CHAOS

CYPHER SYSTEM NPC AND CREATURE GENERATOR

GRAY WALSH

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CYPHER CREATOR SYSTEM

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By Gray Walsh

REALMWEAVER GAMES

CYPHER™ CREATOR SYSTEM

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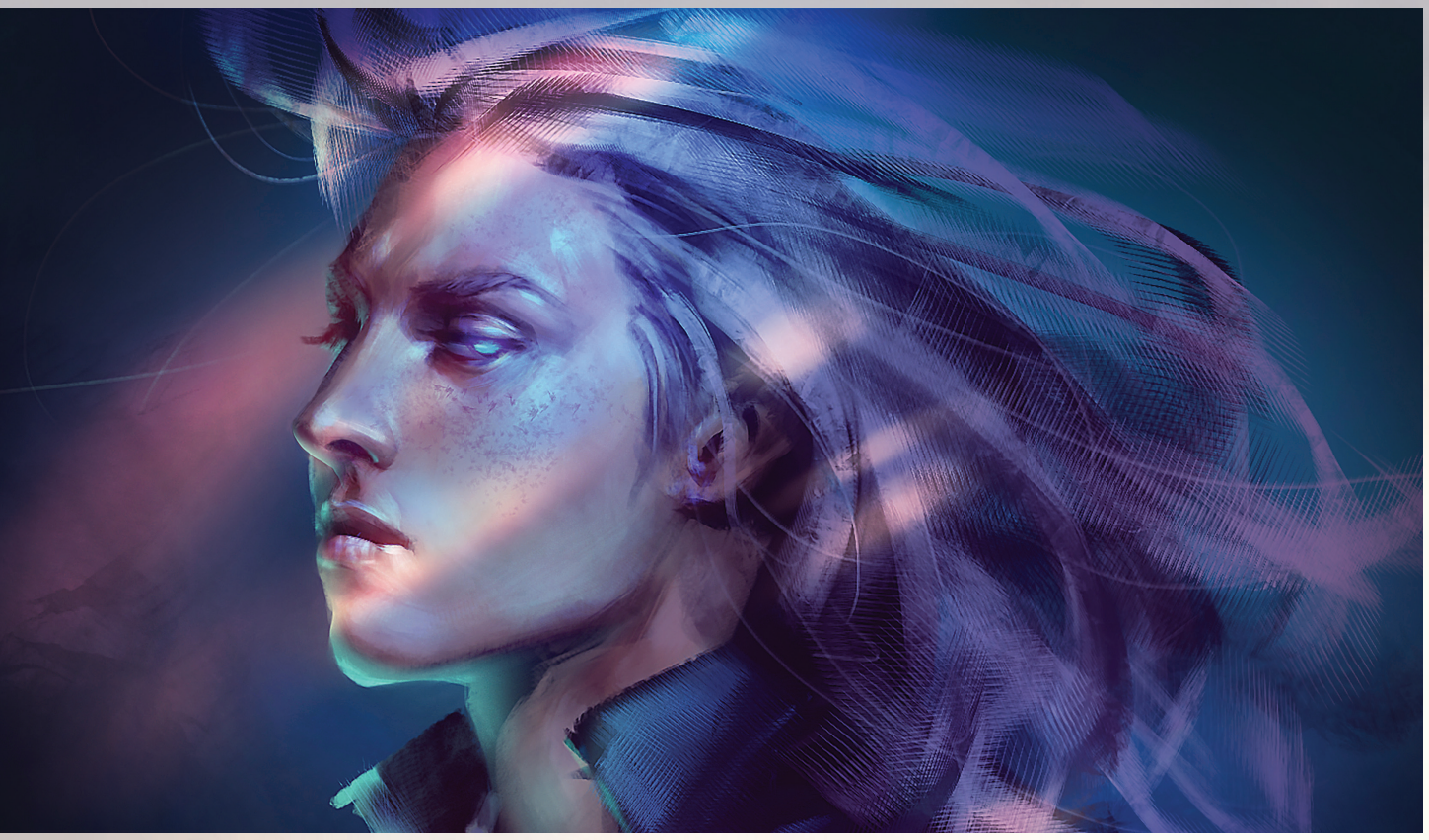


INTRODUCTION

Most NPCs are pretty one dimensional. Not that there's anything wrong with that; the majority of the time they are there to link scenes and themes together, introduce new story elements and move the adventure onwards. And the GM has enough to think about without fleshing out a fully formed character whose sole purpose is to deliver a threatening message to the PCs in a dimly lit bar from a shady crime lord across town. However, a memorable NPC with her own personality and eccentricities can enrich an adventure just as much as a cool location or weird artifact, with the added bonus that they can pop up again and again. In real life, a bartender isn't just a bartender; she has hobbies and interests and a family and friends that have very little to do with serving drinks behind a bar. Sure, you can just order a drink and go and sit down, but if you stop and talk for awhile, you will find that her hobbies, interests, quirks, and personality will inevitably creep into the conversation regardless of the topic.

The NPC generator creates the options to introduce those extra elements into your character. You can use as many or as few as you like - from just establishing a profession and a level, all the way up to their motivations, traits, natural environment, which conversational topics they are most focused on, mood, name and even combat, if that's what's required.

We will use the following tables to build a NPC in stages by rolling a die multiple times, referencing the columns to determine the results, then using the art of interpretation to develop the character in a way that fits your scene. Feel free to skip a roll or column - if you already know that your character will just be a bartender, it makes little sense to roll to find out if she is also a chef or a scientist, although this could make for an interesting character. However, when you are walking along the street in real life and you stop to talk to someone, you have no idea what they do for a living, or what their hobbies or interests are. If your task is to deliver a letter and you don't know where the post box is, the person you stop to ask is just as likely to be a doctor as an architect. The chances of them being a postman are, in fact, pretty slim. This is the purpose of the NPC generator - to enable you to create a wide range of NPCs with different backgrounds for use in everyday situations that you can use again and again, and who have the potential to surprise both the GM and the PCs.

NPC GENERATOR

USING THE GENERATOR

To be consistent with your chosen Cypher System setting, it helps to think of the first stage of NPC creation in the same way as you would when building your own Cypher System PC - *as an adjective noun who verbs*. So, before we get on to how to effectively interpret the results, let's use the below table to establish who our character is. To do this, first roll a d100 and reference the first column. This is your NPC *descriptor*. Using a 1d100 (or 2d10s), a roll result of 40, for example, will give you a character descriptor of 'Unpredictable'. Repeat the process for the second column to determine your NPC *type*. A roll of 73, for example, results in 'Bounty Hunter'. To arrive at our character *focus*, we repeat the process for columns 3 and 4 and combine the results. A roll of 98 for column 3 results in 'Warp', and a roll or 86 for column 4 results in 'Direction'. Finally, repeat this last stage again, combining the results of columns 3 and 4, to arrive at a second NPC focus: 27: Entertain 64: Competition. You can repeat this last stage as often as you wish, however, starting with two foci creates a sound base on which you can build your NPC, and you can always add more later on as you develop your NPC further.

By using the generator in this fashion, we have created the following base for the our NPC: *An unpredictable bounty hunter who warps direction and entertains competition*. We will get into possible ways to interpret these results in the following section, but for now, go ahead and create a NPC base of your own.

