

SO WHAT'S THE NPC LIKE, ANYWAY?

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



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Your PCs have finally emerged from the dungeon laden with loot prised 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!



CREDITS

Design: Creighton Broadhurst

Editing: Aaron T. Huss

Cover Design: Creighton Broadhurst

Layout: Creighton Broadhurst

Interior Artists: Dave Peterson and David Sharrock. Some images copyright Erisian Entertainment, used with permission.

Thank you for purchasing *So What's the NPC Like Anyway?*; 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 NPC Like Anyway?* 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.

Over the last 11 years, Creighton has worked with Expeditious Press, Paizo and Wizards of the Coast. He now releases his own products through Raging Swan Press. You can read his thoughts on game design at ragingswan.livejournal.com.

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.

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FOREWORD

As important as flavoursome, well-design combat encounters and adventures, interesting and evocative NPCs can make a village or town come to life. No one remembers the faceless NPC that sells the PCs their gear, but the merchant with a squint, bad breath and an interest in taxidermy is an interesting addition to an otherwise banal event. Similarly, the PCs will remembered the horribly scarred, yet friendly street urchin long after they have forgotten his unremarkable companions.

Unique and interesting NPCs are great fun for the GM. Not only can he get in on the role-playing action, he can also create interesting moral situations for the PCs and impart useful (or useless) information to the PCs.

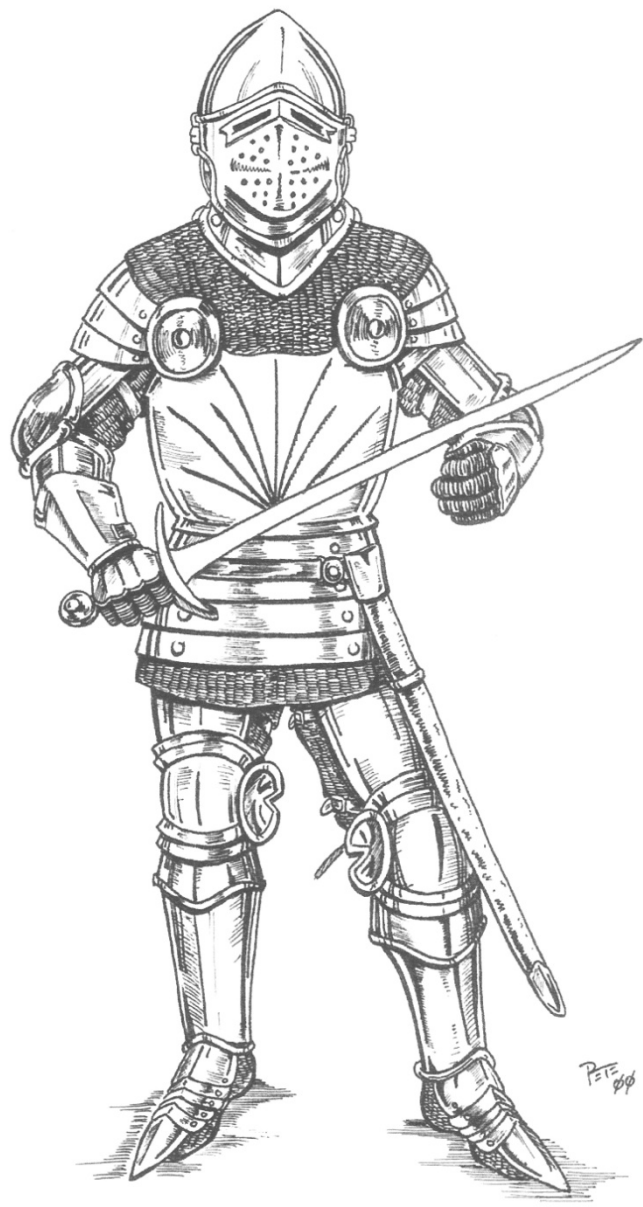
That said, designing scores of interesting NPCs can crush even the most motivated GM's will to live. That's where *So What's the NPC Like, Anyway?* comes in.

