



# JACKHOLE GENERATOR

PEOPLE YOU'RE NOT GONNA LIKE



52-IN-52

Owen K.C. Stephens





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**Product Code:** RGG5220Apr15

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# JACKHOLE GENERATOR

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Look, there are some people no one likes. Folks who are annoying to deal with. Who place their own preferences or habits over the comfort, safety, and respect of others.

You know. Jackholes.

This product is designed to help GMs be able to quickly and easily come up with jackhole NPCs to add some (rotten) flavor to a campaign.

## How NOT To Use This Product

The idea of the jackhole generator is to make an NPC memorable with a negative character trait, not to insult or upset players. Any NPC's traits and nature should be used as part of creating a fun gaming experience, and the character everyone loves to hate can be a very effective element of such games.

What is NOT fun is a character that actually mocks, belittles, or angers players, rather than characters, or that is so annoying and frustrating dealing with them is un-fun. This book is not an excuse for a GM to be an ass through an NPC. These are suggestions, written in stack language to make the idea clear. A GM should still be using safety tools to make sure they aren't creating an environment any player finds unsafe or damaging.

It's easy to find discussions and examples of RPG safety Tools on the internet. Of course, as with anything that suggests respecting people and being kind is more important that getting to ay and do anything you want during an RPG, there are people who dislike safety tools and will go to great lengths to decry them. We strongly recommend you find a site with a professional, reasoned level of respect for safety tools and try to learn from it, rather than get sucked into discussions about how limiting or unreasonable they are.

In short, generate NPC jackholes. Don't become one.

## JACKHOLE RULES (OR THE LACK THEREOF)

For the most part, these jackhole traits are rules-free, quite intentionally. It would be possible to have complex rules for how a given trait impacts efforts at being diplomatic, bullying them into submission, convincing them to do a favor, and so on. But the core rules already cover how to do such things in general, and this product is about adding a negative personality for roleplaying purposes, not adding complexities and penalties to PCs wanting to use social skills and tactics.

## ROLLING FOR JACKHOLES

This is an idea generator, to make it fast and easy to come up with lots of different kinds of jackholes. You can pick from the jackhole traits presented or make up a new one inspired by these... or just roll on the Jackhole Trait Table below to get a category of jackholiness, then roll again for a specific jackhole trait within that category.

None of these table results suggest you roll twice, but that's mostly as a pragmatic matter. It can be plenty of work for a GM to maintain an annoying character trait in an NPC without going overboard, having to track of 2 or 3 is more work than many GMs want to undertake, and generally isn't necessary. If an NPC is constantly lying, and lying about lying, the players are going to get a feel for that character without also making the NPC pick his teeth with a splinter and laugh at inappropriate times. But if a GM really WANTS to make a mega-jackhole, rolling for different categories of jackhole traits to layer on one massively unlikeable NPC should do the trick.

# JACKHOLE GENERATOR

## JACKHOLE TRAIT TABLE (ROLL 1D19)

1-2	Unfortunate Annoyance (roll 1d6 below)
3-5	Odious Personal Habit (roll 1d12 below)
6-8	Interaction Deficit (roll 1d12 below)
9-10	Character Flaw (roll 1d10)

## UNFORTUNATE ANNOYANCES

Okay, calling the people with these traits “jackholes” is unkind in some cases—they can’t necessarily control some these traits, regardless of how annoying they are. However, each annoying trait comes with one additional aspect in parenthesis, that takes it from just something that might annoy those around them, to an aspect of being a real jackhole.

- 01 Can’t say more than 3 or 4 words in a row without pauses and adding “ahhhhh... hmmmm...” (Constantly interrupts others when they are talking to add 2 or 3 words, pause, add 2 or 3 more.)
- 02 Has a delicate stomach that is loudly often churning and burbling, and sometimes forcing the NPC to flee to relieve themselves. (NPC constantly eats foods that worsens this issue, and frequently talks about the feeling going on inside them and what the end result is likely to look and smell like.)
- 03 Laughs like a braying mule. (Laughs anytime someone gets hurt or upset.)
- 04 Burps, loudly and at random. (Seems proud of the smell and volume.)
- 05 Has a perpetual cough and runny nose. (Actively coughs on things, like food and money, in the hopes no one else will then want it.)
- 06 Has, and consistently picks at, sores and scabs. (Seeks to find and pick sores and scabs on others, fetishistically.)

## OBIOUS PERSONAL HABITS

These are ongoing things the NPC does regularly, if not quite pathologically. They can’t help themselves over the long run, though they can if their life, health, safety, or fortune depends on it in a specific, short-term circumstance. But even when they truly want to refrain from this habit, they absent-mindedly repeat it at least once per encounter.