NPC GENERATOR

Result 1d100	Descriptor (Roll 1)	Type (Roll 2)	Focus A (Roll 3)	Focus B (Roll 4)
1	Outspoken	Gypsy	Conquer	Freedom
2	Addicted	Witch	Plunder	Hardship
3	Conformist	Merchant	Steal	Success
4	Rational	Adept	Create	Failure
5	Rebellious	Pauper	Pursue	Redemption
6	Renowned	Scholar	Explain	Magic
7	Philosophical	Business Person	Realise	Knowledge
8	Spiritual	Trader	Seek	Pleasure
9	Superfluous	Fighter	Produce	Drugs
10	Religious	Priest	Guard	Lust
11	Loveable	Noble-born	Attempt	Pride
12	Passionate	Tramp	Possess	Happiness
13	Youthful	Gambler	Help	Love
14	Elderly	Student	Control	Prosperity
15	Miserly	Scientist	Support	Modesty
16	Affluent	Astrologer	Advise	Fame
17	Greedy	Chef	Obtain	Notoriety
18	Helpful	Fixer	Attempt	Strength
19	Kindly	Informant	Inform	Weakness
20	Generous	Soldier	Balance	Humility
21	Flamboyant	Law Enforcer	Enjoy	Greed
22	Wicked	Judge	Smash	Revenge
23	Thoughtful	Thief	Watch	Family
24	Pessimistic	Smuggler	Travel	Friendship

NPC GENERATOR

Result 1d100	Descriptor (Roll 1)	Type (Roll 2)	Focus A (Roll 3)	Focus B (Roll 4)
25	Practical	Innkeeper	Waste	Faith
26	Jolly	Inventor	Transport	Wealth
27	Cheerful	Artist	Entertain	Loyalty
28	Miserable	Sorcerer	Punish	Laziness
29	Liberal	Wizard	Invite	Diligence
30	Charming	Mage	Fix	Optimism
31	Mean	Psychic	Break	Law
32	Inquisitive	Shaman	Analyse	Technology
33	Pious	Historian	Handle	Communications
34	Forthright	Archaeologist	Fly	Weapons
35	Flippant	Librarian	Terrify	Cargo
36	Dependable	Doctor	Calculate	Resources
37	Confident	Druid	Trade	Truth
38	Sensible	Hero	Pedal	Lies
39	Wild	Telepath	Pretend	Religion
40	Unpredictable	Farmer	Memorize	Art
41	Notorious	Landowner	Provide	Children
42	Famous	Maid	Wreck	Existence
43	Infamous	Assassin	Hope	Amusement
44	Seductive	Vet	Strengthen	Society
45	Paranoid	Bartender	Guide	Creation
46	Logical	Engineer	Licence	Universe
47	Mystical	Craftsman	Preserve	Cult
48	Diligent	Shape Shifter	Program	Committee
49	Carefree	Spectre	Question	Industry
50	Evil	Government Official	Battle	Beasts
51	Ethical	Captain	Scatter	Creatures
52	Kindly	Pilot	Compare	Life
53	Conniving	Servant	Destroy	Contraband
54	Conning	Sergeant	Burn	Justice
55	Deceitful	Automaton	Boast	Injustice
56	Optimistic	Peace-keeper	Organise	Debt
57	Corrupt	Murderer	Make	Patience
58	Loyal	Explorer	Observe	Harmony
59	Petty	Messenger	Hover	Authority
60	Zealous	Performer	Welcome	Allies
61	Overbearing	Nomad	Uncover	Regret
62	Timid	Hermit	Complete	Myths
63	Stubborn	Royalty	Cheat	Doubt
64	Unruly	Comedian	Hunt	Competition

NPC GENERATOR

Result 1d100	Descriptor (Roll 1)	Type (Roll 2)	Focus A (Roll 3)	Focus B (Roll 4)
65	Romantic	Fisherman	Learn	Change
66	Disdainful	Crime Lord	Accept	Liberation
67	Amiable	Celebrity	Tame	Submission
68	Comedic	Agent	Live	Health
69	Lazy	Adventurer	Encourage	Confidence
70	Indifferent	Cleric	Delight	Acceptance
71	Scholarly	Musician	Expand	Company
72	Idiotic	Bodyguard	Collect	Elite
73	Conservative	Bounty Hunter	Deceive	Meek
74	Skilled	Automaton	Admire	Worthy
75	Adventurous	Brothel Owner	Deliver	Equipment
76	Bohemian	Rebel	Fulfil	Representative
77	Possessive	Enchanter	Notice	Academia
78	Jealous	Necromancer	Inject	Beauty
79	Crazy	Prostitute	Wander	Delight
80	Nefarious	Preacher	Divide	Pain
81	Ostentatious	Hacker	Unite	Assistance
82	Gregarious	Pirate	Settle	News
83	Gratuitous	Sage	Tempt	Visions
84	Gluttonous	Athlete	Save	Discovery
85	Alcoholic	Outcast	Order	Government
86	Meddling	Refugee	Reject	Direction
87	Overruling	Mercenary	Dress	Growth
88	Dominant	Outlaw	Discover	Voyage
89	Submissive	Tradesman	Surround	Language
90	Serious	Guru	Continue	Music
91	Hilarious	Money Lender	Pick	Distribution
92	Practical	Shop Owner	Trace	Contract
93	Whimsical	Zealot	Spy	Sensuality
94	Deadly	Weapons Expert	Listen	Anger
95	Dull	Martial Artist	Examine	Pride
96	Smooth	Genius	Conjure	Theories
97	Cool	Wizard	Administer	Conspiracy
98	Dangerous	Mutant	Warp	Charity
99	Cultured	Extra Terrestrial	Bend	Medicine
100	Idealistic	Henchman	Twist	Wellbeing

INTERPRETING THE RESULTS

LATERAL VERSUS LITERAL

In the previous section we created an unpredictable bounty hunter who warps direction and entertains competition. So how do we go about interpreting this in a way that creates a memorable or even usable NPC?

The first stage is to view your NPC's focus as an underlying condition of their personality; one they may or may not be entirely conscious of. We all have underling foci but very few of us will introduce ourselves as 'Hi, I'm an unpredictable bounty hunter who warps direction and entertains competition.' You would know that you were a bounty hunter, and probably aware that you were competitive to some degree in a particular area, but the finer details may be something derived from external observation rather than a conscious decision on your part.

The next stage is to ask yourself 'How can this particular focus work in the context of the NPC's descriptor and type?'. Unless you have lucked out and rolled a perfect NPC combination, the results may not be immediately obvious. You may even be thinking 'What am I supposed to do with this? It doesn't even make sense.'

In a situation like this, it helps to use a process of elimination and a combination of lateral and literal thinking. Let's take a closer look at our bounty hunter. Her first focus is 'Warps Direction.' What does that mean? Well, if we take the literal approach, it could mean just that: perhaps she has some kind of talent that enables her to bend space in any way she see fit. In this case it could be a fairly interesting concept, but using this literal approach might not work as well if you happen to roll 'Hovers Worthy'. Let's take a more lateral approach and look at how 'Warps Direction' could tie into what else we know about her so far. We know that she is a bounty hunter, and that she is unpredictable. Perhaps her unpredictability is not so much a personality trait, but a professional choice. Let's also assume that, as a bounty hunter, professional hazards include other bounty hunters observing her actions and moving in to snatch the loot after she has done all the hard work. In a profession such as hers, it literally pays to be unpredictable. So, in the context of what we know about her, 'Warps Direction' could mean that she is a master of covering her tracks in an unpredictable fashion, or perhaps she uses misdirection so that any attempts to track her movements inevitably lead to dead ends. This feels much more naturally in line with her profession than if she literally just 'Warps Direction'.

How should we approach her second focus: 'Entertains Competition'? Literally could mean just that: either her competition finds her entertaining, or she has a habit of wining and dining her competitors as a way of gathering information. A more lateral approach could mean she's entertained *by* competition, maybe a high stakes gambler that generates extra income by betting on being the one who bags the bounty. Perhaps she is entertained by her competitor's attempts to predict her movements, fuelling her to create more and more elaborate false leads for them to chase. I feel this last one ties nicely in with our NPC, so I'm going to go with it. As you can see, by relating a NPC's focus to their descriptor and type, all kinds of possibilities begin to open up. And if you are really struggling? Well, it only takes a minute to roll a new NPC.

Once you have fleshed out the base details of your NPC you can establish their level by rolling a 1d10 and move onto the next step, or you might want to use the information to create a background for your NPC. I have chosen to create a background and have arrived at the following:

EXAMPLE

BASE

An unpredictable bounty hunter who warps direction and entertains competition.

BACKGROUND

Bounty hunters are, by nature, tricky customers. It comes with the territory. Turn your back for two seconds and some other hunter's gonna be tapping your catch like a shark on a guppy. Not this one's bounty; she's switched on, with the volume up and dials permanently tuned to high alert. Think you can track her steps? Think again. Sure, she'll have you believing you're with her all the way, almost within reach, but just as you're rubbing your hands together, anticipating all that juicy, easy money, she's in another town, another city. Hell, for all you know she could be in another galaxy. And when you arrive, when you think you have her, don't be surprised to find a little present instead. She delights in that. Perhaps it's just a little note thanking you for your game, but better luck next time, or maybe it's something more serious, like life threateningly serious. Only one way to find out, but don't say you wasn't warned.

