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A Pathfinder Roleplaying Game Compatible GM's RESOURCE by Creighton Broadhurst



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SO WHAT'S THE HUMAN CALLED, ANYWAY? II

A Pathfinder Roleplaying Game GM's RESOURCE supplement by Creighton Broadhurst

So your PCs have wandered into a nearby town. Perhaps they are relaxing in the tavern talking with the locals, haggling with a merchant or trying to gather information about a nearby ruin from a sage. Then they ask “so what’s this bloke called, anyway?” At this point, the GM normally uses the first name that pops into his head (probably “Bob,” or the one he used minutes ago for another NPC) crushing the players’ suspension of disbelief.

So What's The Human Called, Anyway? II banishes this problems by providing 500 first names and 250 surnames and place names of Carolingian, Egyptian, Germanic, Gothic and Sumerian origin. Divided by culture, these handy tables enables the busy GM to generate literally thousands of unique names for use in his campaign. Players can also use the tables herein to create cool names for their PCs that suit the background and flavour of their GM's campaign.



CREDITS

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Interior Artists: William McAusland. Some artwork copyright William McAusland, used with permission.

Thank you for purchasing *So What's the Human Called, Anyway? II*; we hope you enjoy it and that you check out our other fine print and PDF products.

CONTACT US

Email us at gatekeeper@ragingswan.com.

ERRATA

We like to think *So What's the Human Called, Anyway? II* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

ABOUT THE DESIGNER

Creighton is a keen gamer who passionately believes in the Open Gaming License and is dedicated to making his games as fun and easy to enjoy as possible for all participants. Reducing or removing entry barriers, simplifying pre-game prep and easing the GM's workload are the key underpinning principles of the products he releases through Raging Swan Press.

Creighton lives in Torquay, England where, apparently, the palm trees are plastic and the weather is warm. He shares a ramshackle old mansion with his two children ("Genghis" and "Khan") and his patient wife. Famed for his unending love affair with booze and pizza he is an enduring GREYHAWK fan.

You can read his thoughts on game design at ragingswan.livejournal.com.

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FOREWORD

I enjoyed researching and writing *So What's The Human Called Anyway?* so much that I couldn't stop myself writing *So What's The Human Called Anyway? II*.

This time out, though, I've focused on slightly more obscure cultures in my quest to bring flavour and depth to game tables everywhere. No longer will GMs be reduced to calling every NPC "Bob!" The lists herein present 500 first names and 250 place names

from the Carolingian, Egyptian, Germanic, Gothic and Sumerian cultures. You can each set of names to a different culture or kingdom in your campaign or even to non-human groups. Certainly a nation of elves with Egyptian or Sumerian a names would be a unique twist to a campaign!

Frustratingly, many ancient cultures did not use surnames, instead refer to specific individuals as "son/daughter of" or "of (place name)." Where this is the case, I have included a list of appropriate place names from which to choose. If you are generating an NPC with the appellation "son/daughter of" simply roll again on the relevant table to generate the NPC's parent's name.

Alternatively, many cultures used nicknames to refer to specific individuals. I included extensive lists of nicknames in *So What's The Human Called, Anyway* so I won't be replicating such lists herein.

Finally, some individuals were identified by their first name and profession (Drogo the Carter, for example) and so I've also included a list of common professions on page 8.

I hope you find this product useful. It would be great to hear all the cool names you generate with these tables – drop me a line at creighton@ragingswan.com. Alternatively, is there another culture you'd like me to focus on? Is your campaign set in a fantasy version of Ancient China or India? Drop me a line and let me know which cultures you'd like me to focus on next!