- 01 Constantly, loudly, eating and talking with their mouth full.
- 02 Lies about minor, unimportant things. Literally items that make no difference to their own importance or skill, but refuse to ever admit they are lying. Might claim to have seen a summer bird in wintertime, or have eaten five meals already in the day, or to have socks made of silk from a drow priestesses’ personal spider familiar. For no discernable reason, but at least once per encounter.
- 03 Consistently uses foul language. (This is just as effective if you create new foul language, rather than using real-word swearing. No one may now what a “festering spurnhole” or “knock-borker” is, but they’ll get the point across just fine. Regardless, avoid the language of bigotry and marginalization.)
- 04 Pops their knuckles, slowly, and loudly, often as a way to interrupt other people.
- 05 Bites fingernails. Loudly, often interrupting other people with grunts or the sound of nails cracking.
- 06 Picks teeth with a blade or similar item. Makes loud sucking noises through teeth when doing so and, if something is picked loose, examines it briefly before flicking it onto the floor.
- 07 Whenever in a position of perceived power, likes to point at things, people, and even geographic regions with a drawn weapon. When not in a position of perceived power, sullen, unhelpful, and unresponsive.
- 08 Does not bathe adequately, resulting in a strong, unpleasant body odor. This is not just a case of lacking the resources to bathe, no matter this personal economic or social status, they are less cleanly than they could easily arrange to be.
- 09 Smokes dense, extremely smells cigars. Blows the smoke in people’s faces. Refuses to go anyplace they are not allowed to smoke. Clothing and possessions all smell densely of old, sour smoke.
- 10 Picks their nose, wiping any resulting product on their clothing.
- 11 Chews a weird, reddish-brown plant matter constantly, and spits the cloth-staining juice from it in any nearby receptacle, regardless of how inappropriate it is.
- 12 Picks toenails, removing footwear if necessary to do so.



## INTERACTION DEFICITS

These jackhole traits are specifically ways in which the NPC is annoying in how they interact with PCs, often specifically with whole groups of PCs. These are not about societal differences, or being a neurodivergent person. These deficits in how they interact are unexamined personality quirks, or just affectations the NPC undertakes specifically to be annoying. Characters with interaction deficits are perfectly capable of overcoming these deficits in the short term if they absolutely must. It's the fact they choose not to the rest of the time that makes them jackholes.

**01** Turns everything into a joke. If you are up to it as the GM, you can let puns and "Dad Jokes" fly at every opportunity. If not, just come up with a few punchline-sounding phrases ("Said the dragon to the knight? Eh? Am I right?") and have the NPC use them in a weak effort to turn normal conversation into jokes.

**02** Misuses vocabulary. This is the kind of NPC who says someone is "unspeakable" when they mean they don't talk much. This can be difficult to do on the fly as a GM, so it can be useful to look up commonly misused words, and jot down 3-5 of them for each time the PCs are going to speak to the NPC.

**03** Constantly, obsequiously agrees with everything the group says or suggests. This regardless on whether the NPC believes the statements made, and if they can keep any deal or action they agree to undertake.

**04** Mysterious and noncommittal. Won't say yes or no if it's possible to instead be vague and uncertain. May have an ominous catchphrase ("the Season of Ashes is coming"), which doesn't actually mean anything and can be used to end any conversation.

**05** Refuses to interact with PCs except in tightly controlled circumstances. This may include insisting it be done in a place where the PCs can be required to remove their weapons and magic items, or only at a specific tavern, or only in a single temple at the top of a hill which demands all visitors walk the 20,000 steps to reach the top.

**06** Acts like a huge obsessed fan of the PCs, or at least of one PC. This includes asking for autographs, following them around "just to watch," boasting about the PCs' expertise and exploits to others (including telling local bad guys the PCs will kick their butts... even if the PCs have no intention of doing so), and similarly constantly working to boost the PCs' fame and popularity, while nearly always being underfoot.

**07** Gives one member of each group they deal with a belittling nickname, often based on an animal (calling tall people Moose, shy people Churchmouse, and so on) or a faux-title designed to mock some aspect of their job or a personal failing (such as calling a law officer "the Agent of Oppression" or someone who died and had to be brought back the "Coffin-warmer").

**08** Only talks to one member of the group. Is kind and solicitous to that member under all circumstances, but refuses to ever deal with anyone else.

**09** Refuses to talk to one member of the group. This could be due to a societal prejudice, or just a case of "not liking their face" or "hating the sound of their voice."

**10** Consistently confuses the names and actions of members of the group, and either indicates they do not care that they get it wrong, or willfully refuse to bother to learn correctly.