DEVELOPING YOUR NPC

CREATING DIMENSION

So, you have rolled a character, created some background and are good to go, right? Of course. You were ready to go as soon as you rolled your base elements. However, by using a combination of literal and lateral interpretation of those initial results, we demonstrated how they can be used to create a character that is a little less one dimensional, and who has the potential to be used in more than one scenario. But, is there anything more we can do to add colour to our NPC?

In real life, people are much more than what they do. Their background and focus in life are usually amongst the first things you learn about them, however, people come with a whole range of emotions, eccentricities and ways of interacting with the world that make them unique. For example, you may know a talented or unpredictable artist, but what drives them? Perhaps they are generally unpredictable and grumpy, or unpredictable and driven by recognition. Maybe they have a lucky paintbrush they can't be without. Where do they come from? Are they approachable, or does every interaction feel like a lecture? These are the things that separate a person from the rest of the world, and this section will focus on adding these unique elements to our NPC.

MOTIVATION, ENVIRONMENT & TRAITS

The following tables will focus on establishing our NPC's general motivation, where they are from and any traits or eccentricities they might have. As with everything else in this guide, these choices are entirely optional and are included so that you can develop your NPC to the level you require.

When it comes to establishing character traits, feel free to use as many or as few as you like. There is also an extra table of unusual character traits for use if you want to include something quirky about your NPC, though this is entirely optional.

As with the previous table, simply roll the required die and reference the corresponding column to arrive at the result.

MOTIVATION & ENVIRONMENT

Result 1d20	Motivation (Roll 1)	Environment (Roll 2)
1	Knowledge	Town
2	Power	City
3	Exploration	Wilderness
4	Adventure	Farmland
5	Murder	Sea
6	Money	Desert
7	Security	Underground
8	Revenge	Woodland
9	Redemption	Jungle
10	Protection	Tribal
11	Fame	Nomad
12	Information	Mountains
13	Validation	Arctic
14	Notoriety	Islander
15	Freedom	River Dweller
16	Networking	Ubiquitous
17	Destruction	Empire
18	Political	Marshland
19	Honour	Hill Dweller
20	Business	Plain Dweller

CHARACTER TRAITS

Result 1d20	Character Trait
1	Has a photographic memory.
2	Has an eye for the fine details that tend to go unnoticed by others.
3	Has a tendency to fall in love when shown attention.
4	Wears an enormous amount of jewellery.
5	Only wears black.
6	Has a noticeable scar on a part of their body.
7	Suffers from hallucinations.
8	Constantly fidgets with anything that's around at the time.
9	Cannot sit still for any length of time and always has to be busy.
10	Is a workaholic and has little interest in anything else.
11	Absorbs information at an alarming rate - has even been known to read two books at the same time.
12	Verges on paranoia and believes others are constantly monitoring their movements.
13	Can't function unless slightly high and refers to their addiction as a 'friendly haze'.
14	Tends to prefer their own company, although not necessarily a loner.
15	Seldom speaks and refuses to engage in small talk.

CHARACTER TRAITS

Result 1d20	Character Trait
16	Can go for days without sleep.
17	Other people have a tendency to open up to them immediately.
18	Extremely punctual and does not take kindly to others wasting their time.
19	Takes great interest in the wellbeing of others and remembers everything about their friends.
20	Always has time for the seemingly unimportant things in life.

UNUSUAL CHARACTER TRAITS

Result 1d20	Character Trait
1	Consults a tiny automaton in their top pocket before answering any questions.
2	Randomly speaks in a cartoon-like voice that sounds nothing like their actual voice.
3	Has facial tattoos that express emotion.
4	Starts uncontrollably sneezing when nervous.
5	Obsessed with gazing into a hand mirror that doesn't exist.
6	Insists there has been a mix up in time and yesterday will appear again tomorrow.
7	Has a nervous tick that forces them to punctuate their sentences with clicks and whistles.
8	Wears a metal hat at all times to prevent alien mind invasions.
9	Is able to read the minds of small animals.
10	Refuses to drink out of any glass or cup that doesn't have a handle.
11	Has a missing hand, but is somehow able to pick things up as though it was still there.
12	Has a long beard which writhes around like worms.
13	Has two mouths in the place of eyes, but all speech seems to emanate from their nose.
14	Has fine metal strands for hair that, when pulled tight, can be strummed like a musical instrument.
15	Believes that raccoons created the Universe.
16	Has a magnetic field around them, causing small metal objects to stick to them.
17	A small flame flickers from their right thumb at all times.
18	Causes plants to wither and die whenever they are within short range.
19	Their reflection and shadows only appear upside down.
20	Expresses emotion in mathematical equations.

NAME GENERATION

By now, if you have elected to follow all the steps, your NPC will have a base consisting of a descriptor, a character type, two character foci, a background, general motivation, a level, a place of origin (environment), character traits and an unusual character trait, if you have decided to include one. Now it's time to give our character a name.

The table below includes four columns of syllables that you can string together to create a name for your NPC. There are several ways in which you can do this, and do not feel that you are limited to creating NPCs with four syllable names. You may choose to create a NPC with a first name and a last name consisting of two syllables each, or a single name consisting of three syllables. Or, you may choose to use multiple syllables from the same column. My preferred method - and the one I am going to use for our bounty hunter - is to create a first name and a last name, both consisting of two syllables. However, as I would like to let fate decide, I am going to roll a 1d4 to determine which column to use for each syllable, then roll a 1d20 to determine which syllable should be used from the resulting column.

My first 1d4 roll is 1, indicating that I should use column 1, and my first 1d20 roll is 14. This results in the syllable 'des'. Roll 2: 1d4=2, 1d20=14. Syllable 2=aya. Roll 3: 1d4=2, 1d20=8. Syllable 3=sar. Roll 4: 1d4=2, 1d20=9. Syllable 4=ren. Stringing all the results together, I learn that our bounty hunter's name is *Desaya Sarren*.

NPC NAME GENERATOR

Result 1d20	Column 1	Column 2	Column 3	Column 4
1	luc	pri	ria	do
2	lev	fer	me	liel
3	bry	tal	vo	lo
4	mat	col	de	ni
5	cal	tav	le	ma
6	mas	nel	ti	nos
7	nav	sep	ge	la
8	oct	sar	ni	ry
9	lay	ren	ros	id
10	jac	ler	co	ter
11	con	tor	ti	as
12	ky	mar	li	io
13	eve	ver	en	ah
14	des	aya	ar	an
15	jo	una	les	ert
16	cay	lex	ra	ia
17	ne	chi	ba	et
18	raf	ade	mi	ly
19	nic	ett	at	el
20	ben	ito	des	in

NPC COMBAT

COMBAT MODIFIERS

There may be instances when you wish to create a NPC for use in combat. The below tables cover this with options included for weapons, and modifiers for health, movement and loot, and various types of defence and attack modifiers. The defence and attack modifiers alter the NPC's level in a particular area. For example, if your NPC is level 4 and a particular modifier increases your NPC's speed defence by 2 steps, the modification would equate to: 'Level 4 and makes speed defence rolls at level 6'.

Once our combat modifiers are in place, we have all the elements needed to create a full profile for our NPC.

MOVEMENT & HEALTH

Result 1d6	Movement	Health (level plus)
1	Short	0 Points
2	Medium	10 Points
3	Long	20 Points
4	Short	30 Points
5	Medium	40 Points
6	Long	50 Points

WEAPONS

Result 1d20	Weapon
1	Knife
2	Daggers
3	Bow
4	Spear
5	Trident
6	Throwing Star
7	Shortsword
8	Longsword
9	Axe
10	Hammer
11	Blowdart
12	Spear
13	Knuckle Dusters
14	Grenades
15	Projectile shooter
16	Flame Thrower
17	Chainsaw
18	Psychic Blast
19	Energy Balls
20	Razor Wire

COMBAT MODIFIERS TO A MAXIMUM LEVEL OF 10

Result 1d20	Combat Modifier
1	The NPC is able to read body language and can anticipate the PC's next move, making it an extremely tricky opponent during combat. As a result the NPC's speed defence level, attack level and perception level is increased by 1 step.
2	The NPC wears heavy armour. As a result, it has an armour rating of 3, but all speed defence task difficulties are increased by 1 step.
3	The NPC is adept at blending into crowds and disappearing into the shadows. As a result the NPC's stealth level is increased by 2 steps
4	The NPC wears a hidden explosive vest. If the NPC's health level is reduced to 3 or below, The NPC senses their life is in danger and an explosion is triggered, causing 6 points of damage to anyone within short range. For the PCs to have prior knowledge of the explosive vest, they must make an intellect defence roll equal or greater than the NPC's level.
5	The NPC carries a high pitched, sonic alarm which temporally deafens anyone within short range. As a result, coordinated attacks against the NPC are harder. For this reason, the NPC's stealth and defence levels are increased by 1 step.
6	The NPC is specialised in sleight of hand. If they happen to be carrying any piercing or slicing weapon that can be used at short range, they inflict 1 extra point of damage. Speed defence tasks against the NPC are increased by 2 levels.

