KENT DAVID KELLY

OLDSKULL

D100 NPC

GENERATOR

THE OLDSKULL D100 NON-PLAYER CHARACTER (NPC) GENERATOR

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INTRODUCTION

Hello, and welcome to GEN1: The Oldskull D100 NPC Generator, the first in a series of Castle Oldskull "table-ready play books" from Wonderland Imprints. Unlike my deluxe releases, which tend to be many hundreds of pages in length, the Generator (GEN) series of supplements will be devoted to densely packed, concise topics presented in a tightly-formatted style, supported by cover-only artwork and very limited graphics. (I hope you like the new headers and footers, by the way … they took a while to design while staying out of your way!)

These books will feature a maximum of ideas and detail, restrained within a percentile die (D100) series of tables, so that you can use these books quickly between campaign sessions, or even during play. The goal here is to give you many thousands of old school RPG options without forcing you to study for hours, or to flip between enormous chapters. I listen to my feedback and appreciate my readers, so if this is what you have been clamoring for, this series is especially devoted to you. If you're of the persuasion where you prefer my signature massive tomes, however, do rest assured that I have plenty of future content coming out for you as well. ☺ You will find this compact book useful nevertheless, albeit deliberately limited in its ambition and its scope.

This book is dedicated solely to helping you to generate ideas which will allow you sketch out a unique, interesting and evocative Non-Player Character … either an enemy or ally to the Player Character party, depending on your needs. Please note that GEN1 is *not* a complete character generator; if that is what you are looking for, then you will want to invest in supplement DDE1: Dungeon Delver Enhancer, which is full-featured and clocks in at over 500 pages. This is a compact guide which will give you only the core ideas to build your NPC from, in 5 minutes or less. (The initial read-through will take you longer.) But if you own both this book and DDE1, you will see that these two supplements are fully integrated, complimentary, and compatible.

Please feel free to print this book and play, load onto your gaming laptop, or pop a copy into your campaign binder.

And keeping with the design theme, that's all we have for introductory purposes! So let's get to work on making the laborious task of designing NPCs — with or without a seed of inspiration — as fast. easy, and fun as possible.

USING THIS BOOK

CASTLE OLDSKULL
NON PLAYER CHARACTER GENERATOR

You can use this book during play, if you are forced to improvise an NPC on the spot. In that case it might be best to use only some, but all, of the tables included here … and the rest of the details should be made up on the spot. For example, if you need help determining an NPC's name, personality, race, class(es), experience level, ability scores, or carried treasure, this book has the tables to assist you in making those decisions. But if you're looking for the details on spell #337, level limits exclusive to 1E, character kits exclusive to 5E, saving throws, combat charts, racial abilities, various rules or what-have-you, you're looking in the wrong place. This book is designed to sketch in an NPC's basics, showing you where to look to fill the gaps … but those gaps are still yours to fill, using the rules specific to the copyrighted RPG of your choice.

My recommendation is that whenever possible, you should use this book outside of play time with your players. You can use this book to provide inspiration, to give you an archetype, to offer advice on the hard decisions (class, race, level, theme), and then you can use the rules to make the NPC thumbnail sketch as complete as you need it to be. With that in mind, I suggest that you should use this book to roll up a few NPCs between sessions … on the train, while you're waiting for someone, on lunch break, while you're watching reruns, or whatever. By doing so, you can build up a binder (or Word document, or box of index cards) that is filled with NPCs for any occasion. If you organize them by experience level, you can quickly create dozens of characters and just pull them out as need be during play. Need a level 3 assassin, a level 4 shopkeeper, a level 1 aspirant henchman, or a level 10 villain on the spot? Pull out the generated NPC, change details as needed (an evil sorceress and become a neutral necromancer with a simple decision on your part), and off you go. But if you depend on this book to do all the work for you at the table, you'll be cheating yourself of the full utility featured in these cohesive tables. This system will work best for you if you use it to prepare material outside of play.

There are 8 major tables herein, and each requires a D100 roll for lookup. In keeping with the theme of this supplement series, you will find no formatted tables herein. Everything is in two-column sentence format with an absolute minimum of white space; just look up your roll, decide if you need to reroll, accept the preferred details and you're done.

And if you're in a REAL hurry, you can even use a single D100 roll and apply that result to all tables (name #37, class #37, personality #37, etc.). It may sound a little silly, but I've resorted to in many times and trust me, it works. As a bonus, if you use this "hurry system" you will find that there are 100 pre-generated NPCs already hidden in this volume. You just need to unlock them by recording their details! (And while a few of these hidden characters are indeed NPCs from my World of Oldskull campaign, I

claim no ownership to their stats or themes. You are free to record and claim them as your own.)

TABLE 1: NAMES

So what's in a name? Quite a lot, really. These 100 names were selected from the thousands of historically researched Dark Age and Medieval names which I featured in supplement DDE1, Dungeon Delver Enhancer. (If you need that much detail for 5,000+ characters, and last names too, you will probably want that book in addition to this one.) The names were chosen for their evocative sound, their role-playing potential, and for their variety. Each name also tells you whether the NPC you're creating is male or female. (If you must have one gender or the other, just keep reading down the table until you get what you need.) The name will also tell you what culture the character hails from (Greek, Norse, Roman, etc.). If you don't have a Greek-themed realm in your world, then a Greek name can imply that the NPC comes from a far-off chain of islands; a Norse name means he came from the frozen lands; and so forth. And in some instances, these names also suggest a race for your NPC (dwarf, elf, gnome, half-orc, etc.), which you can take or leave as my advice to you.

To determine all of this, roll 1D100 and consult the table below.

NPC Name Table

[01] Adalberon (Celtic / sylvan mythos, male). [02] Adelheidis (Germanic / Norse mythos, female). [03] Akh'ai (Orcish or tribal mythos, female). [04] Albiera (Italian / inner sea mythos, female). [05] Ameline (Arthurian mythos, female). [06] Ancharia (Roman mythos, female). [07] Ansermodus (Gnomish or Roman mythos, male). [08] Arion (Greek mythos, male). [09] Arnulf (Arthurian mythos, male). [10] Asphodel (Halfling or pastoral mythos, female).

[11] Baldemarus (Germanic / Norse mythos, male). [12] Belladonna (Italian / inner sea mythos, female). [13] Benedicta (Gnomish or Roman mythos, female). [14] Blancheflor (Celtic / sylvan mythos, female). [15] Brighde (Celtic / Gaelic mythos, female). [16] Brithwen (Arthurian mythos, female). [17] Brolga (Orcish or tribal mythos, female). [18] Brynjar (Norse / ice realm mythos, male). [19] Celandine (Halfling or pastoral mythos, female). [20] Cernach (Celtic / Gaelic mythos, male).

[21] Charax (Greek mythos, male). [22] Chrispina (Gnomish or Roman mythos, female). [23] Circe (Greek mythos, female). [24] Cristina (Germanic / Norse mythos, female). [25] Drogo (Halfling or pastoral mythos, male). [26] Drusilla (Roman mythos, female). [27] Egidius (Gnomish or Roman mythos, male). [28] Eirikur (Norse / ice realm mythos, male). [29] Eurythion (Greek mythos, male). [30] Faustus (Roman mythos, male).

CASTLE OLDSKULL NON PLAYER CHARACTER GENERATOR

[31] Fionnaghal (Celtic / Gaelic mythos, female). [32] Fredegar (Halfling or pastoral mythos, male). [33] Galerius (Roman mythos, male). [34] Gaufroi (Celtic / sylvan mythos, male). [35] Gerhardus (Germanic / Norse mythos, male). [36] Ginevra (Italian / inner sea mythos, female). [37] Glaudius (Gnomish or Roman mythos, male). [38] Goderun (Arthurian mythos, female). [39] Gracien (Celtic / sylvan mythos, male). [40] Grainne (Celtic / Gaelic mythos, female).

[41] Grimhild (Norse / ice realm mythos, female). [42] Gunborga (Norse / ice realm mythos, female). [43] Gundabald (Halfling or pastoral mythos, male). [44] Hecuba (Greek mythos, female). [45] Humbertus (Gnomish or Roman mythos, male). [46] Isabel (Celtic / sylvan mythos, female). [47] Isadora (Greek mythos, female). [48] Isembold (Halfling or pastoral mythos, male). [49] Isentrud (Germanic / Norse mythos, female). [50] Ivanus (Germanic / Norse mythos, male).

[51] Kassandra (Greek mythos, female). [52] Kungund (Germanic / Norse mythos, female). [53] Lachlainn (Celtic / Gaelic mythos, male). [54] Lag'ara (Orcish or tribal mythos, female). [55] Linde (Halfling or pastoral mythos, female). [56] Lugbul (Orcish or tribal mythos, male). [57] Macrath (Celtic / Gaelic mythos, male). [58] Maera (Greek mythos, female). [59] Marius (Italian / inner sea mythos, male). [60] Maulore (Arthurian mythos, male).