TABLE A: CAROLINGIAN NAMES

MALE NAMES

D%	
01-02	Adalbert
03-04	Adalhard
05-06	Amalwin
07-08	Anshelm
09-10	Arnulf
11-12	Bernard
13-14	Bertich
15-16	Carloman
17-18	Charles
19-20	Donatus
21-22	Drogo
23-24	Eberhard
25-26	Egbert
27-28	Egfried
29-30	Einhard
31-32	Emmon
33-34	Fardulf
35-36	Frederich
37-38	Fulbert
39-40	Gerold
41-42	Gervinus
43-44	Grifo
45-46	Guntbald
47-48	Halitgar
49-50	Hardrad
51-52	Hegibert
53-54	Hilduin
55-56	Hruodmund
57-58	Hugo
59-60	Lothair
61-62	Louis
63-64	Mathfrid
65-66	Meginhard
67-68	Nordbert
69-70	Odulf
71-72	Otgar
73-74	Pepin
75-76	Reginhard
77-78	Richard
79-80	Rudolf
81-82	Sigimund
83-84	Suidger
85-86	Theobald
87-88	Theodoric
89-90	Unroch
91-92	Vivian
93-94	Warin
95-96	Welf
97-98	Wido
99-100	Worad

FEMALE NAMES

D%	
01-02	Ada
03-04	Adelind
05-06	Alberta
07-08	Anselma
09-10	Audovera
11-12	Basina
13-14	Berta
15-16	Binga
17-18	Brunhilde
19-20	Charlene
21-22	Clotild
23-24	Della
25-26	Deuteria
27-28	Eadith
29-30	Emilia
31-32	Ertha
33-34	Francesca
35-36	Frida
37-38	Geralda
39-40	Gerta
41-42	Gisela
43-44	Halfrida
45-46	Helga
47-48	Hildegard
49-50	Hruodtrude
51-52	Idelle
53-54	Ingoberg
55-56	Ingund
57-58	Irmengarda
59-60	Jarvia
61-62	Judith
63-64	Karolina
65-66	Leoda
67-68	Liutberga
69-70	Lorelei
71-72	Matilda
73-74	Odelia
75-76	Olga
77-78	Rica
79-80	Rilla
81-82	Rolanda
83-84	Solvig
85-86	Thora
87-88	Ulrika
89-90	Uta
91-92	Velda
93-94	Winifred
95-96	Wisigard
97-98	Yetta
99-100	Zerlina

PLACE NAMES

D%	
01-02	Altaripa
03-04	Altmunster
05-06	Amorbach
07-08	Andernach
09-10	Annegray
11-12	Argenteuil
13-14	Barisis
15-16	Blois
17-18	Chelles
19-20	Corbie
21-22	Dol
23-24	Echternach
25-26	Faremoutiers
27-28	Fécamp
29-30	Flavigny
31-32	Fleury
33-34	Fritzlar
35-36	Fulda
37-38	Gall
39-40	Gorse
41-42	Gorze
43-44	Hautvillers
45-46	Hersfeld
47-48	Honau
49-50	Kaiserwerth
51-52	Kempton
53-54	Kitzingen
55-56	Kochel
57-58	Lérins
59-60	Lorsch
61-62	Mesmin
63-64	Mihiel
65-66	Montier
67-68	Nantua
69-70	Nivelles
71-72	Noirmoutier
73-74	Novalese
75-76	Ohrdrut
77-78	Omer
79-80	Péronne
81-82	Prum
83-84	Rebais
85-86	Staffelsee
87-88	Tauberbischofsheim
89-90	Tegernsee
91-92	Tonnerre
93-94	Trond
95-96	Wandrille
97-98	Weissenburg
99-100	Wessobrun

TABLE B: EGYPTIAN NAMES

MALE NAMES

D%	
01-02	Adjo
03-04	Akhom
05-06	Ako
07-08	Akori
09-10	Alu
11-12	Amahté
13-14	Amenemhêt
15-16	Amenhotep
17-18	Anemro
19-20	Anhuri
21-22	Ashai
23-24	Awan
25-26	Awi
27-28	Baba
29-30	Bai
31-32	Baki
33-34	Baraka
35-36	Bari
37-38	Benipé
39-40	Buikhu
41-42	Djado
43-44	Djal
45-46	Fanté
47-48	Hetshepsu
49-50	Iabi
51-52	Ialu
53-54	Ibenbré
55-56	Itafé
57-58	Itennu
59-60	Kamenwati
61-62	Kanotep
63-64	Kemmebi
65-66	Kemosiri
67-68	Kemsa
69-70	Khai
71-72	Khenti
73-74	Kufu
75-76	Manu
77-78	Mdjai
79-80	Mhotep
81-82	Nomti
83-84	Nsu
85-86	Numé
87-88	Oba
89-90	Rami
91-92	Rasui
93-94	Semni
95-96	Shenti
97-98	Sokkwi
99-100	Uro