COMBAT MODIFIERS TO A MAXIMUM LEVEL OF 10

Result 1d20	Combat Modifier
7	The NPC is a master of deception and confusion. The difficulty level of any intellect based attacks against the NPC is increased by 2 steps.
8	The NPC wears a belt that, when activated, creates a forcefield around them increasing their defence level of might based attacks by 1 step.
9	At some point in the past, the NPC has studied secret methods in metallurgy. As a result, they are able to keep any slicing or piercing weapon as sharp as a razor without any blunting. If they are carrying such a weapon, their attack level is increase by 1 step.
10	The NPC is able to control metal objects with their mind, rendering any metallic weapons used against them useless. In addition, they are able to turn the attack back onto the PC, requiring the PC to make an intellect defence roll. However, because of the extreme amount of concentration required for the NPC to perform this, their intellect defence level is reduced by 1 step.
11	The NPC is adept at mind over matter. As a result, their speed level is increased by 1 step.
12	The NPC can perform a secondary 'shadow attack' which is difficult to see. This increases their speed, attack and stealth levels by 1 step.
13	The NPC has a 'psychic mirror' and can reflect all intellect based attacks back on the attacker, inflicting intellect damage equal to its level. To have prior knowledge of this defence mechanism, the PCs must make a successful intellect check equal to or greater than the NPC's level.
14	The NPC carries a canister of gas which, when released, creates an impenetrable layer of fog which surrounds the NPC at short distance. The NPC takes this opportunity to put on a pair of special goggles allowing them to see perfectly through the fog. As a result, their stealth level is increased by 2 steps. To prevent the NPC using this cannister, the PCs must make a successful speed defence roll at the start of combat which is equal to or greater than the NPC's level .
15	The NPC has a hypnotic voice which causes the PC to sit down and place their weapon on the ground for 1 round and causes 1 point of intellect damage. The PC must make a successful intellect defence roll to resist the enchantment. The NPC's intellect level is increased by 1 step.
16	The NPC laughs while under attack, thus lowering the PC's morale during combat. As a result their defence level is increased by 2 steps.
17	The NPC has 'guns of steel'. As a result, any attack the NPC makes with a melee weapon inflicts 2 points extra damage.
18	The NPC has a genetic modification or condition that has made their skin like the hide of a large creature. As a result, they have a natural armour rating of 2.
19	The NPC has mechanically enhanced vision that makes attacks appear as if they are happening in slow motion. This increases their speed by 2 levels. As a result, the precision of their attacks is also increased, inflicting 1 extra point of damage.
20	The NPC wears a special type of armour that generates an electrical forcefield. If attacked with a metallic or conductive weapon, the PC suffers an automatic 1 point of might damage. The NPC's might defence level is increased by 1 step, however, the armour creates a static interference which reduces the NPC's intellect defence level by 1 step.

LOOT

Result 1d6	Loot
1	1d6 Cyphers
2	Artifact / Oddity
3	1d6 Currency
4	1d20 Currency
5	1d100 Currency
6	Roll again with X2 of above result

DESAYA SARREN 6 (18)

An unpredictable bounty hunter who warps direction and entertains competition.

Character traits: Cannot sit still and always has to be busy. Verges on paranoia and believes others are constantly monitoring her movements.

Motivation: Political
Environment: Jungle
Health: 18
Damage Inflicted: 6
Movement: Short

Modifications: Level 6. Defends intellect based attacks as level 8.

Combat: Desaya is a master of deception and confusion. The difficulty level of any intellect based attacks against her is increased by 2 steps. Wields projectile shooters and a longsword.

BACKGROUND

Bounty hunters are, by nature, tricky customers. It comes with the territory. Turn your back for two seconds and some other hunter's gonna be tapping your catch like a shark on a guppy.

Not Desaya's bounty; she's switched on, with the volume up and dials permanently tuned to high alert. Some say it's paranoia, Desaya says that the only way to avoid detection is to assume someone's always trying to monitor your every movement. Especially in the game she's playing. It's high stakes, that's for sure. Purely political. You want a warlord found? A dictator or two taken down or brought in? Desaya's the girl for the job. For a price, of course.

Think you can track her steps? Think again. She was raised in the jungle and learned to cover those steps by the age of three. That's just the way it is in there: get careless or sit still for a minute and you end up as some creature's dinner.

Sure, she'll have you believing you're with her all the way, almost within reach, but just as you're rubbing your hands together, anticipating all that juicy, easy money, she's in another town, another city. Hell, for all you know she could be in another galaxy. And when you arrive, when you think you have her, don't be surprised to find a little present instead. She delights in that. Perhaps it's just a little note thanking you for your game, but better luck next time, or maybe it's something more serious, like life threateningly serious. Only one way to find out, but don't say you wasn't warned.

Loot: Desaya hides her loot well and rarely carries more than 1d6 cyphers.

NPC INTERACTION EMULATOR

USING THE EMULATOR

What makes a person memorable? In real life a character is much more than what they do or what their background is. It's entirely possible to meet people who have travelled the world, yet bore you to tears whenever they open their mouths. It is also possible to meet people who have spent their entire lives sweeping the streets in the same half mile they were born in, yet somehow manage to charm and fascinate everyone who they come into contact with. Often, it isn't the topic of conversation that a person chooses to talk about that makes them interesting or memorable, it's the way that they interact with those around them. The emotion that they inject into a conversation, or the way they seem to dance around the topic in a series of regressions and references to other subjects or personal obsessions, gives them a personality that is unique. Have you ever met someone that, no matter what the topic of conversation, they always manage to relate it to their favourite band or movie? Or loved ones? At one time or another, we've all heard someone say something along the lines of 'All that person seems to do is talk about her children'. It might even be annoying, but notice, right now, even as you read this, how effortlessly you have managed to recall that person.

It is possible to approach NPC interaction in the same way, thus creating memorable encounters and enriching your game enormously. Let's say, for example, that your PCs are in a busy bar and wish to gain information from someone in order to further their adventure. You could have a NPC that walks in and, with few nondescript character traits, delivers the info in a stereotypical fashion and leaves like a cardboard cut-out, never to be seen again. This is, of course, fine if that's all you really need. But what if that NPC seemed to project an air of inadequacy about themselves, or seemed permanently optimistic? Maybe an NPC has an underlying obsession with a conspiring aristocracy that flavours their opinions about everything in general, even though they are a greengrocer and all you want to do is buy a bag of apples. And, in addition to this, their whole conversational tone seems to dance around events related to their parents, which may or may not be relevant to your PC's adventure. Now you have a memorable NPC. This is much closer to how people interact in real life and, just like in real life, it's up to your PCs to keep the conversation on track and meaningful in a way that relates to their goals.

The emulator works like all the other tables in this guide: by rolling a specified die and cross referencing the results. And, like all the other tables, the results should be taken as a guide to help spark creativity rather than something that you rigorously adhere to. If something doesn't work for you, or you absolutely know what the focus of the interaction will be, then omit it. If, however, you are like me and like to leave everything to chance, it can be a lot of fun.

You can use the emulator to get a loose idea your NPC's interaction and improvise as you go along, adjusting the tone as you take cues from your PCs. You can also use the emulator to create more of a structured direction to your NPC's interaction, prior to engaging with your PCs. This is particularly useful if you are planning to use the NPC as a recurring character, as part of an adventure, or to introduce side quests as part of a larger campaign. For demonstration purposes, this is the method I will adopt.

EMULATOR BREAKDOWN

The first column of the interaction emulator sets the *emotional tone* of your NPC and has nothing to do with the subject matter. Is the NPC happy, sad, excited, agitated etc? It helps give the NPC a personality which will guide your interaction. For example, a NPC who is distressed over news of a murderer on the loose will more than likely have quite a different type of personality than someone who is elated by the same news. And, in turn, your PCs will naturally have a different attitude towards them.