[61] Memnon (Greek mythos, male). [62] Njordur (Norse / ice realm mythos, male). [63] Nrathai (Orcish or tribal mythos, female). [64] Nycola (Gnomish or Roman mythos, female). [65] Octavia (Roman mythos, female). [66] Olaf (Norse / ice realm mythos, male). [67] Olchobar (Celtic / Gaelic mythos, male). [68] Peregrin (Halfling or pastoral mythos, male). [69] Prisca (Halfling or pastoral mythos, female). [70] Rainaldus (Italian / inner sea mythos, male).

[71] Richolf (Germanic / Norse mythos, male). [72] Rodulpha (Gnomish or Roman mythos, female). [73] Rodulphus (Gnomish or Roman mythos, male). [74] Rosamund (Halfling or pastoral mythos, female). [75] Rowland (Arthurian mythos, male). [76] Salvaza (Italian / inner sea mythos, female). [77] Sanceline (Celtic / sylvan mythos, female). [78] Severina (Roman mythos, female). [79] Severus (Roman mythos, male). [80] Sigrun (Norse / ice realm mythos, female).

[81] Sithmaith (Celtic / Gaelic mythos, female). [82] Skuld (Norse / ice realm mythos, female). [83] Tearlach (Celtic / Gaelic mythos, male). [84] Temair (Celtic / Gaelic mythos, female). [85] Theodericus (Germanic / Norse mythos, male). [86] Thyra (Norse / ice realm mythos, female). [87] Titus (Roman mythos, male). [88] Torga (Orcish or tribal mythos, female). [89] Uldricia (Gnomish or Roman mythos, female). [90] Valentinus (Italian / inner sea mythos, male).

[91] Verain (Celtic / sylvan mythos, male). [92] Vidarr (Norse / ice realm mythos, male). [93] Vrakh'gol (Orcish or tribal mythos, male). [94] Waleran (Arthurian mythos, male). [95] Wulfhild (Germanic / Norse mythos, female). [96] Wulfrune (Arthurian mythos, female). [97] Yathog (Orcish or tribal mythos, male). [98] Ysmaine (Celtic / sylvan mythos, female). [99] Ysolt (Arthurian mythos, female). [00] Zolgnakh (Orcish or tribal mythos, male).

TABLE 2: RACE

For most campaigns, I recommend that you should always choose "normal" human for the NPC race, unless you deliberately want something unusual. If you want a normal human, select that option and skip this table. Otherwise, roll 1D100 and consult the table below. You will find a plethora of demi-human options, with suggested sub-races (weighted toward common and iconic options), alongside exotic races which can be human or otherwise (doppelgangers, werewolves, etc.) If you're a statistics purist and you'd rather not decide on fiat whether to use this table, you can assume that 75% of NPCs will be normal humans, and the other 25% of the time you should roll on the table below.

NPC Race Table

[01] Dwarf (recommended sub-race Blood Dwarf, Brimir-Dvergr). [02] Dwarf (recommended sub-race Dark Dwarf, Dokk-Dvergr). [03] Dwarf (recommended sub-race Frost Dwarf, Ymir-Dvergr). [04-09] Dwarf (recommended sub-race Hill Dwarf, Leir-Dvergr). [10] Dwarf (recommended sub-race Mountain Dwarf, Berg-Dvergr).

[11-14] Dwarf (recommended sub-race Mountain Dwarf, Berg-Dvergr). [15] Dwarf (recommended sub-race Skull Dwarf, Blainn-Dvergr). [16] Elf (recommended sub-race Black Elf, Svartalfr). [17] Elf (recommended sub-race Dark Elf, Dokkalfr). [18] Elf (recommended sub-race Dusk Elf, Myrkalfr). [19-20] Elf (recommended sub-race Forest Elf, Vithralfr).

[21] Elf (recommended sub-race Forest Elf, Vithralfr). [22-24] Elf (recommended sub-race Gray Elf / Faerie, Graralfr). [25-27] Elf (recommended sub-race High-Glade Elf, Glathalfr). [28] Elf (recommended sub-race Light Elf, Ljosalfr). [29] Elf (recommended sub-race Sea Elf, Sjoralfr). [30] Elf (recommended sub-race White Elf, Svitalfr).

[31-33] Gnome (recommended sub-race Burrow Gnome, Perforo-Gnomus). [34-36] Gnome (recommended sub-race Forest Gnome, Silva-Gnomus). [37-39] Gnome (recommended sub-race Hill Gnome, Grumus-Gnomus). [40] Gnome (recommended sub-race Netherworld Gnome, Erebus Gnomus).

CASTLE OLDSKULL
NON PLAYER CHARACTER GENERATOR

[41] Half-Elf (recommended of Black Elf descent, Svartalfr). [42] Half-Elf (recommended of Dark Elf descent, Dokkalfr). [43] Half-Elf (recommended of Dusk Elf descent, Myrkalfr). [44-46] Half-Elf (recommended of Forest Elf descent, Vithralfr). [47-49] Half-Elf (recommended of Gray Elf / Faerie descent, Graralfr). [50] Half-Elf (recommended of High-Glade descent, Glathalfr).

[51-52] Half-Elf (recommended of High-Glade descent, Glathalfr). [53] Half-Elf (recommended of Light Elf descent, Ljosalfr). [54] Half-Elf (recommended of Sea Elf descent, Sjoralfr). [55] Half-Elf (recommended of White Elf descent, Svitalfr). [56] Half-Ogre (exile, no ogrish tribe affiliation). [57] Half-Ogre (recommended kinship with Bloodhammer Tribe). [58] Half-Ogre (recommended kinship with Cavemaul Tribe). [59] Half-Ogre (recommended kinship with Firemaw Tribe). [60] Half-Ogre (recommended kinship with Gripfist Tribe).

[61] Half-Ogre (recommended kinship with Souleater Tribe). [62-65] Half-Orc (exile, no orcish tribe affiliation). [66-67] Half-Orc (recommended kinship with Crimson Eye Tribe). [68-69] Half-Orc (recommended kinship with Death's Claw Tribe). [70] Half-Orc (recommended kinship with Leprous Rune Tribe).

[71-72] Half-Orc (recommended kinship with Leprous Rune Tribe). [73-74] Half-Orc (recommended kinship with Sundered Skull Tribe).

[75-76] Half-Orc (recommended kinship with Vile Moon Tribe). [77-78] Halfling (recommended kinship with Briarfellow Shirelings). [79-80] Halfling (recommended kinship with Brunfoot Shirelings).

[81-82] Halfling (recommended kinship with Burl-Oak Shirelings). [83] Halfling (recommended kinship with Guilderheart Shirelings). [84] Halfling (recommended kinship with Woodwise Shirelings). [85-86] Halfling (wanderlust-kith, no lasting shire affiliation). [87] Human or Exotic Race (recommended exotic race Centaur). [88] Human or Exotic Race (recommended exotic race Deep One Hybrid). [89] Human or Exotic Race (recommended exotic race Dryadae, Half-Nymph, female or Satyricon, Half-Satyr, male). [90] Human or Exotic Race (recommended exotic race Jannin, Half-Jann).

[91] Human or Exotic Race (recommended exotic race Lizard Man). [92] Human or Exotic Race (recommended exotic race Sabbatai, Half-Demon, corrupted and falling to darkness). [93] Human or Exotic Race (recommended exotic race Vrolokai, Half-Vampire, corrupted and falling to darkness). [94] Human or Exotic Race (recommended exotic race Werebear). [95] Human or Exotic Race (recommended exotic race Wereboar). [96] Human or Exotic Race (recommended exotic race Werejackal, very rare shape shifter, or Doppelganger). [97] Human or Exotic Race (recommended exotic race Wererat). [98] Human or Exotic Race (recommended exotic race Weretiger).

[99] Human or Exotic Race (recommended exotic race Werewolf). [00] Human or Exotic Race (recommended exotic race Woserood, Half-Beastman).

TABLE 3: CLASS

Many times, you will want to decide an NPC's class for yourself, based upon the current needs of the campaign. Warriors tend to be fighters (if lower to middle class) or cavaliers (if upper class), rogues tend to be thieves, priests tend to be clerics, city guard officers are usually fighters, and so forth. But if you need a random determination, this section will help you.

These results are weighted to favor the iconic "main" classes, and to reduce the odds of rare classes appearing. If you're looking for classes that were introduced outside of a 1972-1985 play mentality, or outside of a Gygaxian scope, you may well find that the Castle Oldskull series of old school supplements is not for you. If you need a more recent game's class, you can select the class without using this table.

The percentages in this system reflect the relative commonality of classes in the World of Oldskull campaign, as represented (for example) in deluxe supplement GWG2, Oldskull Adventure Generator.