Within you'll find tables designed to help you create interesting, memorable NPCs in seconds! You can use these tables for literally anyone – the drunk propping up the tavern bar, the grouchy watchman or the conman trying to fleece the PCs out of their hard-won wealth.

A GM shouldn't use these tables to design every NPC the party encounter – that's overkill and if every NPC is special and memorable it will just cause confusion and frustration.

Of course, sometimes a GM doesn't have any time at all – or more likely the PCs wander off in some unforeseen direction. That's why *So What's the NPC Like, Anyway?* also presents 20 pre-generated NPC hooks so that the GM has a decent bank of interesting folk at his fingertips.

As always, I hope you find this product useful. It would be great to hear about the cool NPCs you generate with these tables – drop me a line at creighton@ragingswan.com.



USING THE TABLES

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

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

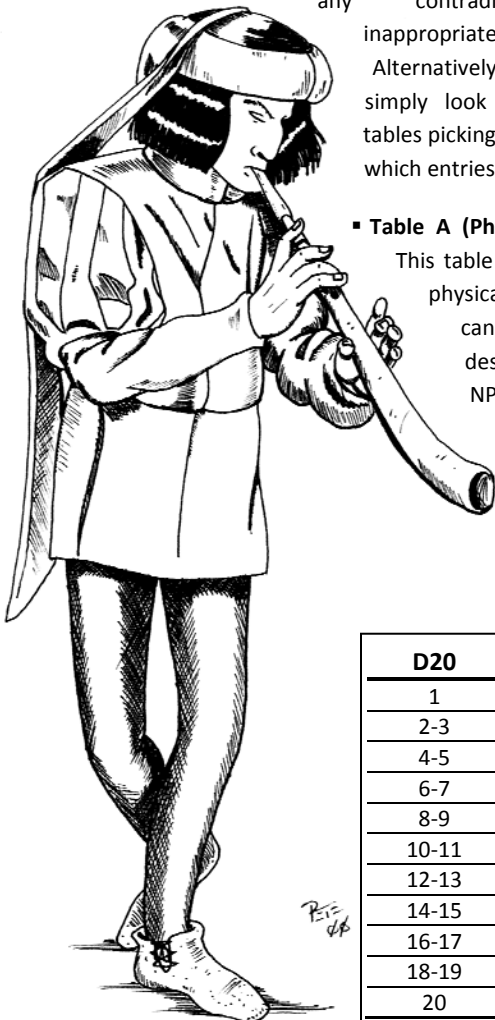
A GM could also use these tables to generate the basic details of reoccurring NPCs. Such individuals require more work and thought (and possibly statistics) and in this case these tables should be viewed as a basic jumping-off point for further design.