FEMALE NAMES

D%	
01-02	Aisha
03-04	Aishê
05-06	Akana
07-08	Akorit
09-10	Aloli
11-12	Amenitré
13-14	Amisi
15-16	Amonit
17-18	Anhurit
19-20	Ati
21-22	Bakit
23-24	Banafrit
25-26	Barit
27-28	Bisi
29-30	Boki
31-32	Ebé
33-34	Ebio
35-36	Ekibé
37-38	Emu
39-40	Esho
41-42	Haréré
43-44	Hebony
45-46	Hetshepsit
47-48	Himé
49-50	Ibon
51-52	Iboni
53-54	Irisi
55-56	Kebi
57-58	Kemisi
59-60	Kemreit
61-62	Kemsê
63-64	Khait
65-66	Kifi
67-68	Kiwu
69-70	Mehnit
71-72	Merit
73-74	Meskenit
75-76	Metit
77-78	Miu
79-80	Mnoti
81-82	Nafre
83-84	Nanu
85-86	Nebti
87-88	Odjit
89-90	Shamisé
91-92	Shebi
93-94	Shepsit
95-96	Tameri
97-98	Tinubiti
99-100	Woserit

PLACE NAMES

D%	
01-02	Abu Simbel
03-04	Abusir
05-06	Acanthus
07-08	Akheteten
09-10	Apis
11-12	Aswân
13-14	Avaris
15-16	Bubastis
17-18	Busiris
19-20	Buto
21-22	Clysma
23-24	Cusae
25-26	Dahab
27-28	Damietta
29-30	Debenet
31-32	Dehnet
33-34	Desouk
35-36	Edfu
37-38	El Hiba
39-40	Hebenu
41-42	Helwan
43-44	Heracleion
45-46	Hieracon
47-48	Hurghada
49-50	Itjawy
51-52	Kerma
53-54	Khmun
55-56	Kom Ombo
57-58	Lahum
59-60	Menouthis
61-62	Meydum
63-64	Naukratis
65-66	Nekhen
67-68	Nuweiba
69-70	Ostrakine
71-72	Per medjequd
73-74	Rapouh
75-76	Safaga
77-78	Sais
79-80	Saqqara
81-82	Sepermeru
83-84	Sharm ash Shaykh
85-86	Sharuna
87-88	Tanis
89-90	Tebtunis
91-92	Tell es-Sakan
93-94	Thinis
95-96	Tjebu
97-98	Xois
99-100	Zawty

TABLE C: GERMANIC NAMES

MALE NAMES

D%	
01-02	Adalbern
03-04	Alaric
05-06	Alboin
07-08	Baldarich
09-10	Baldomar
11-12	Clovis
13-14	Eburwin
15-16	Egino
17-18	Erminigild
19-20	Eward
21-22	Faramund
23-24	Fridumar
25-26	Fulco
27-28	Gerulf
29-30	Gislin
31-32	Haimo
33-34	Hardmod
35-36	Hariwald
37-38	Horsa
39-40	Hrodger
41-42	Hrolf
43-44	Ivo
45-46	Joscelin
47-48	Karl
49-50	Kuno
51-52	Landebert
53-54	Lanzo
55-56	Leudagar
57-58	Lothar
59-60	Manno
61-62	Meginfrid
63-64	Meino
65-66	Odo
67-68	Odoacer
69-70	Ortwin
71-72	Otmar
73-74	Otto
75-76	Raban
77-78	Radulf
79-80	Ranganhar
81-82	Rochus
83-84	Rudesind
85-86	Sigdag
87-88	Siward
89-90	Tancred
91-92	Trancmar
93-94	Waldhar
95-96	Waldo
97-98	Wandal
99-100	Warin