As with the previous section on NPC generation, I am going to roll an interaction in real time and interpret the results as we go along. For the first column, I have rolled an 11 which means that the emotional tone of my NPC is 'Furious'.

The second and third columns are our interaction *descriptors*, which, when joined together, form a short phrase. This is what our conversation with our NPC will be about. It is at this stage that your PCs will decide to either go along with the NPC's topic of conversation, thus opening up new avenues for adventure, or impose their own topic of conversation on top of the NPC's. For the second column I roll a 19, giving me a result of 'Secretive', and for the third column I roll a 15, resulting in 'Supplies'.

The fourth column will tell us what the *focus* of the interaction is about. Like the emotional tone column, this can change the emphasis of the interaction descriptors drastically. I roll a 55 which results in 'Foreign'. Taking all the roll results into account, the interaction emulator has generated the following: 'Furious, secretive supplies, foreign.' Before we get on to interpreting the results, go ahead and roll an interaction.

NPC INTERACTION EMULATOR

Result 1d100	Emotional Tone (Roll 1)	Descriptor A (Roll 2)	Descriptor B (Roll 3)	Focus (Roll 4)
1	Jovial	Scheming	Illusion	Protagonist
2	Withdrawn	Insane	Trust	Antagonist
3	Happy	Crazy	Magic	Wealth
4	Amazed	Malevolent	Rumours	Poverty
5	Foolish	Defensive	Fears	Current Scene
6	Overwhelmed	Biased	Dreams	Previous Scene
7	Angry	Open	Adversaries	Current Events
8	Frustrated	Friendly	Leadership	Previous Events
9	Peaceful	Hostile	Creatures	Parents
10	Annoyed	Prejudiced	Weapons	Children
11	Furious	Aggressive	Power	Family
12	Proud	Accusatory	Food	Friends
13	Anxious	Welcoming	Success	Enemies
14	Grieving	Questioning	Failure	Mutual Acquaintance
15	Relieved	Inquisitive	Supplies	Non Mutual Acquaintance
16	Ashamed	Cocky	Plans	History
17	Resentful	Knowing	Business	Future
18	Bitter	Sharing	Technology	Competitors
19	Hopeful	Secretive	Weather	Partners
20	Sad	Seductive	Money	Saints
21	Bored	Reductive	Danger	Sinners
22	Hurt	Reasonable	Evil	Winner
23	Satisfied	Mysterious	Good	Loser
24	Comfortable	Focused	Normality	Strength
25	Inadequate	Informative	Ideas	Weakness
26	Scared	Deceitful	Competition	Last Action
27	Confused	Manipulative	Aristocracy	Next Action
28	Insecure	Honest	Bureaucracy	Rewards
29	Self-conscious	Fake	News	Penalties
30	Content	Genuine	Drugs	Truth
31	Inspired	Senseless	Freedom	Lies
32	Shocked	Careless	Oppression	Knowledge
33	Depressed	Measured	Death	Ignorance
34	Irritated	Guarded	Conspiracy	Superiors
35	Silly	Boastful	Art	Inferiors
36	Determined	Modest	Emotions	Religion
37	Jealous	Humble	Espionage	Science
38	Stupid	Insulting	Treason	Love
39	Disdain	Complimentary	Neglect	Hate

NPC INTERACTION EMULATOR

Result 1d100	Emotional Tone (Roll 1)	Descriptor A (Roll 2)	Descriptor B (Roll 3)	Focus (Roll 4)
40	Joyous	Tetchy	Betrayal	Intention
41	Suspicious	Dishonest	Pleasure	Accident
42	Disgusted	Smarmy	Praise	Hope
43	Lonely	Arrogant	Secrets	Despair
44	Tense	Sure	History	Day
45	Eager	Hesitant	Views	Night
46	Lost	Unsure	Idiocy	War
47	Terrified	Trusting	Comfort	Peace
48	Embarrassed	Funny	Judgement	Discovery
49	Loving	Sultry	Mystery	Loss
50	Trapped	Smouldering	Scepticism	Hidden
51	Energetic	Sexual	Trade	Revealed
52	Miserable	Murderous	Information	Location
53	Uncomfortable	Whispering	Misdirection	Map
54	Envious	Gentle	Reports	Local
55	Motivated	Calming	Requests	Foreign
56	Worried	Challenging	Work	Unknown
57	Nervous	Quiet	Progress	Known
58	Worthless	Loud	Associates	Honour
59	Hostile	Talkative	Politics	Slander
60	Agitated	Detailed	Sport	Community
61	Restless	Obsessive	Science	Treasure
62	Excited	Boring	Patrons	Allies
63	Elated	Sleepy	Debtors	Campaign
64	Euphoric	Eager	Supporters	Adventure
65	Despondent	Flippant	Harmony	Goals
66	Proud	Willing	Prosperity	Objectives
67	Inspired	Hopeful	Illness	Tasks
68	Upset	Bragging	Health	Gossip
69	Pessimistic	Annoying	Friends	Hearsay
70	Shocked	Far-fetched	Pride	Network
71	Doubtful	Unlikely	Charity	Good
72	Optimistic	Unusual	Intent	Evil
73	Valued	Drawl	Formula	Tidings
74	Smarmy	Muddled	Instruments	Possibilities
75	Belligerent	Misleading	Equipment	Obstacles
76	Ecstatic	Suspicious	Tools	Workarounds
77	Underwhelmed	Trusting	Skills	Tactics
78	Angst	Nasty	Legends	Food
79	Unsettled	Kindly	Ghosts	Drink

NPC INTERACTION EMULATOR

Result 1d100	Emotional Tone (Roll 1)	Descriptor A (Roll 2)	Descriptor B (Roll 3)	Focus (Roll 4)
80	Relaxed	Nice	Spirits	Lodgings
81	Chilled	Contradictory	Vigilance	A Player Character
82	Fearful	Confusing	Propaganda	A Non Player Character
83	Terrified	Clear	Worship	A Villain
84	Horrified	Firm	Academia	Weapons
85	Wistful	Demanding	Slavery	Relics
86	Morose	Stubborn	Worries	The World
87	Disappointed	Reassuring	Games	Powers
88	Grateful	Complaining	Composure	Flaws
89	Ambivalent	Resisting	Envy	Oversight
90	Bereft	Hypnotic	Valour	Errors
91	Zen	Inspiring	Greed	A Missing Person
92	Gloomy	Motivating	Riddles	Investment
93	Loving	Neurotic	Lust	A Settlement
94	Abashed	Assured	Beliefs	Artifact
95	Bashful	Convincing	Religion	Legalities
96	Positive	Harmonious	Contraband	Logistics
97	Negative	Concurrent	Relics	Contacts
98	Hopeful	Voracious	Structures	Experience
99	Hysterical	Vicious	Property	A Mission
100	Tranquil	Conniving	Ownership	Employment

INTERPRETING THE RESULTS

My initial interpretation of the results rolled previously is that my NPC is furious over secretive supplies *regarding* a foreign influence. You can see that if the interaction focus for column four had resulted in 'Parents', my initial interpretation would have been very different.

The next stage is to relate this back to the NPC you have created. In this case, we will look at how this could relate to Desaya, our bounty hunter. A conversation with a furious, unpredictable, borderline paranoid bounty hunter discussing secretive supplies could be quite different than say, a jovial fisherman who consults a tiny automaton in his top pocket.

By using the same process of elimination, and literal and lateral thinking as we did in the character generation section, I have arrived at the following:

EXAMPLE

Roll Result: *Furious, secretive supplies, foreign.*

INTERACTION

Desaya, our NPC bounty hunter, is furious. A client that she has accepted a contract from has arranged for specialised equipment, relating to the job, to be picked up from several locations. The equipment has been assembled in multiple locations due to the sensitive nature of the task, which must be carried out in top secret. The target is a corrupt foreign minister that has been linked to a drugs cartel and the client wants him taken down. Desaya has discovered that the equipment has been tampered with. She suspects that she knows who has tampered with the equipment, but due to her desire for anonymity and to cover her movements at all times, she wishes to engage the PCs services in supplying the evidence whilst she takes care of some other business.

INTERACTION TYPE

Once you have interpreted the results of the interaction emulator, and have an overall idea of the direction the NPC will take in the conversation, the rest is entirely up to the GM and the PCs. Maybe they will take the bait and go on an adventure or side quest together, or perhaps the PCs only wanted to know where to get something to eat, but Desaya had links with one of the PCs and was trying to buy their help.