Also, please note that each entry consists of a main class, and a suggested multi-class. You must decide, using your game's rules and considering the NPC's race, if the multi-class is more appropriate than the single class. If the parenthetical multi-class is an option for the NPC's race, without breaking your game's rules, I recommend that you select that. (Again, the table is weighted to make iconic classes common, non-iconic classes more rare, multi-classes in general uncommon, and specific multi-class options very rare.) If the suggested multi-class does not make sense for your campaign, you should select the main, non-parenthetical entry. And if you roll a result incompatible with race in your campaign, reroll or choose the class.

As you can see, to remain both brief and highly varied, the NPC class generation system requires some thought on your part. Use the results wisely and they will serve you well.

NPC Class Table

[01] Anti-Paladin (if eligible, otherwise reroll). (If your game does not use Anti-Paladins, use Cavalier instead.) [02-04] Assassin. [05] Assassin (Cleric / Assassin if eligible). [06] Assassin (Fighter / Assassin if eligible). [07] Assassin (Illusionist / Assassin if eligible). [08-13] Barbarian.

[14-16] Bard. (If your game uses bardic level limitations and you feel the NPC should not be high level, use Thief instead.) [17-22] Cavalier.

CASTLE OLDSKULL
NON PLAYER CHARACTER GENERATOR

[23-28] Cleric. [29] Cleric (Cleric / Fighter if eligible). [30] Cleric (Cleric / Fighter / Magic-User if eligible).

[31] Cleric (Cleric / Magic-User if eligible). [32] Cleric (Cleric / Thief if eligible). [33-35] Druid. [36] Druid (Druid / Fighter if eligible). [37] Druid (Druid / Ranger if eligible). [38-48] Fighter.

[49] Fighter (Cleric / Fighter / Thief if eligible). [50] Fighter (Fighter / Illusionist if eligible).

[51] Fighter (Fighter / Magic-User / Thief if eligible). [52-55] Hunter. (If your game does not use Hunters, use Fighter instead.) [56-57] Illusionist. [58] Illusionist (Cleric / Illusionist if eligible). [59] Illusionist (Illusionist / Thief if eligible). [60-61] Jester. (If your game does not use Jesters, use Thief instead.)

[62-67] Magic-User. [68] Magic-User (Druid / Magic-User if eligible). [69] Magic-User (Fighter / Magic-User if eligible). [70] Assassin (Magic-User / Assassin if eligible).

[71] Magic-User (Ranger / Magic-User if eligible). [72-74] Monk. [75-76] Mountebank. (If your game does not use Mountebanks, use Thief instead.) [77-78] Mystic. (If your game does not use Mystics, use Cleric instead.) [79-82] Paladin.

[83-85] Ranger. [86] Ranger (Cleric / Ranger if eligible). [87-88] Savant. (If your game does not use Savants, use Magic-User instead.) [89-95] Thief.

[96] Thief (Cleric / Magic-User / Thief if eligible). [97] Thief (Druid / Thief if eligible). [98-99] Thief (Fighter / Thief if eligible). [00] Thief (Magic-User / Thief if eligible).

TABLE 4: EPITHET

An epithet is a nickname, title, or code name that gives you an evocative glimpse into an NPC's personality. The names can be admirable, derogatory, grim, awe-inspiring, or funny. Most importantly, a random epithet will put an instant image in your head as you try to envision the character, which is why this table appears in the book. This is one of the most important "idea hooks" that you can quickly access to achieve a satisfying and surprising result.

To assist you in using this table in every possible instance, I have tried my best to ensure that at least one of the random options will apply to your character. If you are using the tables in this book in sequence (which is recommended), then you already know the character's name, race, and class, and (by extension of class limitation) you might also have an idea of the character's alignment. From this data, you can decide which type of epithet would best apply to the NPC: either (a) a positive one, (b) a negative one, or (c) a relatively neutral one.

Each D100 option below gives therefore gives you three pieces of data to consider: a positive epithet, a negative epithet, and a neutral epithet. Choose the one that's most appropriate, or the most interesting. At worst, you can reroll to provide you

with three entirely different options. But I strongly recommend that you try to work with the results here … the goal is to create unusual characters you wouldn't have come up with on your own, and this table is specifically devoted to facilitating that!

NPC Epithet Table

[01] Of the Edict / The Unhallowed / The Slayer. [02] Steelheart / The Merciless / The Grey. [03] The Adept / The Draconian / The Phantaste. [04] The Argent / The Hag-Ridden / The Woolgatherer. [05] The Astute / The Hungerer / The Influencer. [06] The Bastion / The Yellow / The Random. [07] The Beloved / The Pathetic / The Horizon Seeker. [08] The Benevolent / The Plague Ridden / The Uninspired. [09] The Besieger / The Beast / The Arcane. [10] The Blessed / The Ill-Advised / The Wondering.

[11] The Bright / The Scabrous / The Shivering. [12] The Catlike / The Proud / The Unceremonious. [13] The Chosen / The Defeated / The Treasure Hunter. [14] The Clever / The Uncouth / The Pale. [15] The Compassionate / The Unimpressive / of the Tusk. [16] The Conqueror / The Fearsome / The Dreamer. [17] The Crafty / The Unforgiving / The Shrouded One. [18] The Dancing / The Severe / The Umbral. [19] The Daring / The Feebleminded / The Beguiler. [20] The Daunting / The Crusher / The Scheming.

[21] The Dauntless / The Decrepit / The Zephyr Treader. [22] The Diligent / The Terrible / The Slithy. [23] The Discreet / The Rancid / The Fox. [24] The Enlightened / The Mouldering / The Enigmatic. [25] The Ennobled / The Kin Slayer / The Vermilion. [26] The Exemplar / The Unready / The Doomed. [27] The Fair-Minded / The Crippled / The Raw-Boned. [28] The Far-Sighted / The Viper / The Razor. [29] The Fleet-Footed / The Vain / The Perilous. [30] The Forgiven / The Bloodless / The Inconceivable.

[31] The Formidable / Tottering / The Dweomer Crafter. [32] The Gallant / The Obtuse / The Ubiquitous. [33] The Gentle / The Stolid / The Worldly. [34] The Gifted / The Unwell / The Bald. [35] The Golden / The Unmoving / The Vorpal. [36] The Guardian / The Hideous / Tumbledown. [37] The Helpful / The Blackheart / The Wee. [38] The Holy / The Misled / The Spirit Whisperer. [39] The Honored / The Craven / The Tankard Lifter. [40] The Idealist / The Dim-Wit / The Inventor.

[41] The Illuminator / The Corruptor / The Crimson. [42] The Illumined / The Unclean / The Abandoned. [43] The Imaginer / The Bane Bringer / The Storm Bringer. [44] The Invincible / The Monstrous / The Wizened. [45] The Irreproachable / The Reckless / The Adder. [46] The Joyous / The Abhorrent / The Gaunt. [47] The Just / The Loathsome / The Bastard. [48] The Justiciar / The Constrictor / The Bellowing. [49] The Keen / Ramshackle / The Persuader. [50] The Kind / The Rabble Rouser / The Exiled.

[51] The Kind-Hearted / The Tomfool / The Archer. [52] The Knowing / The Charnel / The Spice Keeper. [53] The Learned / The Accursed / The Iron-Handed. [54] The Lion / The Jaded / The Ubiquitous. [55] The Loyal / The Unreasonable / The Artful Dodger. [56] The Magister / The Necrotic / The Elder. [57] The Mighty / The Decaying / The Silken. [58] The Modest / The Slug / The Whirling. [59] The Oath Keeper / The Forgetful / The Bewitcher. [60] The Peacemaker / The Vainglorious / The Inexorable.

[61] The Peerless / The Weevil / The Manxome. [62] The Persevering / The Helpless / The Explorer. [63] The Persuasive / The Perfidious / The Black. [64] The Preacher / The Stealer / The Hammer-Fist. [65] The Principled / The Vile / The Behemoth. [66] The Profound / The Superfluous / The Sardonic. [67] The Prophet / The Unwelcome / The Opposer. [68] The Protector / The Withering / The Mangled. [69] The Prudent / The Depraved / The Asylum Seeker. [70] The Purifier / All Thumbs / The Duelist.

[71] The Quintessential / The Cretin / The Young. [72] The Redeemed / The Maladroit / The Preposterous. [73] The Resourceful / The Despised / The Hunchbacked. [74] The Respected / The Destroyer / The Foe Cleaver. [75] The Revelatory / The Law-Breaker / The Obscure. [76] The Reverent / The Ludicrous / The Ethereal. [77] The Righteous / The Corpulent / The Heart Seeker. [78] The Rugged / The Shameful / The Grimalkin. [79] The Sagely / The Bloodthirsty / The Tempestuous. [80] The Seer / The Pungent / The Chimeric.