FEMALE NAMES

D%	
01-02	Adela
03-04	Adelais
05-06	Adelina
07-08	Aenor
09-10	Alda
11-12	Aldegund
13-14	Amalia
15-16	Amelina
17-18	Auda
19-20	Aveza
21-22	Avila
23-24	Berengaria
25-26	Bertha
27-28	Brunhild
29-30	Brunhilde
31-32	Clothildis
33-34	Cunigund
35-36	Ermendrud
37-38	Ermingard
39-40	Erminhilt
41-42	Erminlinda
43-44	Frida
45-46	Geretrudis
47-48	Gerhild
49-50	Gerlind
51-52	Gisila
53-54	Godeliva
55-56	Gunda
57-58	Hadewig
59-60	Hailwic
61-62	Herleva
63-64	Ida
65-66	Ima
67-68	Irma
69-70	Ishild
71-72	Leutgard
73-74	Luitgard
75-76	Lutgardis
77-78	Mahthildis
79-80	Oda
81-82	Odila
83-84	Raganhildis
85-86	Roslindis
87-88	Rosmunda
89-90	Rothad
91-92	Roza
93-94	Saxa
95-96	Sigilind
97-98	Waldeburg
99-100	Waldedrudis

TRIBAL NAMES

D%	
01-02	Adogit
03-04	Aelvaeones
05-06	Batini
07-08	Bergio
09-10	Braemi
11-12	Bui
13-14	Chali
15-16	Danduti
17-18	Dani
19-20	Eunixi
21-22	Evagres
23-24	Favonae
25-26	Fosi
27-28	Grannii
29-30	Hallin
31-32	Hasdingi
33-34	Helissi
35-36	Heruli
37-38	Hilleviones
39-40	Ingriones
41-42	Lemovii
43-44	Levoni
45-46	Manimi
47-48	Mattiaci
49-50	Naharvali
51-52	Nemetes
53-54	Njars
55-56	Otingis
57-58	Pharodini
59-60	Quadi
61-62	Racatae
63-64	Racatriae
65-66	Salii
67-68	Scirii
69-70	Segni
71-72	Sigulones
73-74	Suevi
75-76	Taetel
77-78	Teutons
79-80	Thervingi
81-82	Theustes
83-84	Tubanti
85-86	Ubi
87-88	Vagoth
89-90	Vangiones
91-92	Varini
93-94	Vinoiloth
95-96	Viruni
97-98	Vispi
99-100	Zumi

TABLE D: GOTHIC NAMES

MALE NAMES

D%	
01-02	Agriwulf
03-04	Alaric
05-06	Alatheus
07-08	Alaviv
09-10	Ariaric
11-12	Arvandus
13-14	Aspar
15-16	Berig
17-18	Berimund
19-20	Beuca
21-22	Borani
23-24	Braga
25-26	Cannabas
27-28	Colias
29-30	Crocus
31-32	Cunigast
33-34	Eberwolf
35-36	Eraric
37-38	Eriulf
39-40	Ermelandus
41-42	Filimer
43-44	Fredegar
45-46	Gadaric
47-48	Gaut
49-50	Gelimer
51-52	Gundehar
53-54	Gundobad
55-56	Hisarna
57-58	Huml
59-60	Ibba
61-62	Modaharius
63-64	Niketas
65-66	Patza
67-68	Rechiar
69-70	Remismund
71-72	Rikiar
73-74	Rodolf
75-76	Saba
77-78	Sigeric
79-80	Sisbert
81-82	Tanca
83-84	Teja
85-86	Thela
87-88	Theodahad
89-90	Theodoric
91-92	Thiudimir
93-94	Tuluin
95-96	Unila
97-98	Uraias
99-100	Valia

