquering a region or inciting a rebellion
- 17-33 by seizing control of an army or group
- 34-50 by becoming the power backing 'the throne'
- 51-67 by currying favor with those in power to betray them and seize their strength
- 68-83 by locating/stealing/forging an object of great religious or historical significance to gather the people behind them
- 84-100 by the enactment and enforcement of draconian law which benefits only the ruling-class

Revenge

- 01-25 by avenging a past humiliation or insult through disproportionate violence and carnage
- 26-50 by avenging a past imprisonment or injury through vigilante justice
- 51-75 by avenging the death of a loved one by destroying the accused's beloved things in life
- 76-100 by retrieving property they feel is rightly theirs through any means available to them

Wealth

- 01-10 by controlling natural resources or trade by conspiracy or monopoly
- 11-20 by marrying into wealth by removing other valid suitors or ensuring the death of the wealthy's fiancée
- 21-30 by plundering an ancient, dangerous, ruin through others which they shall either murder or deliberately inadequately inform to ensure their death to keep the ruin and its horde secret
- 31-40 by swindling land, goods, or money through legal loopholes and manufactured or wholly fabricated consent from the rightful owners
- 41-50 through the theft of a national treasure which is then sold to an enemy or rival state
- 51-60 through blackmail, gang-pressing, and illegal trade
- 61-70 by incredibly unfair loans and trade agreements which leaves debtors incapable of paying their debts except through slavery
- 71-80 by kidnapping foreign travelers and forcing them to work in inhospitable conditions
- 81-90 through the supply of kidnapped victims to dark guilds, organizations, and cults in exchange for artifacts, coin, and knowledge
- 91-100 by managing a complex network of illegal activities. (Roll and combine two VP-8 Subtable results)

TABLE: WALKING STICK

d100	Material	State
01-12	Oak	Worn
13-25	Ebony	Cracked
26-38	Olivewood	Aged
39-50	Brass	Twisting
51-62	Iron	Serpentine
63-75	Bronze	Recently-oiled
76-88	Steel	Engraved
89-100	Roll twice and combine	Roll twice and combine

TABLE: WEATHER

d100	Temperature	Condition
01-12	Freezing	Clear
13-25	Very Cold	Cloudy
26-38	Cold	Foggy
39-50	Chilly	Raining
51-62	Balmy	Snowing
63-75	Hot	Storming
76-88	Very Hot	Extreme Condition (Tornadoes, Hurricanes, Meteor Showers)
89-100	Scalding	Roll twice and combine

TABLE: WEIRD AURA

d100	Color	Style
01-12	White	Smoke
13-25	Silver	Radiance
26-38	Orange	Dripping Liquid
39-50	Green	Rushing Energy
51-62	Blue	Dust
63-75	Red	Fiery
76-88	Grey	Glowing Symbols
89-100	Black	Roll Twice, Combine

TABLE: FAST DECISION MAKING

d100	Temperature	Condition	Frequency	How Many?	Either/Or
01-12	Freezing	Clear	Never	None	Yes
13-25	Very Cold	Cloudy	Rarely	One	Roll Again
26-38	Cold	Foggy	Sometimes	A couple	The Second
39-50	Chilly	Raining	Irregularly	A handful	The First
51-62	Balmy	Snowing	Usually	Some	The Last
63-75	Hot	Storming	Regularly	A lot	Roll Again
76-88	Very Hot	Extreme Condition (Tornadoes, Hurricanes, Meteor Showers)	All the Time	Too Many	Day: Yes Night: No
89-100	Scalding	Roll twice and combine	Constantly	Beyond count	Neither

SUPERFAST NPCS



eed to build NPCs even faster than the by-the-book method? Want to give that innkeep a foundation you can build on to later? Need an emergency cohort for your lich, corrupt CEO, or knight-captain? Look no further!

RAPID DICELESS PICKING

Instead of rolling dice for the table entries on the pages following this one, look away and jab a finger! Whatever your finger's pointing at (or sometimes closest to pointing at), that's the traits this NPC has.

BUILDING EVEN FASTER

If you don't want to randomly pick but you've only got a few minutes to make an NPC, here's my method for fast-and-dirty NPCs!