GENERATING AN NPC

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

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

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



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

PRE-GENERATED NPCs

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

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

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

PRE-GENERATED NPCs

D20

1	Profession Fence Activity Flirting Appearance Smells terrible Personality Indignant, gullible Mannerisms Chews fingernails, aggressive stance	11	Profession Builder Activity Singing a song Appearance Only has one ear Personality Cynical, ebullient Mannerisms Plays with hair
2	Profession Engineer Activity Browsing Appearance Pale skinned, big nose Personality Sarcastic Mannerisms Praises deities often	12	Profession Silversmith Activity Laughing Appearance Albino, broad Personality Shy, obtuse Mannerisms Chews beef jerky
3	Profession Thug Activity In a hurry Appearance Ramrod straight stance, bloodshot eyes, tongueless Personality Mean, ambivalent Mannerisms Laughs loudly, waves hands around	13	Profession Scribe Activity In a hurry; crying Appearance Diseased, freckled Personality Impolite, thoughtless Mannerisms Speaks loudly
4	Profession Barber Activity Watching an accident Appearance Ruddy Personality Shy, introvert, devious Mannerisms Passive stance, rubs hands together	14	Profession Knight Activity Drunk; spoiling for a fight Appearance Broad, hirsute Personality Proactive, sympathetic, benign Mannerisms Coughs softly, rubs eyes
5	Profession Sage Activity Hiding Appearance Plump, has moustache Personality Vulnerable, ambivalent Mannerisms Confused, winks suggestively	15	Profession Draper Activity Punishing a child Appearance Outlandish hair style Personality Clever, humble Mannerisms Constantly scratches
6	Profession Farmer Activity Buying food Appearance Ancient Personality Distracted, timid Mannerisms Itches arms, stutters	16	Profession Rat catcher Activity Exercising his dogs Appearance Pockmarked face, pasty skin Personality Suicidal, craven Mannerisms Kisses holy symbol often
7	Profession Merchant Activity Hagglng Appearance Swaggering, dimpled skin Personality Flighty, busy, ebullient Mannerisms Gets excited easily, holds hands behind head	17	Profession Baker Activity Deep in discussion Appearance Smart, mysterious Personality Bellicose, chatty, passionate Mannerisms Fidgets, hops from foot to foot
8	Profession Artist Activity Being chased; lost Appearance Smells terrible, albino Personality Distracted Mannerisms Picks teeth, fusses over clothes	18	Profession Chandler Activity Accosted by beggar Appearance Pale-skinned, dyed hair Personality Tired, sad, pedantic Mannerisms Confused, fiddles with dagger
9	Profession Tinker Activity About to commit a crime Appearance Bad breath, smart Personality Condescending, mean Mannerisms Carefully considers answers	19	Profession Labourer Activity Trying to get someone's attention; covered in mud Appearance Bow-legged, bald Personality Nosy, whining, cynical Mannerisms Licks lips
10	Profession Unskilled labourer Activity New to the area Appearance Dishevelled, wild-eyed Personality Friendly, agitated Mannerisms Flairs nostrils	20	Profession Jester Activity Performing Appearance heavily scarred, muscular Personality Zany, agreeable Mannerisms Aggressive speech

TABLE A: PHYSICAL TRAITS

Use this table to determine the NPC's appearance.

D%	
1	Albino
2	Ancient
3	Bad breath
4	Bald
5	Barrel-chested
6	Bearded
7	Bedraggled
8	Big nose
9	Big red nose
10	Birthmark
11	Bloodshot eyes
12	Blotchy skin
13	Bow-legged
14	Broad
15	Broken nose
16	Burnt
17	Bushy eyebrows
18	Cadaverous
19	Chinless
20	Clean shaven
21	Composed
22	Curly hair
23	Dazzling
24	Deformed
25	Different colour eyes
26	Dimpled
27	Diseased/ill
28	Dishevelled
29	Dresses in exotic garb
30	Drunk
31	Dyed hair
32	Fat

33	Freckled
34	Gnarled
35	Gormless
36	Haggard
37	Handsome
38	Heavily bearded
39	Heavily scarred
40	Heavily tanned
41	Hirsute
42	Hunchback
43	Inappropriately dressed
44	Jaundiced
45	Lanky
46	Lazy eye
47	Lean
48	Lightly scarred
49	Long hair
50	Many chinned
51	Moustache
52	Muscular
53	Mysterious
54	Noseless
55	Obese
56	Old
57	Only has one eye
58	Only has one arm
59	Only has one ear
60	Only has one hand
61	Only has one leg
62	Outlandish hair style
63	Pale-skinned
64	Partially bald
65	Pasty skin
66	Patches of hair missing
67	Paunch
68	Perfumed

69	Plump
70	Pockmarked face
71	Ramrod straight stance
72	Richly dressed
73	Rotund
74	Ruddy
75	Runny nose
76	Shifty
77	Short
78	Short hair
79	Smart
80	Smells terrible
81	Squints
82	Statuesque
83	Stooped
84	Strangely coloured hair
85	Swaggering
86	Swarthy
87	Sweaty
88	Tall
89	Tattoo
90	Thin
91	Tired
92	Tongueless
93	Toothless
94	Ugly/grotesque
95	Wasted
96	Wears rags
97	Wild-eyed
98	Wizened
99	Wounded
100	Young



TABLE B: EMOTIONAL/BEHAVIOURAL TRAITS

Use this table to determine the NPC's behaviour.