Another thing that you can do to add dimension to your conversation is to ask *how* your NPC is interacting with your PCs? Are they initially agreeable or argumentative? This differs from their emotional tone, interaction descriptor and focus in an important way. For example, your NPC could be upset, but largely agreeable with your PCs, or they could be extremely happy, yet disagree with everything your PCs say. The final table in this section will give you an indication on how to approach this.

INTERACTION TYPE

Result 1d4	Interaction Type	Description
1	Debate	The NPC wishes to engage in a competitive two-way conversation with the aim of winning over or convincing the PC that their view of the subject matter is correct.
2	Dialogue	The NPC wishes to engage in a cooperative two-way conversation with the aim of exchanging information and strengthening relationships with the PC.
3	Discourse	The NPC wishes to engage in a cooperative one-way conversation with the aim of delivering information to the PC.
4	Diatribe	The NPC wishes to engage in a competitive one-way conversation with the aim of expressing emotion, dominating those that disagree with them and favouring those that share the same views.

CREATURE GENERATOR

USING THE GENERATOR

Creature generation works in the same way as NPC generation: roll the indicated die and reference the result against the relevant column. In the below table, the first column gives you an indication of the type of creature, which will be modified in a later table to give your creature specific traits that will make it unique. The second column will tell you the creature's motivation.

The third column is a guide the creature's natural environment, although in many cases there is no reason why a naturally subterranean creature couldn't be found in a rocky environment, for example. The fourth column gives an indication of the creature's preferred method of attack, which will again be modified in a later table to make it unique to the creature. If you do not have an idea of the level you wish the creature to be, or you'd like to let fate decide, you can establish this now by rolling a 1d10.

CREATURE GENERATOR

Result 1d20	Type(Roll 1)	Motivation (Roll 2)	Environment (Roll 3)	Combat (Roll 4)
1	Humanoid	Destruction	Ubiquitous	Punches and Kicks
2	Automaton	Defence	Tropical	Suffocates
3	Reptilian	Curiosity	Temperate	Crushes
4	Mammalian	Hungers For Flesh	Cold	Poisonous Mandibles
5	Flying	Craves Blood	Woodland	Whirring Blades
6	Insect	Feeds on Life-force	Grassland	Dissolves Prey
7	Vaporous	Consumes Brainwaves	Urban	Drains Energy
8	Ooze / Slime	Curiosity	Subterranean	Razor Limbs
9	Mechanical	Inexplicable	Rocky	Spits Acid
10	Plant	Requires Host for Reproduction	Damp	Paralysing Bite
11	Arachnid	Live Flesh	Fresh Water	Vomits Explosives
12	Hound	Feeds on Fear	Salt Water	Guns
13	Undead	Collects Skulls	Arctic	Swords
14	Ghost	Hatred	Desert	Knives
15	Chimera	Territorial	Rot and Waste	Projectiles
16	Golem	Protection	Trans Dimensional	Causes Desperation
17	Liquid	Human Organs	Dreams	Disrupts Molecules
18	Alien	Exploration	Abandoned Ruins / Settlements	Blinding Light
19	Draconic	Survival	Darkness	Stings
20	Elemental	Self Modification	Wastelands	Sabre Toothed

PUTTING IT TOGETHER

Once you have rolled your results, you can begin to put your creature together. As with the previous NPC section, I am going to create a creature in real time. My roll results are as follows: Column 1=13, column 2=9, column 3=20, column 4=10. This results in: *An undead creature with inexplicable motives that dwells in wastelands and has a paralysing bite.* Rolling a 1d10 informs me that our undead creature is level 5.

Having established the base for our creature, we can move on to the next section.

CREATURE TRAITS

The following table will establish our creature's traits. As with everything else, these choices are entirely optional and are included so that you can develop your creature to the level you require. When it comes to establishing traits, feel free to use as many or as few as you like.

As with the previous table, simply roll the indicated die and reference the corresponding column to arrive at the result. Using a 1d20, I roll a 5 which adds the following trait to our undead creature: *The saliva of the creature is a powerful hallucinogenic that is highly prized in shamanic circles and amongst the more chemically adventurous of individuals.*

CREATURE TRAITS

Result 1d20	Creature Trait
1	The creature has six telescopic legs that rub together at the knee joints, producing a hypnotic rhythm that it uses to attract a mate.
2	Dark liquid oozes from its eyes and gathers in puddles around the creature. The liquid disappears within a few minutes, but has a corrosive effect on the surrounding environment. These tell-tale signs are often used to track the creature.
3	The creature carries its young in sacks that are evenly distributed around its body.
4	The creature has a transparent abdomen in which the sun setting over an ocean in another land or dimension can be seen at all times.
5	The saliva of the creature is a powerful hallucinogenic that is highly prized in shamanic circles and amongst the more chemically adventurous of individuals.
6	The creature is able to mimic the sound of anything it hears and often strings sounds together to create complex audio landscapes that enchant the listener.
7	The thought patterns of the creature can be seen as colourful waves of energy that swirl around its head.
8	The creature has horns made of light which change colour depending on its mood.
9	The creature is able to throw its voice so that it sounds as though it is emanating from blades of grass, flowers and other foliage.
10	When nervous, the creature retracts it head and neck into its upper torso.
11	When angry, the creature breathes a swarm of flies that immediately turn into pinpricks of coloured lights which pop in soothing musical tones.
12	A dark cloud follows the creature around wherever it goes, hovering about three feet above its head.
13	The creature has two hands on the side of its body, with moss covered fingers that trail up to three metres behind it.
14	The creature's head is not attached to its body, and has six stick-like legs which it uses to follow the creature closely wherever it goes.
15	The creature is covered in dark spots which periodically open like hatches, allowing beetle-like insects to take to the air and gather food.
16	The creature has a human face which alters appearance to look like the last person it was in contact with.
17	The creature has four delicate wings which, when extended, have ever changing patterns of the cosmos dancing across their surface.
18	The creature changes colour to the rhythm of the waxing and waning moon. From black with a chink of silver, to fully silver, then back to black, over a 28 day period.
19	The creature has a hollow tail filled with a liquid that, when consumed, creates the ability to see through time.
20	The creature's vital organs exist in a parallel universe, thus keeping it safe from total destruction. When defeated or killed, the creature is able to slowly fashion another body from the nutrients and minerals in the surrounding environment.

INTERACTION

The following interaction table will give you an indication of how your creature communicates. For our undead creature, I roll a 6, which generates the following result:

Exhales clouds of coloured gas that form words and pictures which can be deciphered as a level 7 intelligence task if the PC has a related skill.

INTERACTION

Result 1d20	Method of Interaction
1	Telepathic communication is possible if the creature is intrigued enough. It is most likely to be receptive if the PC has some kind of unusual physical attribute. This assumes that the PC also has telepathic abilities.
2	The creature does not use spoken language, however communication is possible through gesture and body language.
3	Concerned only with feeding.
4	Communicates using piercing sounds that are likely to deafen anyone that attempts to engage with it.
5	Creature is fond of objects and is likely to bargain with the PCs if they have something of interest that relates to its natural environment.
6	Exhales clouds of coloured gas that form words and pictures which can be deciphered as a level 7 intelligence task if the PC has a related skill.
7	Communication is possible but can be deceptive as the creature agrees with whatever the PCs are saying, even whilst it is devouring them.
8	Creature is only interested in destruction.
9	Creature finds all types of interaction extremely depressing and will begin to weep acid if any conversation is attempted.
10	Creature is passive and will spend hours engaged in deep conversation about the nature of the universe.
11	The creature regards any attempt at communication as an opportunity to study potential weaknesses. It is an extremely fast learner and any attempt at a repeat mode of attack will inflict one point less damage per round.
12	The creature is hostile towards any attempts at communication and wears a necklace threaded with the tongues of everyone who has tried to engage in conversation with it.
13	Extremely timid and wary of all interaction. However, can be trained at a level 4 intellect task to mimic all PC movements.
14	Creature does not have the ability to speak and no meaningful way of communication with it has been discovered.
15	Creature is extremely hostile, but can be calmed to the point of submission if played music. If a PC has musical ability or an instrument, they can attempt a level 5 intellect task. If the creature likes the music, it will become docile. If the creature does not like the music, its hostility is increased and it inflicts one point extra damage per round.
16	Creature understands all languages and will use any sharp object to carve its responses in the flesh of its victims.
17	Creature has a tendency to demonstrate its strength and can easily be trained to carry heavy goods as a way to gain PC approval.
18	Creature communicates telepathically across time rendering most attempts at conversation futile. It is quite possible that the PC attempting to communicate with the creature received a response from it the previous week.
19	Creature survives on instinct alone and is only interested in attack.
20	Concerned only with killing.