- Start with their Prop
 - This will be the first thing that players see and will be how they remember the character so it always pays to give them a memorable trait or two.
 - What works for wedding rings works for any relationship! If this character is the subordinate or a member of a Force/Guild/etc. that you've rolled a character for: don't even roll! Just give them a similar Prop if they want to keep their relationship 'out in the open'. Note: If their leader has a walking cane, they don't have to also have a physical cane -- but they could have a walking cane pin on their clothing!
 - If you think the players might be interested enough in them to do more than just chat for a few minutes, move on to...
- Give them 1 Struggle
 - Don't even roll for how long they've had it (choose if it's needed based on their reaction to learning the Struggle of the NPC in question). Here's how I fastroll for Struggles: d100 (0-33 [Internal] 34-66 [Mundane] 67-100 [External]).
- Stay Flexible
 - Every GameMaster has a plan until it makes contact with an adventurous party. Don't invest too much time in a character that's not the main focus of the game. Let them grow and evolve and deepen as the characters become interested in them. Maybe add a sentence or two to their Struggle if an idea really strikes you -- but don't overtax yourself!
- Consider Collaboration!
 - Sometimes it's fun to leave it up to the group! If they're wanting to discover a character's Flaw, let them each roll a d100 and then individually vote (secretly!) on what Flaw they'd like it to be.
 - Most Flaws are flexible enough that you don't have to take the straight and obvious path. If a character's Vain, they don't need to have portraits of themselves everywhere or even have a neat appearance. They could be discretely writing propaganda and illicit fiction under a number of pen-names and have filled their library with the writings of all their psuedonyms!

MAKE A SMALL STOCK OF NPCS

Sometimes you just don't want to roll anything. You need a bit-part; a walk-on role! Those are easy enough. If you just need 'faces to fill in at the pub' just roll the following: Prop, Hook. Once that's done, give them a name, a race, and an age. Add them to your list of 'mill-about characters'.

I keep about 10 of these NPCs in my 'pocket' while DMing. It comes in handier than you might think! Prisoners, barkeeps, random folks flagged down on the street. That little dash of spice from a prop and a little intrigue from a hook can add some interesting flavor to scenes and help your world come alive for the people playing in it.

CREATE SPECIAL GUEST STARS!

It can also be fun to get your players involved at the start of an adventure/campaign in the NPC creation process! Let them all roll up one or two NPCs (depending on your group this can be as small as 'prop + hook' or as complex as a full character if they really like collaborative storytelling), give them a name, and then you can keep them in reserve to surprise players with later by their Guest Appearance.

Leaving it to the players takes some of the time-cost off you for prep-work, gives you characters the party might anticipate meeting, and gives you an 'emergency victim/patsy/villain' when you're running out of room/ideas for a scenario if things take a turn for the unexpected.

RECURRING GUEST STARS

Sometimes players like an NPC so much that they look forward to meeting them again in another game, assuming that game takes place in the same world. But it's boring to run the same character all the time, right? To keep those characters fresh, re-roll one of their Struggles or, if a lot of time or a major event has passed, give them a new Flaw!

FANTASY NPCS

Connection	Early Adult	Adult	Middle-Aged	Elder
Unknown	Scarred Kleptomaniac Honor-bound	Chain-bound Holy Symbol Lazy Miserly	Necklace of Rings Perfectionist Sacrificial	Lucky Tamborine Struggle: Wealth Vain
Locally Known	Single-minded Contemplative Moving Tattooes	Cracked Olivewood Walking-Stick Forever Complaining Gluttonous	Distinctive Perfume/Smell Struggle: Relationship with Uncle Altruistic	Honest-faced Eternal Optimist Pure
Locally Famous	Scarred Inquisitive Vain	Bandoleer of Oil-filled, Iron-bound, clay bottles Struggle: Knowledge Lustful	Unibrow Nightmares Vain	Poorly-strapped Scale-mail Struggle: Oppressed Forgetful
Widely Famous	Missing Nose Impulsive Altruistic	Missing Right Ear Struggle: Mute Lustful	Finely-tailored Streetwear Struggle: Relationship with Great Grandfather Greed-driven	Piercing Glare Hurls Rocks at Others Vain
Infamous	Balding but Wild Brown Hair Struggle: Dull-minded Extremist	Smiling Eyes Struggle: Penitent Exceptionally Religious	Unibrow Struggle: Attempts to win a footrace hosted by a nearby village Altruistic	Carrying small rack of Petal-filled, corked, glass bottles Struggle: Relationship with Grandmother Single-minded

SCI-FI NPCS

Connection	Early Adult	Adult	Middle-Aged	Elder
Unknown	Leather-strapped Iron Glasses Stoic Guilt-ridden	Engraved-Iron Prosthetic Leg Emotionally Frozen Owes favors to the Wrong People	Missing Ring Finger Always Intoxicated Exceptionally Religious	Small Belt of Spice-filled, Corked, Bottles Overshadowed/Abandoned Forgetful
Locally Known	Hand-carved Tabard Trapped in their Role/Job Constant Liar	Lock of Black Hair on a Necklace Emotionally Frozen Traumatized	Anti-material Rifle Guilt-Ridden Irrationally Fearful	Bulky Night Vision Goggles Oppressed Forgetful
Locally Famous	Glowing Black Symbol projected above their head Passion: See Another Suffer Lustful	Fashionable Leisurewear Bloodthirsty Gluttonous	Holo-portrait of Niece Poor mental/physical Hygiene Honor-bound	Unibrow Wants to win Tech Guru's Ale-chugging Race Extremist
Widely Famous	Unmaintained Assisted-Power-Lifting Suit Lack of Individuality Single-minded	Cracked Sakura-wood-plated Kevlar Adrenaline-seeking Bigated	Broken Cybernetic Eye Replacement Internal Ethics/Morals Greed-driven	Curly Shoulder-length Pink-fade Hair Over-inquisitive Exceptionally Religious
Infamous	Half-melted Burnt Facemask Victim of Humiliation Lustful	Distinctive Perfume/Smell Relationship with Father-in-Law Depressed	Synthetic Ears Romantically Restless Miserly	Delicate Book Paranoid Sacrificial