FEMALE NAMES

D%	
01-02	Adosinda
03-04	Amalafrida
05-06	Amalasontha
07-08	Amalasuintha
09-10	Amalaswinth
11-12	Amalaswintha
13-14	Amalberga
15-16	Amalfrida
17-18	Amalina
19-20	Amalwara
21-22	Amelina
23-24	Areagne
25-26	Avagisa
27-28	Avina
29-30	Brenhilda
31-32	Brunichild
33-34	Brunihild
35-36	Chlodoswintha
37-38	Chlotsuintha
39-40	Ereleuva
41-42	Erelieva
43-44	Fredegonda
45-46	Gaatha
47-48	Gailavira
49-50	Gailesvintha
51-52	Garsendis
53-54	Gelvira
55-56	Giso
57-58	Glismoda
59-60	Goisvintha
61-62	Gosvintha
63-64	Gudeliva
65-66	Helchen
67-68	Hermangild
69-70	Hermesind
71-72	Heva
73-74	Hilduara
75-76	Hunila
77-78	Kriemhild
79-80	Liuva
81-82	Matasvintha
83-84	Ostrogotho
85-86	Radegond
87-88	Radegonda
89-90	Riciberga
91-92	Sunigilda
93-94	Sunilda
95-96	Theodananda
97-98	Valdamerca
99-100	Wilgefortis

COMMON PROFESSIONS

D%	
01-02	Apothecary
03-04	Archer
05-06	Artist
07-08	Baker
09-10	Barber
11-12	Beggar
13-14	Blacksmith
15-16	Boatman
17-18	Boatwright
19-20	Carpenter
21-22	Cartwright
23-24	Carver
25-26	Chandler
27-28	Chaplin
29-30	Cobbler
31-32	Cook
33-34	Cooper
35-36	Courtesan
37-38	Draper
39-40	Farmer
41-42	Fisherman
43-44	Fletcher
45-46	Fuller
47-48	Glassblower
49-50	Glazier
51-52	Guide
53-54	Hermit
55-56	Hooper
57-58	Hunter
59-60	Innkeeper
61-62	Jailer
63-64	Jongleur
65-66	Limner
67-68	Merchant
69-70	Midwife
71-72	Miller
73-74	Miner
75-76	Potter
77-78	Saddler
79-80	Sage
81-82	Soldier
83-84	Stonemason
85-86	Tailor
87-88	Thief
89-90	Tinker
91-92	Trader
93-94	Valet
95-96	Vintner
97-98	Watchman
99-100	Weaver

TABLE E: SUMERIAN NAMES

MALE NAMES

D%	
01-02	Aanepada
03-04	Adad
05-06	Agga
07-08	Akalamdug
09-10	Amar-Sin
11-12	Anunnaki
13-14	Atraharsis
15-16	Belit-Sheri
17-18	Dagon
19-20	Damuzi
21-22	Dungi
23-24	Eanatum
25-26	Eannatum
27-28	Ekur
29-30	Endukagga
31-32	Enki
33-34	Enkidu
35-36	Enlil
37-38	Enmebaragisi
39-40	Enmerkar
41-42	Enmul
43-44	Ennugi
45-46	Etana
47-48	Gudea
49-50	Hanish
51-52	Humbaba
53-54	Humwawa
55-56	Ibi-Sin
57-58	Ishme-Dagan
59-60	Lugal-zaggisi
61-62	Lugulbanda
63-64	Mesanepada
65-66	Mesannipadda
67-68	Meskalam-dug
69-70	Namtar
71-72	Nergal
73-74	Ninazu
75-76	Puzur-Amurri
77-78	Rigiljo
79-80	Samuqan
81-82	Sangasu
83-84	Sargon
85-86	Shulpae
87-88	Sisuthros
89-90	Ubara-Tutu
91-92	Ur-Nammu
93-94	Ut-napishtim
95-96	Utu
97-98	Xisuthros
99-100	Ziusudra

FEMALE NAMES

D%	
01-02	Aea
03-04	Amare
05-06	Amarenzu
07-08	Amarezen
09-10	Amarsin
11-12	Antum
13-14	Anu
15-16	Aruru
17-18	Asharru
19-20	Ashusikildigir
21-22	Aya
23-24	Bauninsheg
25-26	Delondra
27-28	Enanatuma
29-30	En-hedu-anna
31-32	Ereshkigal
33-34	Eulli
35-36	Gemekala
37-38	Gemeshega
39-40	Inanna
41-42	Irkalla
43-44	Lilith
45-46	Lugalme
47-48	Lugulbanda
49-50	Mammetum
51-52	Meania
53-54	Nanna
55-56	Nigbau
57-58	Ninbanda
59-60	Nindukugga
61-62	Ninedinni
63-64	Ningal
65-66	Ninhursag
67-68	Ninki
69-70	Ninlil
71-72	Ninshuel
73-74	Ninsun
75-76	Nintuda
77-78	Nisaba
79-80	Puabi
81-82	Radjni
83-84	Sabit
85-86	Shagshag
87-88	Shub-ad
89-90	Shubure
91-92	Siduri
93-94	Silili
95-96	Urbau
97-98	Urnina
99-100	Zimu