D%	
1	Agitated
2	Agreeable
3	Ambivalent
4	Angry
5	Apathetic
6	Argumentative
7	Arrogant
8	Bellicose
9	Benign
10	Bored
11	Brash
12	Busy
13	Casual
14	Chatty
15	Chatty/garrulous
16	Childish
17	Clever
18	Condescending
19	Confused
20	Craven
21	Crushingly boring
22	Cunning
23	Cynical
24	Daring
25	Depressed
26	Despondent
27	Devious
28	Dispassionate
29	Distracted
30	Distraught
31	Dour
32	Down to earth

33	Duplicitous
34	Ebullient
35	Egocentric
36	Euphoric
37	Evasive
38	Excited
39	Exhilarated
40	Extravert
41	Feisty
42	Flighty
43	Focused
44	Forgetful
45	Forthright
46	Friendly
47	Gregarious
48	Gullible
49	Happy
50	Harassed
51	Heart-broken
52	Humble
53	Hyperactive
54	Imbecilic
55	Impolite
56	Indignant
57	Introvert
58	Irritable
59	Mad
60	Malevolent
61	Mean
62	Miserable
63	Morose
64	Motivated
65	Naive
66	Nervous
67	Noisy
68	Nosy

69	Obtuse
70	Passionate
71	Pedantic
72	Perfidious
73	Placid
74	Polite
75	Precise
76	Presumptuous
77	Pro-active
78	Regal
79	Religious
80	Sad
81	Sarcastic
82	Scared
83	Shy
84	Stressed
85	Stupid
86	Subservient
87	Suicidal
88	Superior
89	Superstitious
90	Suspicious
91	Sycophantic
92	Sympathetic
93	Taciturn
94	Thoughtless
95	Timid
96	Tired
97	Vulnerable
98	Whining
99	Wise
100	Zany

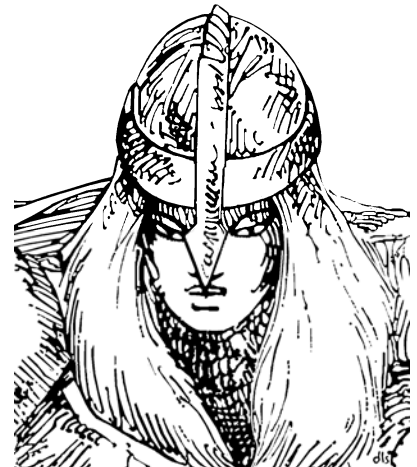


TABLE C: MANNERISMS

Use this table to determine the NPC's mannerisms.

D%	
1	Aggressive stance
2	Appears bored
3	Appears furtive
4	Blinks incessantly
5	Blinks slowly
6	Both hands behind head
7	Breathes heavily
8	Carefully considers each answer
9	Chews beef jerky
10	Chews fingernails
11	Cleans under fingernails with dagger
12	Clears throat repeatedly
13	Closes eyes while talking
14	Clutches stomach as if in pain
15	Cocks head to one side
16	Constantly scratches
17	Coughs
18	Coughs softly
19	Cracks knuckles
20	Cries easily
21	Crosses arms defensively
22	Distinctive accent
23	Expansive body language
24	Fiddles with dagger
25	Fidgets
26	Flairs nostrils

27	Flatulent
28	Flexes muscles
29	Flips coin
30	Fusses over clothes
31	Gets excited easily
32	Gives one-word answers
33	Hands behind back
34	Hands on hips
35	Has distinctive accent
36	Hops from foot to foot
37	Hums
38	Itches ear
39	Itches upper arm
40	Jingles a set of keys
41	Jingles coins in pocket
42	Keeps hands in pockets
43	Kisses holy symbol often
44	Laughs at any joke
45	Laughs loudly
46	Leans away from speaker
47	Leans toward speaker
48	Leers at opposite sex
49	Leers at same sex
50	Licks lips
51	Mumbles
52	Nods/shakes head often
53	Overly emotional
54	Passive stance
55	Perpetually scowling
56	Picks nose
57	Picks teeth
58	Plays with hair
59	Plays with jewellery