[81] The Sensible / The Diabolic / The Gray Seeker. [82] The Serene / The Infernal / The Lone Wolf. [83] The Sky Toucher / The Skulking / The Unbeliever. [84] The Sophister / The Mad / The Emerald. [85] The Sophisticated / The Dog / The Chthonic. [86] The Stalwart / The Deathly / of the Wind. [87] The Stout-Hearted / The Insignificant / The Adamant. [88] The Sublime / The Wild / The Puzzling. [89] The Tenacious / The Impuissant / The Guzzler. [90] The Tolerant / The Powerless / The Ox.

[91] The Tower / The Embrittled / The Imperious. [92] The Transcendent / The Slithering / The Cackler. [93] The Unyielding / The Impaler / The Lost. [94] The Valiant / The Wretched / The Charlatan. [95] The Vigilant / The Crooked / The Lofty. [96] The Virtuous / Stumbling / The Exacting. [97] The Visionary / The Inflexible / The Refuser. [98] The White / The Devious / The Hasturian. [99] The Wondrous / The Ill-Tempered / The Faceless. [00] The Worthy / The Laggard / The Untouchable.

A Brief Note on NPC Alignment

You will probably note there is no table for random alignment determination in this book, because that is one of the variables which you will need to decide on your own using the rules of the RPG of your choice. Further, most of the rolls for random alignment which I could provide you with

would likely be at odds with the race and class you've already rolled.

If you absolutely must have a random alignment, I suggest that you roll 1D10 as follows: [1] Chaotic Evil, [2] Chaotic Good, [3] Chaotic Neutral, [4] Lawful Evil, [5] Lawful Good, [6] Lawful Neutral, [7] Neutral Evil, [8] Neutral Good, [9-0] True Neutral. But I recommend that you choose an alignment that is logically based upon the NPC's race, class, epithet, and the current need in your campaign (for example if you need a villain, the NPC should probably be evil).

TABLE 5: ABILITY SCORES

Usually, you will need to know the NPC's ability scores. These details are not very important for shopkeepers, non-combatant quest givers, information providers or background characters, but they are important for everyone else … and you never know when your players are going to surprise you and start a fight with someone that you did not anticipate.

Hereafter, you will find 100 sets of ability scores. These scores were all randomly rolled using the "roll 4D6 and drop the lowest" option, which creates slightly above average characters, with common ability scores of about 11-14. The general logic to this is that most NPCs (in a Gygaxian-inspired world) are level zero, and only exceptional NPCs can gain experience levels; which by definition implies that even level 1 NPCs are slightly above average. You can adjust scores upward for high-level NPCs if you like, using the further logic that only the stronger level 1 NPCs would attain experience level 2, then only the strongest of those would live to level 3, and so forth.

Six rolls are listed for each D100 result, and you arrange them according to taste. (In most games, those abilities are STR, DEX, CON, INT, WIS, and CHA, or something similar). The "power ratings" which I have calculated are informative percentages of the character's potential, where an average ability score of 10.5 (and 6 scores totaling 63) equals 50% (average) power, and six ability scores of 18 (totaling 108) equals 100% power. Using the "4D6 drop 1" method, most NPCs will fall in the 60-75% power range … in line with most PCs.

If you need help assigning these six random scores to the abilities, I recommend the following rules of thumb: [1] The highest ability score should go in the NPC's class prime requisite. For example, that means STR for fighters, DEX for thieves, INT for magic-users, and WIS for clerics. [2] Assign the next-highest scores to abilities that are somewhat important to the class. For example, that means CON and/or DEX for fighters. [3] If your NPC still doesn't qualify for a class with the random scores provided here, you should raise any needed scores to the minimums. So if you've rolled a paladin NPC that needs a 17 CHA, but the random scores do not

quite get him there, you can simply assign him a 17 CHA.

You can adjust the scores further if you feel you need to tweak things to abide the rules, but this can take precious time. For example, if your NPC's scores are too high for the race, you can adjust scores downward if you feel the need; but I usually do not bother, and simply declare the NPC to be exceptional (or divinely, or infernally, favored).

As you might surmise, my thinking is that limited-maximum ability scores are mostly designed for game balance, to keep min-maxing players from having superheroic PCs at level 1. But when you're the Game Master, and you're creating a temporary NPC to fill a game need, you really don't need to abide by those rules as if you were a player! Use your own best personal judgment in this regard.

NPC Ability Score Table

[01] Ability scores 11, 6, 16, 9, 15, 10 (score total 67, power rating 62%). [02] Ability scores 14, 9, 13, 11, 15, 16 (score total 78, power rating 72%). [03] Ability scores 5, 15, 12, 10, 10, 12 (score total 64, power rating 59%). [04] Ability scores 12, 10, 12, 8, 13, 10 (score total 65, power rating 60%). [05] Ability scores 14, 13, 9, 13, 15, 13 (score total 77, power rating 71%). [06] Ability scores 12, 13, 17, 11, 14, 14 (score total 81, power rating 75%). [07] Ability scores 12, 16, 12, 10, 12, 8 (score total 70, power rating 64%). [08] Ability scores 14, 13, 13, 12, 13, 15 (score total 80, power rating 74%). [09] Ability scores 12, 13, 9, 17, 13, 15 (score total 79, power rating 73%). [10] Ability scores 12, 16, 16, 10, 13, 15 (score total 82, power rating 75%).

[11] Ability scores 6, 15, 12, 7, 11, 14 (score total 65, power rating 60%). [12] Ability scores 12, 12, 15, 12, 10, 12 (score total 73, power rating 67%). [13] Ability scores 11, 17, 10, 13, 15, 9 (score total 75, power rating 69%). [14] Ability scores 11, 15, 10, 11, 15, 13 (score total 75, power rating 69%). [15] Ability scores 12, 12, 11, 9, 17, 11 (score total 72, power rating 66%). [16] Ability scores 8, 8, 8, 9, 12, 16 (score total 61, power rating 56%). [17] Ability scores 12, 8, 11, 11, 13, 14 (score total 69, power rating 63%). [18] Ability scores 14, 5, 12, 7, 13, 11 (score total 62, power rating 57%). [19] Ability scores 14, 15, 10, 15, 14, 14 (score total 82, power rating 75%). [20] Ability scores 17, 11, 7, 13, 10, 15 (score total 73, power rating 67%).

[21] Ability scores 9, 14, 10, 12, 13, 18 (score total 76, power rating 70%). [22] Ability scores 6, 8, 7, 11, 12, 9 (score total 53, power rating 49%). [23] Ability scores 8, 7, 7, 14, 8, 14 (score total 58, power rating 53%). [24] Ability scores 15, 16, 12, 11, 15, 16 (score total 85, power rating 78%). [25] Ability scores 16, 17, 9, 10, 7, 11 (score total 70, power rating 64%). [26] Ability scores 13, 12, 11, 15, 7, 14 (score total 72, power rating 66%). [27] Ability scores 16, 12, 16, 12, 12, 13 (score total 81, power rating 75%). [28] Ability scores 12, 15, 11, 16, 12, 15 (score total

81, power rating 75%). [29] Ability scores 14, 17, 12, 16, 10, 15 (score total 84, power rating 77%). [30] Ability scores 9, 11, 16, 13, 11, 16 (score total 76, power rating 70%).

[31] Ability scores 15, 8, 14, 9, 14, 14 (score total 74, power rating 68%). [32] Ability scores 18, 12, 12, 8, 13, 15 (score total 78, power rating 72%). [33] Ability scores 14, 11, 11, 10, 16, 8 (score total 70, power rating 64%). [34] Ability scores 10, 11, 10, 9, 13, 16 (score total 69, power rating 63%). [35] Ability scores 9, 13, 14, 14, 11, 15 (score total 76, power rating 70%). [36] Ability scores 9, 13, 14, 15, 15, 16 (score total 82, power rating 75%). [37] Ability scores 14, 5, 13, 10, 18, 12 (score total 72, power rating 66%). [38] Ability scores 11, 16, 13, 13, 18, 11 (score total 82, power rating 75%). [39] Ability scores 12, 14, 11, 16, 6, 12 (score total 71, power rating 65%). [40] Ability scores 15, 16, 10, 15, 5, 9 (score total 70, power rating 64%).

[41] Ability scores 13, 7, 16, 12, 14, 8 (score total 70, power rating 64%). [42] Ability scores 10, 14, 9, 10, 14, 17 (score total 74, power rating 68%). [43] Ability scores 17, 11, 13, 9, 6, 13 (score total 69, power rating 63%). [44] Ability scores 10, 17, 15, 10, 9, 15 (score total 76, power rating 70%). [45] Ability scores 13, 14, 11, 13, 12, 8 (score total 71, power rating 65%). [46] Ability scores 10, 13, 10, 14, 9, 14 (score total 70, power rating 64%). [47] Ability scores 9, 11, 17, 11, 12, 15 (score total 75, power rating 69%). [48] Ability scores 12, 8, 14, 9, 10, 12 (score total 65, power rating 60%). [49] Ability scores 16,

18, 10, 12, 15, 11 (score total 82, power rating 75%). [50] Ability scores 15, 13, 12, 10, 15, 10 (score total 75, power rating 69%).