WESTERN NPCS

Connection	Early Adult	Adult	Middle-Aged	Elder
Unknown	Ornate Ring Tobacco Addiction Single-minded	Distinctive Perfume/Smell Ambition: Be Left Alone Forgetful	Lucky Charm Trapped in their Role/Job Traumatized	Red Radiance Grave Illness Gluttonous
Locally Known	Honest/Innocent Face Poor Health Bigoted	Multiple Facial Piercings Knowledge-seeking Altruistic	Steel Serpentine Walking Stick Confidence-Lacking Conspiracy Theorist	Delicate Wrist-band Dark Obsession Single-minded
Locally Famous	Wild, Thin, Brown Hair Crime: Trapped Someone Honor-bound	Locket of Extended Family Missing Right Arm Vain	Self-carved Ebony Ocarina Poor mental/physical hygiene Innocent	Ornate Ring Relationship with Daughter Irrationally Fearful
Widely Famous	Severe Expression Addiction: Alcohol Sacrificial	Gold-trimmed Cape Eccentric Miserly	Necklace of Boar Teeth Ambition: Be Respected Exceedingly Inattentive	Piercing Glare Kleptomaniac Excessively Proud
Infamous	Patchwork Kimono Guilt-ridden Exceptionally Religious	Twisting Oak Walking Stick Poverty Lecherous	Large Scar Bloodthirsty Miserly	Heavy Miner's Clothes Victim: Social Devastation Extremist

EASTERN NPCS

Connection	Early Adult	Adult	Middle-Aged	Elder
Unknown	Honest-Face Former Slave Exceptionally Religious	Missing ring-finger Noble Bastard Honor-bound	Multiple piercings Possessed by a Spirit Extremely Stubborn	Unibrow Ex-member of a Strange Cult Depressed
Locally Known	Crude Wolf-hide Padded Armor Former Bodyguard Guilt-ridden	Crystallized Burnt Tome Former Property of an Ogre Sacrificial	Delicate Wrist-band of Holy Symbols Heir to a Known Family Excessively Proud	Wind-swept curly white hair Exiled from a Foreign Kingdom Rebellious
Locally Famous	Missing middle and ring- finger Enslaved Extremist	Severe Expression Former Property of a Demon Traumatized	Tiny statue of Father Romance Excessively Proud	Missing Thumbs Dark Obsession Single-minded
Widely Famous	Severe Expression Romantically Restless Sacrificial	Recently-oiled cracked-Oak walking stick Poor Mental/Physical Fatigue Guilt-ridden	Distinctive Perfume/Smell Oppressed Forgetful	Jade war-medal of Distinction Neglectful Classist
Infamous	Serpentine brass walking stick Hereditary Illness Altruistic	Large Scar Kleptomaniac Conspiracy Theorist	Ornate Ring Adrenaline-seeking Sacrificial	Battered bronze chain- shirt Emotionally Frozen Gluttonous

HORROR NPCS

Connection	Early Adult	Adult	Middle-Aged	Elder
Unknown	Ancient Medal Grave Illness Vain	Exotic Cloak + Missing Hand Eccentric Single-minded	Distinctive Perfume/Smell Dark Impulses Exceptionally Religious	Large Scar Eccentric Conspiracy Theorist
Locally Known	Locket of Adoptive Mother Hereditary Disease Depressed	Huge/Unorthodox Weapon Gummatous Syphilis Perfectionist	Necklace of fingers/ears/teeth Severely Shy/Modest Eternal Nihilist	Distinctive-looking Coin Eccentric Promised, and failed to deliver, a particular prize
Locally Famous	Frizzy, Balding, Black Hair Addiction Defeated	Facial Tic Poverty Nightmares	Poorly strapped scalemail Attempting to win Royal Fighting Competition Poor Physical Hygiene	Missing Limb/Digit Owes Favors to the Wrong People Oppressed
Widely Famous	Ragged and Skin-bound Anti-social Addiction	Kit of tools strapped to their back Romantic Pursuit Guilt-ridden	Large Scar Emotionally Frozen Defeated	Smoke-wafting Spines Poverty Trapped in their Job
Infamous	Large Scar Grave Illness Overstressed	Face Tattoo(Military Insignia) Insecure Impulsive	Hand Tattoo(Religious Symbol) Uneducated Romantically Restless	Trophy/Medal Ambition(Become an Expert) Bigoted