60	Praises deity often
61	Preens constantly
62	Refuses eye contact
63	Repeats questions
64	Rolls eyes
65	Rolls shoulders
66	Rubs eye
67	Rubs hand together
68	Rubs neck
69	Scratches a scar
70	Seems confused
71	Shy
72	Sighs
73	Slumped shoulders
74	Smells terrible
75	Sniffs
76	Speaks in rhymes
77	Speaks loudly
78	Speaks rapidly
79	Speaks slowly
80	Speaks softly
81	Squints
82	Stares into the distance
83	Strokes beard
84	Strokes chin
85	Stutters/stammers
86	Sucks in paunch
87	Swears
88	Taps teeth
89	Tells inappropriate stories
90	Tells outrageous lies
91	Terrible table manners
92	Twitches
93	Unnatural smile
94	Uses complex words
95	Uses simple words
96	Very tactile
97	Waves hands around
98	Whistles
99	Winks suggestively
100	Yawns a lot

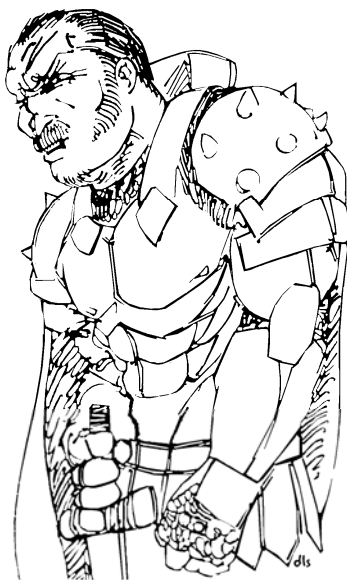


TABLE D: ACTIVITY

Use this table to determine what the NPC is doing when the PCs encounter him.

D%	
1	About to commit a crime
2	Accompanied by 1d4 children
3	Accompanied by guards
4	Accosted by beggar
5	Arguing with companion(s)
6	Arguing with trader
7	Attacked by stray dogs
8	Behaving strangely
9	Being chased
10	Being punished
11	Bleeding
12	Brawling
13	Browsing
14	Buying food
15	Carrying a present
16	Carrying heavy sack/object
17	Chasing a thief
18	Cleaning boots
19	Covered in mud
20	Crying
21	Deep in discussion
22	Desperate to tell a rumour
23	Doing something he doesn't want to do
24	Drunk/high
25	Eating on the move
26	Exercising a pet
27	Finishing journey
28	Finishing work
29	Flirting
30	Going to a secret rendezvous
31	Going to work

32	Gossiping
33	Guarding something
34	Guiding a cart
35	Haggling
36	Has just been robbed
37	Hawking wares
38	Heading to a tavern
39	Hiding
40	Hugging companion
41	In a hurry
42	In a large group
43	In a small group
44	In an accident
45	Juggling
46	Just been thrown out of a shop/tavern
47	Killing time
48	Laughing
49	Lecturing a small crowd
50	Looking for a friend
51	Looking for help
52	Looking for something
53	Looking up at the sky
54	Lost
55	Making a delivery
56	Making something
57	Muttering
58	Needs money...fast
59	Negotiating for a service
60	New to the area
61	Nursing a brutal hangover
62	Ogling someone
63	On a quest or mission
64	On the way to worship
65	Pontificating
66	Punishing a child
67	Queuing
68	Reading a scroll
69	Recently bereaved

70	Repairing something
71	Resting
72	Riding a horse
73	Riding a wagon
74	Riding in a coach
75	Running
76	Rushing to the toilet
77	Searching for a specific individual
78	Seeking adventurers
79	Seeking employment
80	Shouting a proclamation or advertisement
81	Shouting at strangers
82	Sightseeing
83	Singing a song
84	Sleeping/dozing
85	Smiling
86	Speaking with a stranger
87	Spoiling for a fight
88	Spying on spouse
89	Staggering home drunk
90	Starting journey
91	Strolling with lover
92	Trying a con
93	Trying to get someone's attention
94	Trying to ignore someone
95	Unwell
96	Very tired
97	Watching an accident
98	Watching birds fly by
99	Watching street entertainers
100	Whistling

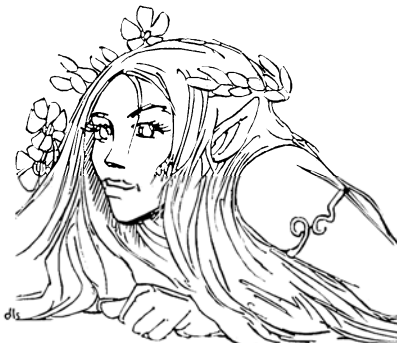


TABLE E: PROFESSION

Use this table to determine the NPC's profession.