[51] Ability scores 14, 12, 14, 11, 12, 13 (score total 76, power rating 70%). [52] Ability scores 16, 11, 13, 13, 16, 7 (score total 76, power rating 70%). [53] Ability scores 6, 15, 8, 18, 9, 12 (score total 68, power rating 62%). [54] Ability scores 13, 13, 6, 14, 15, 14 (score total 75, power rating 69%). [55] Ability scores 14, 15, 13, 14, 15, 17 (score total 88, power rating 81%). [56] Ability scores 10, 11, 11, 15, 9, 8 (score total 64, power rating 59%). [57] Ability scores 12, 5, 11, 9, 14, 14 (score total 65, power rating 60%). [58] Ability scores 11, 9, 15, 13, 13, 14 (score total 75, power rating 69%). [59] Ability scores 13, 9, 12, 18, 13, 8 (score total 73, power rating 67%). [60] Ability scores 17, 15, 13, 5, 11, 13 (score total 74, power rating 68%).

[61] Ability scores 10, 9, 16, 14, 11, 12 (score total 72, power rating 66%). [62] Ability scores 13, 11, 12, 16, 10, 13 (score total 75, power rating 69%). [63] Ability scores 7, 12, 14, 12, 11, 13 (score total 69, power rating 63%). [64] Ability scores 13, 17, 13, 12, 13, 10 (score total 78, power rating 72%). [65] Ability scores 12, 10, 11, 16, 13, 8 (score total 70, power rating 64%). [66] Ability scores 11, 12, 16, 14, 14, 15 (score total 82, power rating 75%). [67] Ability scores 16, 15, 10, 9, 11, 15 (score total 76, power rating 70%). [68] Ability scores 12, 17, 8, 9, 15, 15 (score total 76, power rating 70%). [69] Ability scores 12, 15, 15, 6, 13, 15 (score total 76, power rating

70%). **[70]** Ability scores 16, 13, 14, 15, 9, 7 (score total 74, power rating 68%).

[71] Ability scores 16, 9, 13, 15, 13, 11 (score total 77, power rating 71%). **[72]** Ability scores 8, 12, 9, 12, 10, 8 (score total 59, power rating 54%). **[73]** Ability scores 11, 10, 10, 15, 10, 13 (score total 69, power rating 63%). **[74]** Ability scores 16, 12, 7, 14, 8, 8 (score total 65, power rating 60%). **[75]** Ability scores 12, 11, 16, 14, 14, 12 (score total 79, power rating 73%). **[76]** Ability scores 12, 10, 13, 16, 9, 13 (score total 73, power rating 67%). **[77]** Ability scores 16, 11, 14, 9, 10, 11 (score total 71, power rating 65%). **[78]** Ability scores 8, 17, 15, 12, 14, 14 (score total 80, power rating 74%). **[79]** Ability scores 10, 15, 16, 14, 8, 16 (score total 79, power rating 73%). **[80]** Ability scores 11, 8, 14, 17, 12, 16 (score total 78, power rating 72%).

[81] Ability scores 11, 14, 15, 11, 13, 12 (score total 76, power rating 70%). **[82]** Ability scores 18, 11, 8, 16, 13, 8 (score total 74, power rating 68%). **[83]** Ability scores 14, 9, 17, 9, 14, 12 (score total 75, power rating 69%). **[84]** Ability scores 14, 15, 11, 13, 14, 11 (score total 78, power rating 72%). **[85]** Ability scores 11, 10, 15, 16, 16, 8 (score total 76, power rating 70%). **[86]** Ability scores 16, 12, 11, 15, 13, 16 (score total 83, power rating 76%). **[87]** Ability scores 12, 13, 17, 18, 17, 8 (score total 85, power rating 78%). **[88]** Ability scores 11, 10, 12, 16, 10, 13 (score total 72, power rating 66%). **[89]** Ability scores 11, 13, 15, 13, 14, 13 (score total 79, power rating 73%).

[90] Ability scores 15, 11, 14, 11, 14, 11 (score total 76, power rating 70%).

[91] Ability scores 14, 10, 10, 17, 12, 11 (score total 74, power rating 68%). **[92]** Ability scores 11, 10, 16, 13, 8, 12 (score total 70, power rating 64%). **[93]** Ability scores 8, 14, 12, 14, 12, 13 (score total 73, power rating 67%). **[94]** Ability scores 15, 14, 13, 16, 13, 13 (score total 84, power rating 77%). **[95]** Ability scores 17, 17, 8, 13, 13, 13 (score total 81, power rating 75%). **[96]** Ability scores 13, 11, 16, 10, 5, 9 (score total 64, power rating 59%). **[97]** Ability scores 14, 14, 9, 14, 14, 10 (score total 75, power rating 69%). **[98]** Ability scores 14, 9, 14, 12, 11, 15 (score total 75, power rating 69%). **[99]** Ability scores 13, 13, 6, 13, 12, 11 (score total 68, power rating 62%). **[00]** Ability scores 10, 7, 16, 16, 13, 7 (score total 69, power rating 63%).

In a Rush: An Alternate Approach to NPC Ability Scores

While I truly believe that the 4D6 drop 1 method is the best for creating general NPCs, I have found that the above system is a bit fiddly and decision-based until you get used to it and it flows more naturally. And, you might not always have enough time to make those decisions at the play table. Therefore, I suggest the following guidelines for those times when rolling on the table above might be too onerous or time-consuming.

As above, a "prime requisite" is the single most important ability for that character's class, e.g. STR for fighters.

The ability scores in this guideline are fixed, and depend solely on the character's experience level. (See the next section if you truly need fully random determination of a level, but if you're hurrying, simply choose a level equal to the AVERAGE of all the PCs' experience levels.)

For an NPC of Experience Level 1: Prime Requisite 15, all other scores 10. **For an NPC of Experience Level 2:** Prime Requisite 16, all other scores 10. **For an NPC of Experience Level 3:** Prime Requisite 16, all other scores 11. **For an NPC of Experience Level 4:** Prime Requisite 17, all other scores 11. **For an NPC of Experience Level 5:** Prime Requisite 17, all other scores 12. **For an NPC of Experience Level 6:** Prime Requisite 18, all other scores 12.

For an NPC of Experience Level 7 or 8: Prime Requisite 18, all other scores 12 and 13 (alternating). **For an NPC of Experience Level 9 to 11:** Prime Requisite 18, all other scores 13. **For an NPC of Experience Level 12 to 14:** Prime Requisite 18, all other scores 13 and 14 (alternating). **For an NPC of Experience Level 15+:** Prime Requisite 18 (or 19, if you deem it appropriate), all other scores 14.

These guidelines again follow the general maxim that NPCs with low ability scores don't survive to gain high experience levels, which means that high-level NPCs tend to have good scores overall. And yes, that means that all of the NPCs with lower ability scores than these are either retired, crippled, or dead.

Adjust the scores if you absolutely feel the need, based on race and class and your game system's rules, but I honestly recommend ignoring that if you're in enough of a hurry to need this section.

TABLE 6: EXPERIENCE LEVEL

Sometimes, an NPC's experience level will be fairly obvious: Emperors are about level 20, Lords are about level 9, and all other nobles fall on a scale between those two extremes. (See supplement GWG1, Game World Generator, for much more detail.) Guards are level 1, lieutenants are level 2 or 3, captains are level 5 to 8. A wizard with a tower is probably level 11+, and if his apprentices still need tutelage, they're level 1 to 3. And so forth. But sometimes, you need a completely random experience level, based on a logical and coherent set of variables, which is where this sub-system comes in.

The following table is weighted in accordance with the Gygaxian precepts that are evident throughout my own World of Oldskull campaign. This means that level 1, 2, and 3 NPCs are very common, while higher experience levels are progressively more rare. NPCs above level 18

appear in my campaign with a less than 1 in 100 probability, and so those results are not provided here. This means that if you want your random NPC to have an experience level of 19 or higher, you will need to assign the level yourself rather than resorting to random determination.

The experience levels in this table are primarily intended for single-classed characters. See also, however, the parenthetical values if the NPC is multi-classed. You may need to adjust these recommended totals somewhat, depending on the progression rules for multi-classed characters in your preferred game system, because I cannot sum up all of the potential technicalities in a single table in a supplement of this size.

NPC Experience Level Table

[01-30] Experience level 1. (Multi-classed levels: 1/1 if two classes; 1/1/1 if three classes.) [31-45] Experience level 2. (Multi-classed levels: 1/1 if two classes; 1/1/1 if three classes.) [46-54] Experience level 3. (Multi-classed levels: 1/2 if two classes; 1/1/1 if three classes.)