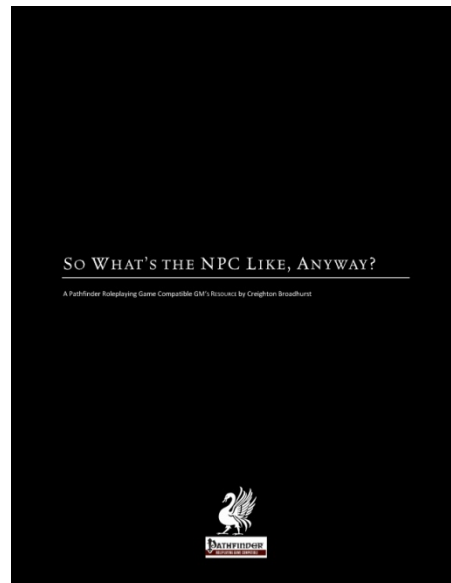
PLACE NAMES

D%	
01-02	Abu Salabikh
03-04	Accad
05-06	Adab
07-08	Agade
09-10	Akkad
11-12	Akshak
13-14	Anshan
15-16	Apisala
17-18	Aratta
19-20	Babel
21-22	Bad-tibira
23-24	Dabrum
25-26	Der
27-28	Dilbat
29-30	Duranki
31-32	Enegi
33-34	Erech
35-36	Eridu
37-38	Eshnunna
39-40	Girsu
41-42	Hit
43-44	Isin
45-46	Jemdet Nasr
47-48	Kesh
49-50	Ki-An
51-52	Kishi
53-54	Kisiga
55-56	Kuara
57-58	Kutalla
59-60	Kutha
61-62	Lagash
63-64	Larak
65-66	Larsa
67-68	Lutha
69-70	Marad
71-72	Mari
73-74	Nagsu
75-76	Nippur
77-78	Shuruppak
79-80	Shuruppak
81-82	Sippar
83-84	Sippur
85-86	Sirara
87-88	Susa
89-90	Ubaid
91-92	Ur
93-94	Uruk
95-96	Urusilim
97-98	Zabalam
99-100	Zimbir

SO WHAT'S THE NPC LIKE, ANYWAY?

Your PCs have finally emerged from the dungeon laden with loot prized from the clutches of their slain foes. Heroically returning to civilisation, they find a tavern, divide up their loot and relax. Then they ask “So what are the people like here, anyway?” At this point, the GM likely panics and either replies “nothing special” or improvises a series of similar, one-dimensional (and ultimately forgettable) NPCs. (After all, most GMs have got barely enough time to prepare the next adventure; preparing dozens of NPCs the PCs might interact with is likely a long way down their “to do” list.)

So What's the NPC Like, Anyway? banishes this problem! Within, you'll find tables designed to enable the busy GM to quickly and simply create hundreds of memorable, rounded NPCs. With just a few dice rolls, the GM can generate an NPC's notable physical traits, personality traits, mannerisms, current activity and profession, leaving him more time to concentrate on the adventure at hand!



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So your PCs have wandered into a nearby town. Perhaps they are relaxing in the tavern talking with the locals, haggling with a merchant or trying to gather information about a nearby ruin from a sage. Then they ask “so what’s this bloke called, anyway?” At this point, the GM normally uses the first name that pops into his head (probably “Bob,” or the one he used minutes ago for another NPC) crushing the players’ suspension of disbelief.

So What’s The Human Called, Anyway? II banishes this problems by providing 500 first names and 250 surnames and place names of Carolingian, Egyptian, Germanic, Gothic and Sumerian origin. Divided by culture, these handy tables enables the busy GM to generate literally thousands of unique names for use in his campaign. Players can also use the tables herein to create cool names for their PCs that suit the background and flavour of their GM’s campaign.

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