NAME GENERATION

The table below includes three columns of single and multiple syllables that you can string together to create a name for your creature. There are several ways in which you can do this, and do not feel that you are limited to creating creatures with only one option from each column. You may choose to create a creature with a first name and a last name consisting of two syllables each, or a single name consisting of three syllables etc. Or, you may choose to use multiple options from the same column. Having decided to create a name for our undead creature using one option from each column, I roll the following: Column 1=6, column 2=7, column 3=14. Stringing all the results together, I learn that our undead creature is a *Kresamon*.

CREATURE NAME GENERATOR

Result 1d20	Column 1	Column 2	Column 3
1	barr	es	akk
2	bal	en	akle
3	dam	al	deya
4	hed	se	esha
5	hep	on	pter
6	kre	po	ka
7	tre	sa	teka
8	bann	ria	nos
9	maji	me	tarr
10	shel	vo	peth
11	nia	di	rth
12	hed	a	an
13	dae	mi	ark
14	lis	at	mon
15	ko	to	gon
16	barr	gen	ant
17	tam	esh	isha
18	kar	ra	tok
19	rev	sa	tel
20	orn	da	iren

CREATURE COMBAT

CREATURE COMBAT

The below tables include modifiers for health, movement and loot, and various types of defence and attack. The defence and attack modifiers alter the creature's level in specific areas. For example, if your creature is level 4 and a particular modifier increases your creature's speed defence by 2 steps, the modification would equate to: 'Level 4 and makes speed defence rolls at level 6'.

Once our combat modifiers are in place, we have all the elements needed to create a full profile for our creature.

MOVEMENT & HEALTH

Result 1d6	Movement	Health (level plus)
1	Short	0 Points
2	Medium	10 Points
3	Long	20 Points
4	Short	30 Points
5	Medium	40 Points
6	Long	50 Points

COMBAT MODIFIERS TO A MAXIMUM LEVEL OF 10

Result 1d20	Combat Modifier
1	The creature is able to read body language and can anticipate the PC's next move, making it an extremely tricky opponent during combat. As a result, the creature's speed defence level, attack level and perception level is increased by 1 step.
2	The creature has chameleon like abilities and is able to camouflage itself in any environment, increasing its stealth by 2 steps. To prevent the creature from blending with its environment, the player must make a speed attack roll. If unsuccessful the creature will inflict 1 extra point of damage per round.
3	The creature has a heavy outer layer of armour that repels all traditional weapons. However, it is particularly sensitive to intellect based attacks. As a result, it has an armour rating of 2, but all speed and intellect defence task difficulties are increased by 1 step.
4	The creature is able to absorb light making it difficult to see even in bright sunlight. As a result, its stealth is increased by 2 steps.
5	The creature is covered in slowly revolving eyes that hypnotise the PC, increasing the difficulty of all types of attack by 1 step. Its perception level is also increased by 2 steps.
6	The creature has a natural health modifier of plus 5. If the creature's health level is reduced to 3 or below it will explode, causing poisonous barbs to penetrate all armour and lodge themselves in the PC's flesh. For the next 24 hours, the PC must make a successful might defence roll once every 4 hours equal to or greater than the creature's level. Each failed roll results in 1 point of might damage until the poison has worked its way out of the PC's system.
7	Although during battle the creature is extremely hostile, it emits a high pitched sound like a crying, wounded baby during each round of attack, causing despair in the PC and making extra attack effort impossible. This also increases the creature's defence level by 1 step.

COMBAT MODIFIERS TO A MAXIMUM LEVEL OF 10

Result 1d20	Combat Modifier
8	If the creature is pierced, a poisonous gas escapes from its body, causing 1 extra point of damage per round. The creature's form is also obscured by the escaping gas, increasing it's stealth level by 2 steps. To have prior knowledge of this particular defence mechanism, the players must make a successful intellect check equal to or greater than the creature's level.
9	The creature has three minds through which it can shift any thought pattern at leisure. As a result, its intellect defence level is increased by 2 steps.
10	The creature is able to dissolve all metallic objects it comes into contact with. As a result, metal weapons have no effect on the creature, but it defends intellect based attacks at 1 level lower.
11	Under attack, the creature is able to grow extra limbs at leisure, suited to its form and environment, which it uses for escape. As a result, its speed defence level is increased by 2 steps.
12	The creature has a 'psychic mirror' and can reflect all intellect based attacks back on the attacker, inflicting intellect damage equal to its level. To have prior knowledge of this defence mechanism, the players must make a successful intellect check equal to or greater than the creature's level.
13	The creature can perform a secondary 'shadow attack' which is difficult to see. This increases its speed, attack and stealth levels by 1 step.
14	The creature surrounded by an energy shield which has an armour rating of 4 against all might attacks.
15	If pierced, the creature emits light rays which the PC must dodge with a speed roll equal to the creature's level. Failure results in the light rays burrowing into any exposed area of the PC's skin causing light worms to eat away at the PC's flesh, inflicting 2 extra points of might damage.
16	Every time an even number is rolled, the creature momentarily turns invisible and the attack fails. Overall, regardless of the roll, this increases the creature's stealth and speed levels by 2 steps.
17	The creature emits a high pitched sonic blast when under attack. As a result, it's defence level is increased by one step and the difficulty of all intellect based attacks are increased by 1 step.
18	Once the creature's health has reduced by half, the creature has the ability to make a level 2 clone of itself which the PC must make a might based defence roll against. Failure inflicts 3 points of damage. The PCs must destroy the clone before any further attacks can be made on the creature.
19	The creature laughs while under attack, thus lowering the PC's morale during combat. As a result, its defence level is increased by 2 steps.
20	The creature has a long, lightning-fast tongue and will attempt to lick the PC during combat. If the PC fails a speed defence roll they become paralysed for 1 round. The player may attempt a might based defence roll to shake it off. As a result, the creature's speed level is increased by 2 steps.

LOOT

Result 1d6	Loot
1	1d6 Cyphers
2	Artifact / Oddity
3	1d6 Currency
4	1d20 Currency
5	1d100 Currency
6	Roll again with X2 of above result

KRESAMON 5 (15)

An undead creature with inexplicable motives that dwells in wastelands and has a paralysing bite.

Character traits: The saliva of a Kresamon is a powerful hallucinogenic that is highly prized in shamanic circles and amongst the more chemically adventurous of individuals.