[55-60] Experience level 4. (Multi-classed levels: 2/2 if two classes; 1/1/2 or 1/2/2 if three classes.) [61-65] Experience level 5. (Multi-classed levels: 2/3 if two classes; 2/2/2 or 2/2/3 if three classes.) [66-69] Experience level 6. (Multi-classed levels: 3/3, 3/4, or 4/4 if two classes; 2/3/3, 3/3/3, or 3/3/4 if three classes.) [70-73] Experience level 7. (Multi-classed

levels: 4/5 or 5/5 if two classes; 3/4/4, 4/4/4 or 4/4/5 if three classes.) [74-77] Experience level 8. (Multi-classed levels: 5/6 or 6/6 if two classes; 4/5/5 or 5/5/5 if three classes.) [78-81] Experience level 9. (Multi-classed levels: 6/7 or 7/7 if two classes; 5/5/6 or 5/6/6 if three classes.) [82-85] Experience level 10. (Multi-classed levels: 7/8 or 8/8 if two classes; 6/6/6, 6/6/7, or 6/7/7 if three classes.) [86-89] Experience level 11. (Multi-classed levels: 8/9 or 9/9 if two classes; 7/7/7, 7/7/8 or 7/8/8 if three classes.) [90-92] Experience level 12. (Multi-classed levels: 9/10 or 10/10 if two classes; 8/8/8, 8/8/9 or 8/9/9 if three classes.)

[93-94] Experience level 13. (Multi-classed levels: 10/11 if two classes; 9/9/9 or 9/9/10 if three classes.) [95-96] Experience level 14. (Multi-classed levels: 11/11 if two classes; 9/10/10 or 10/10/10 if three classes.) [97] Experience level 15. (Multi-classed levels: 11/12 if two classes; 10/10/11 or 10/11/11 if three classes.) [98] Experience level 16. (Multi-classed levels: 12/12 if two classes; 11/11/11 or 11/11/12 if three classes.) [99] Experience level 17. (Multi-classed levels: 12/13 or 13/13 if two classes; 11/12/12 or 12/12/12 if three classes.) [00] Experience level 18. (Multi-classed levels: 13/14 or 14/14 if two classes; 12/12/13 or 12/13/13 if three classes.)

TABLE 7: PERSONALITY

This very basic, yet varied, table is dedicated to making your game's NPCs as interesting, unique, and unpredictable as possible in a short amount of time. When you combine this personality setting with the character's epithet and the likes and dislikes sub-system (hereafter), you end up with a data set featuring several million possibilities from utilizing just three 1D100 rolls.

Also, that is why you will find more than one related keyword under many results (e.g., "Curious / Inquisitive"). You can either use both keywords in this instance, because they are related; or you can choose the single one that best works for you.

The personality keyword is the NPC's defining characteristic: if you had to describe this person with one word to your friends (the players), this would be it. You shouldn't really say to your players "This is Amelia, she's greedy," but you should certainly be keeping "greedy" in mind when you describe your words and actions! This keyword, along with the epithet, is your primary role-playing hook. It will allow you to start building a unique picture of this character in your head, which you can expand upon and extrapolate from as need be.

I've listed a large number of keywords here, but you will find that they are presented in broad strokes. This is a deliberate design choice on my part, because this book is dedicated to facilitating ease of play. (I don't want you to run to the dictionary or thesaurus on short notice if you don't want to!) But still, you can apply further subtleties, twists, and gradients to these keywords if you find that level of uniqueness helpful. For example, a "Greedy" character could alternately be an ale-guzzling addict of expensive old brews, cruel and rapacious, penny-pinching, blackmailing, or even just naively kleptomaniacal. But if you're rolling at the game table and you just don't have time to quibble over unique expansions of a gradient-prone idea, plain old "Greedy" will suit just fine.

If the personality is slightly different from your preconceived expectations, I suggest that you go with it. When you are a bit surprised, your players will be too. But if the personality keyword is diametrically opposed to your NPC image and it could potentially wreck derail all of your work so far, then you should reroll. As you make this decision, keep in mind that good characters have fatal (secret?) flaws, and evil characters can actually have appealing qualities. Just because your NPC is Chaotic Evil and you roll the personality keyword "Friendly" does not mean that you need to ignore the result! The NPC might be a serial killer, and being friendly to strangers is his modus operandi …

NPC Personality / Demeanor Table

[01] Abrasive / Crass. [02] Absent-Minded / Confused / Unaware. [03] Absurd / Capricious / Mischievous. [04] Agreeable / Avoiding Conflict. [05] Aggressive / Wrathful. [06] Ambitious / Hungry for

Power. [07] Angry / Hot-Tempered. [08] Apathetic / Bored / Disinterested. [09] Arrogant / Proud. [10] Ashamed / Guilty.

[11] Black Sheep / Eccentric. [12] Blasphemous / Heretical. [13] Brave / Confident / Courageous. [14] Callous / Cruel. [15] Calm / Unfazed. [16] Careless / Rash. [17] Carousing / Partying. [18] Cautious. [19] Celibate / Sacred Oath (vow of chastity, exile, poverty, repentance, silence, etc.). [20] Charitable / Generous.

[21] Cheerful / Optimistic. [22] Competing / Dueling / Gambling. [23] Compliant / Servile. [24] Contemptuous. [25] Contrary / Opinionated. [26] Controlling / Domineering. [27] Courteous / Polite. [28] Cowardly / Craven. [29] Curious / Inquisitive. [30] Curious Habitual Behavior (humming, name dropping, singing, snacking, writing everything down, etc.).

[31] Daredevil / Thrill Seeker. [32] Deceitful / Deceptive / Manipulative. [33] Decisive. [34] Devout / Pious. [35] Diplomatic. [36] Disturbed (deluded, exhibitionist, paranoid, pyromaniac, stalker, etc.). [37] Dreaming. [38] Drunken. [39] Eloquent. [40] Embittered.

[41] Emotionless / Unreadable. [42] Energetic / Excitable. [43] Envious / Jealous. [44] Exacting / Precise. [45] Exotic. [46] Fawning / Sycophantic. [47] Fickle / Indecisive. [48] Flamboyant. [49] Flirtatious / Heartbreaker. [50] Foolhardy.

[51] Forever Wandering. [52] Foul / Rude / Uncultured. [53] Friendly. [54] Gentle. [55] Greedy / Selfish. [56] Gregarious / Extroverted. [57] Harboring a Great Secret (choose, be creative). [58] Hateful. [59] Hedonist / Pleasure Seeker. [60] Helpful / Kindly.

[61] Home- / Comfort-Loving. [62] Honest / Honorable / Truthful. [63] Humble. [64] Hungry for Knowledge / Studious. [65] Intolerant. [66] Insane / Obsessed. [67] Irritable. [68] Lazy / Slothful. [69] Lone Wolf / Lonely. [70] Loquacious.

[71] Loyal to Family. [72] Loyal to Friends. [73] Loyal to Mentor / Liege. [74] Lustful / Loving. [75] Melancholy / Moody / Sensitive. [76] Mentoring. [77] Merciful. [78] Miserly / Pacifist / Peace Seeker. [79] Modest. [80] Morose / Pessimistic.

[81] Naive / Trusting. [82] Nervous / Neurotic. [83] Odious Personal Habits (belching, kleptomaniac, scratching, smoking, spitting, etc.). [84] Perceptive / Shrewd. [85] Protective / Self-Sacrificing. [86] Pure / Ascetic. [87] Reclusive / Introverted. [88] Resigned / Suicidal. [89] Secretive. [90] Self-Absorbed / Vain.

[91] Serious / Somber / Taciturn. [92] Sleepwalker. [93] Sloppy. [94] Strange Eating / Sleeping Ritual. [95] Stubborn. [96] Superstitious. [97] Survivalist. [98] Suspicious. [99] Tranquil / Unfazed. [00] Underdog (stands up for the unlucky and unwanted).

GENEVA OLD SCHOOL FANTASY ROLE PLAYING GAMES

TABLE 8: LIKES AND DISLIKES

This further level of character flavor and differentiation is always strictly optional. This level of detail might not ever be needed for one-shot NPCs (such as shopkeepers, speedbump villains, pickpockets, quest givers, etc.), but you will probably want it frequently when you are creating slightly more established NPCs who tend to stick around for a while (such as mercenaries, henchmen, recurring characters, characters in frequently-visited fixed locales like inns and city gates, or villains who tend to get away … or beg for mercy).

This keyword is not a detailed personality sketch, it is just a quick role-playing hook which greatly multiplies the possible results possible within the prior personality table. When you roll on this table, I recommend that you select the thing as a "like / love" (or favored hobby / collection) if it makes more sense, otherwise it is a "dislike / hatred" (or resentment / phobia). As an example, if you're designing a quick necromancer, a result of "ghosts and undead" would probably be a "like," and other NPCs would have that as an absolute "dislike." But you can get creative and surprise yourself … for example, a paladin might "like" (love) a ghost, if the ghost in question is actually the trapped spirit of his mother. Use your imagination.