D%	
1	Acrobat
2	Adventurer
3	Adventurer (retired)
4	Alchemist
5	Apothecary
6	Apprentice
7	Armourer
8	Artist
9	Assassin
10	Astrologer
11	Bailiff
12	Baker
13	Banker
14	Barber
15	Bearer/porter
16	Beggar
17	Blacksmith
18	Bookbinder
19	Bowyer/fletcher
20	Builder
21	Butcher
22	Carpenter
23	Carter/teamster
24	Cartographer
25	Cartwright
26	Chandler
27	Cheesemaker
28	Clockmaker
29	Clothes maker
30	Clothier
31	Cobbler
32	Cook
33	Cooper

34	Cutler
35	Diplomat
36	Draper
37	Dyer
38	Engineer
39	Executioner
40	Farmer
41	Fence
42	Fisherman
43	Fishmonger
44	Flower seller
45	Fuller
46	Furrier
47	Gemcutter
48	Glazier
49	Goldsmith
50	Hunter
51	Innkeeper
52	Jester
53	Jeweller
54	Knight
55	Labourer
56	Leatherworker
57	Limner/painter
58	Linkboy
59	Locksmith
60	Mason
61	Mercenary
62	Midwife
63	Miller
64	Minstrel
65	Moneychanger
66	Navigator/guide
67	Nobleman
68	Page

69	Pilgrim
70	Potter
71	Priest
72	Rat catcher
73	Saddlers
74	Sage
75	Sailor
76	Scribe
77	Servant
78	Shipwright
79	Silversmith
80	Soldier
81	Spy ¹
82	Squire
83	Stablehand
84	Tailor
85	Tanner
86	Tavern worker
87	Thief ¹
88	Thug
89	Tilemaker
90	Tinker
91	Town crier
92	Trader/merchant
93	Unskilled labourer
94	Valet
95	Vintner/brewer
96	Watchman/guard
97	Weaponsmith
98	Weaver
99	Whore
100	Woodcarver

¹ Spies and thieves often disguise themselves when "working." Roll again to determine what the individual appears to be.

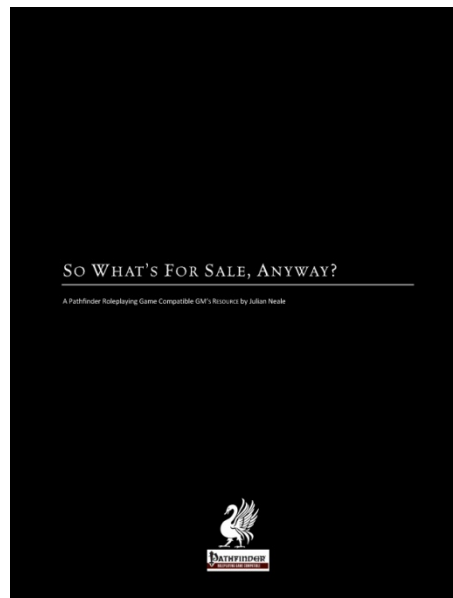


SO WHAT'S FOR SALE, ANYWAY?

Your PCs have finally emerged from the dungeon laden with loot prized from the clutches of their slain foes. Heroically returning to civilisation, they divide up the choicest items, sell the dross and other unwanted treasures and gleefully count their share.

Then, they ask "So what's for sale in this town, anyway?" At that point, likely or not, the game grinds to a halt as the GM frantically generates what items are available for purchase or he simply says "anything up to the gp cap." (After all, most GMs have better things to do with their prep time than generate what the PCs might want to buy on the off chance they return to town after a successful foray).

So What's For Sale, Anyway? banishes these problems by providing over 150 pre-generated, ready-to-use lists for the busy GM to immediately use in his campaign.



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Your PCs have finally emerged from the dungeon laden with loot prised 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.)

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