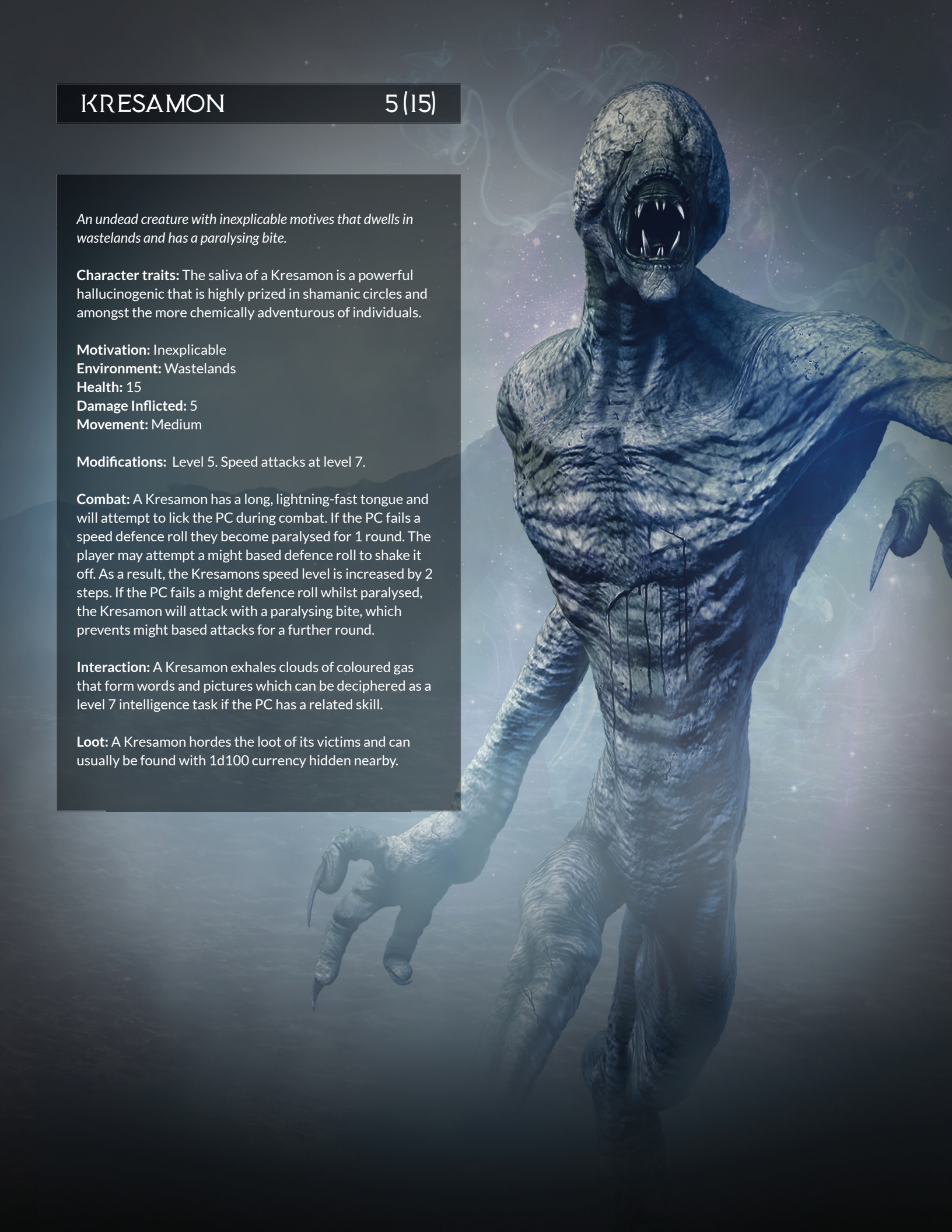
Motivation: Inexplicable
Environment: Wastelands
Health: 15
Damage Inflicted: 5
Movement: Medium

Modifications: Level 5. Speed attacks at level 7.

Combat: A Kresamon has a long, lightning-fast tongue and will attempt to lick the PC during combat. If the PC fails a speed defence roll they become paralysed for 1 round. The player may attempt a might based defence roll to shake it off. As a result, the Kresamons speed level is increased by 2 steps. If the PC fails a might defence roll whilst paralysed, the Kresamon will attack with a paralysing bite, which prevents might based attacks for a further round.

Interaction: A Kresamon exhales clouds of coloured gas that form words and pictures which can be deciphered as a level 7 intelligence task if the PC has a related skill.

Loot: A Kresamon hordes the loot of its victims and can usually be found with 1d100 currency hidden nearby.



NPC AND CREATURE GENERATOR QUICK REFERENCE

Create a NPC or creature in just a few minutes using the following steps:

NPC CREATION

- Roll a 1d10 to determine you NPC's level
- Generate a descriptor, character type and two foci (pg 5)
- Create NPC motivation and environment (pg 10)
- Add character traits as required (pg 10)
- Optionally add an unusual character trait (pg 11)
- Generate a name for your NPC (pg 12)

CREATURE CREATION

- Roll a 1d10 to determine your creature's level
- Generate a creature type, motivation, environment, and general method of combat (pg 21)
- Add creature traits as required (pg 22)
- Establish a method in which your creature interacts (pg 23)
- Generate a name for you creature (pg 24)

NPC COMBAT

- Determine your NPC's movement and optional health modifier (pg 13)
- Establish which weapons your NPC carries (pg 13)
- Add combat modifiers to your NPC (pg 13)
- Determine the loot your NPC carries (pg 14)

CREATURE COMBAT

- Determine your creature's movement and optional health modifier (pg 25)
- Add combat modifiers to your creature (pg 25)
- Determine the loot your creature carries (pg 26)

NPC INTERACTION

- Generate an emotional tone, subject descriptors and interaction focus (pg 17)
- Determine the interaction type (pg 20)

CHARACTER SHEET

NAME: LEVEL:

DESCRIPTION:

CHARACTER TRAITS:

MOTIVATION:

ENVIRONMENT:

HEALTH:

DAMAGE INFLICTED:

MOVEMENT:

NOTES

MODIFICATIONS:

COMBAT:

BACKGROUND / INTERACTION:

LOOT:

CHAOS

CYPHER SYSTEM NPC AND CREATURE GENERATOR

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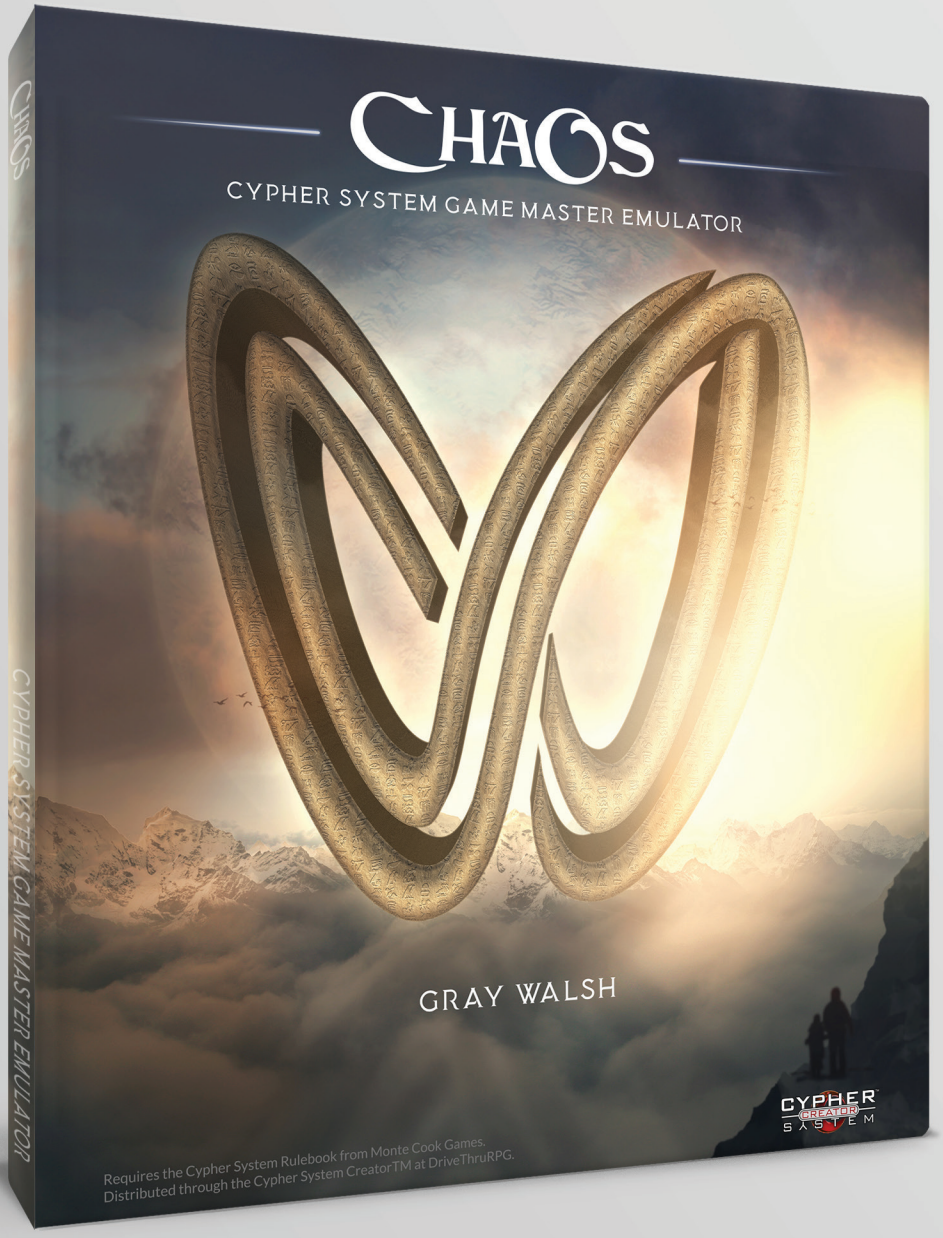

THE CHAOS CYPHER SYSTEM GAME MASTER EMULATOR IS AVAILABLE AT DRIVETHRURPG.COM

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