And to answer a very specific, clever, and amusing question a player once asked me: "Why would anyone ever hate pottery?" Well, you see, twenty years ago there was this fat halfling businessman, and he forced an innocent family of potters into abject poverty when he used blackmail and unprovable arson to destroy his nearest competitors … ☺ (Get creative!)

NPC Like / Dislike Table

[01] Animal & Monster Trophies (if evil, specify; may be species specific, or against an alignment) / Animals (if good or neutral, of one species). [02] Another Race (of one demi-human type). [03] Antiques & Relics. [04] Arachnids (spiders, scorpions, etc.). [05] Armor & Clothing. [06] Art, Paintings & Music. [07] Avians (birds, butterflies, bats, etc.). [08] Bitter & Savory Foods. [09] Bladed Weapons (swords, knives, etc.). [10] Blunt Weapons (clubs, maces, sling stones, etc.).

[11] Bones & Skulls. [12] Books, Maps & Scrolls. [13] Caves, Pits & Tombs. [14] Charity. [15] Chastity & Avoiding Indulgences. [16] Chivalry & Honor (or law, customs, etc.). [17] Clay, Porcelain & Pottery. [18] Cleanliness. [19] Clothing, Armor & Accessories. [20] Cold & Winter.

[21] Cooking & Brewing. [22] Crafting & Handiwork. [23] Crowds, Towns & Cities. [24] Day & Light. [25] Dead Things (or killing, or interesting skeletons). [26] Demons & Devils / Occultism. [27] Depth, Seas & Oceans. [28] Dirt & Messes (or disorder and destruction). [29] Dragons & Draconian Beasts. [30] Drawing & Map Making.

CASTLE OLDSKULL
NON PLAYER CHARACTER GENERATOR

[31] Dreams & Nightmares. [32] Drinking & Feasting. [33] Eccentric Behavior & Dress. [34] Enclosed Spaces. [35] Exotica (masks, flowers, glassware, heraldic objects, etc.; pick one). [36] Exploring & Traveling. [37] Fabrics & Textiles (silk, tapestries, weaving, etc.). [38] Fasting & Disciplined Consumption. [39] Fear & Thrill Seeking (may specify an activity). [40] Fire (and fire-starters).

[41] Food (may specify a genre or type). [42] Fortune Telling & Omens. [43] Foul / Strong Smells. [44] Furs, Hides & Pelts. [45] Gambling & Luck (or superstitions). [46] Gems & Jewelry. [47] Ghosts & Undead. [48] Giants, Ogres & Titans. [49] Gold & Precious Metals. [50] Guilds & Secret Societies.

[51] Heat & Summer. [52] Heights, Hills & Mountains. [53] Helpfulness (either for one's self, or for others). [54] History & Lore. [55] Humanoids (all, or of one specified type). [56] Humans (may be all, or of a specific trade, alignment, etc.). [57] Impaling Weapons (spears, pole arms, lances, etc.). [58] Insects & Vermin (beetles, centipedes, worms, etc.). [59] Instruction & Mentorship. [60] Jokes & Mischief.

[61] Keepsakes & Souvenirs. [62] Loud Noises. [63] Loyalty & Fealty. [64] Luxuries (furs, incense, perfumes, etc.; pick one). [65] Magic. [66] Mercy. [67] Metalwork & Smithing. [68] Mirrors & Reflections. [69] Monsters (of one specified type). [70] Night & Darkness.

[71] Nobility & Authority. [72] Oaths & Vows. [73] The Ocean. [74] Old People & Aging (or Children & Young People, if more appropriate). [75] Open Spaces. [76] Plants & Trees. [77] Poverty (or asceticism). [78] Rain, Lightning & Thunder. [79] Ranged Weapons (bows, arrows, slings, etc.). [80] Reading & Writing.

[81] Relics & Antiquities. [82] Religion & Ceremony. [83] Reptiles & Amphibians (lizards, salamanders, etc.). [84] Runes, Hieroglyphs & Symbols. [85] Silence & Solitude. [86] Singing & Dancing. [87] Spices & Perfumes. [88] Stone Engraving, Masonry & Sculpture. [89] Stories, Tales & Poetry. [90] Strangers.

[91] Sweets & Candies. [92] Swimming & Water. [93] Tattooing & Body Ornamentation. [94] Theft & Stealing. [95] Tools & Unusual Implements. [96] Trophies & Trophy Hunting. [97] Unusual Monsters (may specify a type or classification). [98] Wide Open Spaces. [99] Wine & Beverages. [00] Wood Carving & Carpentry.

APPENDIX A: CARRIED WEALTH, BY EXPERIENCE LEVEL

NPCs (at least, those encountered outside of dungeons) don't typically carry all of their wealth or keep it immediately at hand. (Do we in modern society carry all of life savings in our wallets? I hope not!) Unlike most wandering PCs, the majority of these NPCs have established homes, family members to care for (and to protect their belongings), clan relationships and holdings (in

places such as racial enclaves, banks, vaults, etc.), material investments (such as a mount, ship, or nicely-furnished inn) or even buried treasure.

Despite this, these NPCs do almost always "carry cash" to some degree, which means that they have on their person(s) a portion of their wealth which used for buying, selling, various fees, bribes, business, or everyday transactions.

So what do they carry? I recommend the following easy rule of thumb for "cash": low level NPCs (1-4) use coins, high levels (12+) use gems, and mid-levels (5-11) use a mix, with coins most abundant at level 5 and gems most abundant at level 11. Low level NPCs have copper and silver pieces, while high level NPCs have gold and platinum pieces.

I recommend the following amounts for this carried wealth: **NPC of Experience Level 0 (for reference):** 1D6 gold pieces. **NPC of Experience Level 1:** 50 gold pieces. **NPC of Experience Level 2:** 100 gold pieces. **NPC of Experience Level 3:** 200 gold pieces. **NPC of Experience Level 4:** 350 gold pieces. **NPC of Experience Level 5:** 500 gold pieces. **NPC of Experience Level 6:** 750 gold pieces.

NPC of Experience Level 7: 1,000 gold pieces. **NPC of Experience Level 8:** 1,500 gold pieces. **NPC of Experience Level 9:** 2,000 gold pieces. **NPC of Experience Level 10:** 2,500 gold pieces. **NPC of Experience Level 11:** 3,000 gold pieces. **NPC of Experience Level 12:** 4,000 gold pieces. **NPC of Experience Level 13:** 5,000 gold pieces. **NPC of Experience Level 14:** 6,000 gold pieces. **NPC of Experience Level 15:** 7,500 gold pieces. **NPC of Experience Level 16+:** 10,000 gold pieces.

For more variation, and to keep your players from figuring out your shortcut, I recommend (if you have time) rolling 1D100 and applying the following modifier: **[01-05]** NPC Wealth: Almost None (x.1). **[06-15]** NPC Wealth: Scant (x.25). **[16-30]** NPC Wealth: Meager (x.5). **[31-70]** NPC Wealth: Average (x1). **[71-90]** NPC Wealth: Above Average (x1.5). **[91-00]** NPC Wealth: Exceptional (x2). For example, if the NPC is level 11 and you roll Meager (x.5), the character is carrying gems, jewels and coins totaling 1,500 gold piece value.

APPENDIX B: OWNED (AND POSSIBLY CARRIED) MAGICAL ITEMS

Caution: This advice, if applied without diligent intelligence, can disrupt your campaign! Only use this section if you are willing to carefully think through the repercussions of your decisions.

You can use this appendix if you need assistance coming up with the magic items owned (and possibly carried) by a Non-Player Character. It only makes logical sense that NPCs would have magic items, just as PCs do. But play it safe, be conservative about treasure placement (because this is indeed treasure, no matter the NPC's

alignment) and remember, the PCs in your game should be extraordinary in the amount of magic they have. The PCs risk their lives in dungeons on a regular basis, slaying monsters and opening ancient secret vaults. They have more magic than just about anyone else of an equivalent power rating (experience level). And if you ignore this, if you give the NPCs in your game too many powerful items, the players' PCs will probably learn to kill wealthy NPCs first and to ask questions later, perhaps even outside of alignment or the law. Why would PCs take such risks? It's because the game is built around acquiring treasure to become more powerful, despite any moral safeguards in your game. And if the PCs kill wealthy NPCs for any reason, they get to steal all of the NPCs' magic items!

There are ways around this conundrum. After all, you want the PCs to be nicely rewarded when they risk their lives to take out a powerful villain. NPCs should have magic items, more often than not. But you will need to find ways to make ownership of those magic items temporary, limited, difficulty, or unlikely.