**11** Must claim to have had a greater, better, or generally superior experience than any which are expressed in front of them. If someone says they saw a 30-foot dragon, the NPC has seen a 60-foot one. If a meal is described as the best ever, the NPC must talk about the superior meal they claimed to have.

**12** Picks fights, including with the PCs. Obviously there is an important difference between a powerful character that picks fights and can defeat most PCs (essentially a tyrant), and one that picks fights and backs down when confronted but holds a grudge (the classic bully), and one that picks fights but claims to not do so and keeps things verbal and intellectual.

# JACKHOLE GENERATOR

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## CHARACTER FLAWS

NPCs with character flaws have goals, methods, morals, or judgement that is just bad. Maybe not evil, but they also could just be prosaically evil. A merchant who ignores the terms of a contract whenever it is convenient and profitable for them to do so, with no care of compunction for what happens to the people they renege on, is willing to be evil. That doesn't mean they are psychopathic killers, or even that they are of an evil alignment. Just that they have an area of their personality and morals that do not live up to the standards of being good.

**01** Can't stay on topic. Always wants to discuss "the good old days," talk about the weather, recount their favorite jokes and tall tales, and get easily distracted by unrelated issues such as who made a particular piece of clothing and whether it's coming back into fashion. This character flaw isn't just about a short attention span, it's an NPC who has no interest in focusing on anything important, and prefer to control a conversation by changing topics whenever they feel others have too much control over what is being said.

**02** Loves telling secrets. They may even MEAN well, but they simply enjoy the thrill of gossip too much, and especially if they can share something that is legitimately a secret with a person who doesn't (and shouldn't) know about it.

**03** Looks down on others. This NPC believes they are better than most everyone else, and act like it whenever they can get away with it. If a noble, they believe their superior social station is proof of their inherent value and quality. If rich, they believe their wealth is proof of their intelligence and good taste. If an artist, they consider their art to be more important than "inconsequential" issues like saving lives or ending curses (for others...obviously if they are at risk, their importance means they must be saved). If poor or in unfortunate circumstance, it is obviously a result of those jealous of them cheating and ganging up on them.

**04** No honor. Every moment, every action, is judged purely on what seems to be in the NPC's best interests right now. Promises have no value other than what the NPC can get from others by making them, relationships have no value if the people they are with stop being useful. Worse, because the NPC is aware that a bad reputation can harm them, and things like broken contracts can have legal repercussions, the NPC does what they can to sound like they are agreeing firmly to something, but always leave themselves some wiggle room. They agree to do something by saying "I don't see any reason why that wouldn't work," and then if it turns out to be a bad choice for them later point out they just said they didn't see a reason THEN, not that they were firmly committed to doing the thing at any cost.

**05** Always unfriendly in any encounter unless given a small gift. It can be as cheap as a single typical meal, but if it is not provided the NPC just isn't helpful. The NPC refuses to admit they require this gift to be friendly and won't ask for it—it must be offered apparently freely and with no quid pro quo expected.

**06** Risk-adverse, cowardly, and paranoid. Any one of those alone might just be a minor annoyance, but combined they create an NPC who demands protection against the consequences of any action they take, will betray the PCs if threatened, and who may fail to carry through on promises and deals if the risk of doing so is perceived to have increased.

**07** Never accepts blame for anything they say or do being wrong, always takes credit for anything they are even vaguely connected to going well or being good. This is even worse if the general public tends to accept their version of events and blame.

**08** Attention seeker. Will make outrageous claims if it gets PCs to pay attention to them, which are difficult to differentiate from the rarer situations where the NPC has something important to offer. Also often wants to be given opportunities to have people pay attention when being asked to do a favor or even just do their job.

**09** Cheap. Won't pay for anything if they can get anyone else to, and when they do have to pay for something that is for someone else, get the least-expensive thing they can without causing trouble. Generally takes bribes, but only as long as they aren't presented as bribes. Willfully overlooks questions about a good deal, buying stolen goods if they can keep a thin veil of ignorance and happily supporting slave labor as long as they don't have to look at the slaves. Anything acquired from them is likely to be low-quality, stolen, ill-maintained, or all of the above.

**10** Mercilessly opportunistic. If there is a way for the NPC to take advantage of a situation, and it seems in both the short term and long term they will benefit from doing so, they do. This includes things like jacking up the price of magic healing when injured people are the ones trying to buy it, stealing things left out where there is little chance of getting caught, hanging the terms of a deal when they have the leverage to do so in their benefit, and selling out people with whom they have agreed to take some clandestine action. This can be broken into classes of being opportunistic, such as power-hungry, greedy, or lazy, where only a specific kind of opportunity is taken.



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