There are many ways to accomplish this. For example, remember that NPCs will use their items when threatened in combat. Charged items such as wands might have only a few charges left, and those charges will certainly be used if an NPC's life is threatened. And nasty area of effect attacks which PCs love to use (such as fireballs from those trigger-happy magic-users) have a tendency to destroy treasure carried by the "monsters" … which in this case are NPCs equipped with magic items. And even if the PCs acquire the new items, keep in mind that magical items need to make saving throws versus damage whenever PCs fall in a pit, get breathed on by a dragon, crushed by a rockslide, and so on and so forth. In other words, magic items will certainly fall into the PCs' hands, but those items are temporary power-ups — NOT PERMANENT ONES — that tend to endure plenty of harsh conditions on a regular basis. Eventually, these things break, or are depleted, or stolen.

Even if your players are extremely cautious and play their PCs wisely and limit the use of charged magic items, there will eventually come a time when a PC dies (and needs resurrection). And then, assuming the PCs don't have the gold to pay for such services, they will probably need to barter away magic items to make that happen.

This may seem harsh, if you're not accustomed to old school play. But just like in a Conan tale, the PCs' treasures are "easy come, easy go." You keep the PCs and the players hungry, showing them amazing things they can own and then gradually taking those things away, so that they keep adventuring and taking risks and exploring the monster-haunted corners in your world.

If you don't apply these restrictions, whenever your PCs surprise and kill a small band of powerful

NPCs, the resulting treasure will probably imbalance your game. You will probably need to ramp up the enemies to keep such PCs challenged. If you don't mind a treasure-filled game, that's fine; but I believe that you will find as the challenges diminish and the thrill of treasure becomes a common and familiar thing, your players will grow bored with your game. They may not quite understand why, but you will.

With all of that said, I would like to help you in providing guidelines to select magic items for your NPCs. Basically, NPCs should own items that make sense. They keep what they can use, and they barter away what they cannot. Fighters have magical swords and shields, clerics have armor and maces, magic-users have scrolls and wands, thieves have daggers and cloaks of stealth, and everyone has potions.

The best way (in my opinion) to decide what items a PC is carrying is to calculate a gold piece value threshold based on the NPC's experience level, and then to logically choose (not randomly roll) the items based on that gold piece value. Here are the guidelines that I recommend:

Magic Items for NPCs of Experience Level 1: 50% chance of 1 consumable Item (potion or scroll, as appropriate; default item is potion of healing if you'd rather not look something up).

Magic Items for NPCs of Experience Level 2: 1D2 consumable items (potions or scrolls, as appropriate; default items are potions of healing).

Magic Items for NPCs of Experience Level 3: +1 armor or shield (or for a magic-user, 1 minor permanent magic item, valued at 5,000 gold pieces or less); 1 consumable item.

Magic Items for NPCs of Experience Level 4: +1 weapon, 50% chance of 1 minor permanent magic item (valued at 5,000 gold pieces or less); 1 consumable item.

Magic Items for NPCs of Experience Level 5: +1 armor or shield, 1 minor permanent magic item (valued at 7,500 gold pieces or less); 1 consumable item.

Magic Items for NPCs of Experience Level 6: +2 weapon (or +1 armor and +1 shield), 1 permanent magic item (valued at 10,000 gold pieces or less); 1 consumable item.

Magic Items for NPCs of Experience Level 7: +2 armor, shield, or weapon; 1 permanent magic item (valued at 15,000 gold pieces or less); 2 consumable items.

Magic Items for NPCs of Experience Level 8: 2 +2 items (armor, shield, and/or weapon); 2 permanent magic items (valued at 15,000 gold pieces or less each); 2 consumable items.

Magic Items for NPCs of Experience Level 9: 2 +2 items (armor, shield, and/or weapon) and 1 +1 item; 2 permanent magic items (valued at 20,000 gold pieces or less each); 2 consumable items.

CASTLE OLDSKULL
NON PLAYER CHARACTER GENERATOR

Magic Items for NPCs of Experience Level 10: 3 +2 items (armor, shield, and weapon most likely); 2 permanent magic items (valued at 25,000 gold pieces or less each); 3 consumable items.

Magic Items for NPCs of Experience Level 11: +3 armor, shield, or weapon and 2 +2 items; 2 major permanent magic items (valued at 30,000 gold pieces or less each); 3 consumable items.

Magic Items for NPCs of Experience Level 12: 2 +3 items (armor, shield, and/or weapon) and 1 +2 item; 2 powerful permanent magic items (valued at 35,000 gold pieces or less each); 3 consumable items.

Magic Items for NPCs of Experience Level 13: 3 +3 items (armor, shield, and weapon most likely); 3 powerful permanent magic items (valued at 35,000 gold pieces or less each); 3 consumable items.

Magic Items for NPCs of Experience Level 14: +4 armor, shield, or weapon and 2 +3 items; 2 powerful permanent magic items (valued at 35,000 gold pieces or less each); 3 consumable items.

Magic Items for NPCs of Experience Level 15+: 2 +4 items (armor, shield, and/or weapon) and 1 +3 item; 2 powerful permanent magic items (valued at 35,000 gold pieces or less each); 4 consumable items.

When you consider the gold piece values above, please note that I do NOT recommend hitting these (maximum) values every time. So if it says "valued at 25,000 gold pieces or less each," consider that 25,000 gold piece figure as the absolute maximum. It is not the go-to value for every item. As a recommendation, I would say that (in this case) you could roll 1D100 and multiple the roll by 250 to get the approximate value of the item. This would give you an item value between 250 and 25,000 gold pieces, averaging 12,500.

And as with the other systems in this book, I recommend taking informed shortcuts if you are in a hurry. You can eyeball it and come up with an NPC's items would be, by using this rule of thumb: if your players' PCs have something, then an NPC of a similar level would have something similar, but weaker. For example, if the level 6 PC fighter in your game has a +2 sword / +3 dragon slayer, then a level 6 NPC fighter probably has a +2 short sword with no special abilities. By doing this, you ensure that the "upgrades" that PCs find will usually be hard-won, by engaging in dangerous battles with higher-level villains. And that's the way it should be.

And always, always pick magic items for your NPCs that you wouldn't mind seeing in the hands of the PCs. Because even if you don't intend for an NPC to be robbed or slain, one or more players will always surprise you!

Using the above examples, here are some demonstrations of the guidelines in use: **Example output #1:** Level 3 Thief. +1 leather armor, potion of gaseous form (for heists). **Example output #2:** Level

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6 Fighter. +2 broad sword (a long sword would be ideal, but we are not in the business of providing perfect options to "shopping" treasure-hungry PCs), ring of free action, potion of heroism. **Example output #3:** Level 11 Illusionist. +3 ring of protection, +2 cloak of protection, +2 dagger, crystal ball, wand of wonder (low charges), 2 potions of healing, scroll of 1 spell.

CONCLUSION

And there you have it. I hope you find this NPC generation system easy, intuitive, and easy to expand upon your own. Once you become adept at sketching in the basics, filling in the details becomes second nature. If you ever need many more thousands of options for your NPCs, please consider purchasing supplement DDE1, Dungeon Delver Enhancer.

Until next time, happy gaming! (*11,200 words.*)

CASTLE OLDSKULL AND OTHER FRPG PRODUCTS AVAILABLE FROM WONDERLAND IMPRINTS

ACR1: Advanced OSR Character Record, Fighter Class. **BDT1:** The Book of Dungeon Traps. **CDDG1:** Classic Dungeon Design Guide I. **CDDG2:** Classic Dungeon Design Guide II. **CDDG3:** Classic Dungeon Design Guide III. **CSE1:** City State Encounters. **DC2:** Random Dungeon Room Generator (DM's Guild offering). **DC2-S:** 1,000 Rooms of Madness (DM's Guild offering). **DDE1:** Dungeon Delver Enhancer. **DR1:** Old School Dragons – Molting Wyrmlings (DM's Guild offering). **ELD2:** City State Creator I (DM's Guild offering). **ELD3:** City State Creator II (DM's Guild offering). **GEN1:** Oldskull D100 NPC Generator. **GG1:** Guy de Gaxian's Dungeon Monsters, Level 1 (DM's guild offering). **GWG1:** Game World Generator. **GWG2:** Oldskull Adventure Generator. **HM:** Hawk & Moor (The Unofficial History of *Dungeons & Dragons*), Books I-V. **LOV1:** The Oldskull Necronomicon I. **ORG1:** Oldskull Rogues Gallery I (DM's Guild offering). **ORG2:** Oldskull Rogues Gallery II (DM's Guild offering). **PM1:** The Pegana Mythos. **RTT1:** Random Treasure Trove Generator (DM's Guild offering). **SP1:** Spawning Pool of the Elder Things (DM's Guild offering). **TT1:** Treasure Trove 1 – Challenge 1 Treasures (DM's Guild offering). **TT2:** Treasure Trove 2 – Challenge 2 Treasures (DM's Guild offering). **TT3:** Treasure Trove 3 – Challenge 3 Treasures (DM's Guild offering).

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