RANDOM NPCS

PREMISE

GM*: "You march, tired and bloodstained, into the tavern. One serving wench screams, dropping the mugs she was carrying, and a hush descends as the townsfolk stop and stare at the nightmare vision that has just entered their quiet drinking place. The tavern-keep instinctively reaches for his club but then stops as he realises you appear to mean no harm."*

Player: "Leomund the Holy will approach the tavern-keep and ask him what he wants to keep our presence a secret from the watch. What does the man look like? Have we seen him around? Is there anything distinctive about him?"

GM: *"Ummmm. He's just a tavern-keep....".*

Sometimes it is nice to detail NPCs who appear because of player actions rather than because they are written into the scenario. A properly detailed NPC is memorable *("Oh yes, the tavern where One-eyed Jack serves. We know he likes a pretty wench so we can try there")*, and can serve to add a layer of believability to an unrealistic RPG-world.

These tables will create a semi-detailed NPC in a few rolls. It is probably not worth using them for every encounter, but it helps if NPCs that might be encountered again get some depth.

1. Physical

Sex

Most of the time this can be determined with a simple 50/50, but other times a roll might be required. Determine if the character is in a situation or profession where one sex or the other is Unusual or Rare (GM call on this one), and roll:

Roll 3d6	Opposite sex is Unusual to find	Opposite sex is Rare to find
3	Opposite sex	Opposite sex
4	Opposite sex	Usual sex
5	Opposite sex	Usual sex
6	Opposite sex	Usual sex
7	Opposite sex	Usual sex
8+	Usual sex	Usual sex

Examples of *Unusual* might be female guild merchants or male milkmaids (milkmen?): *Rare* could include female militia and male midwives.

Age, Height and Weight

Roll 1d6 three times (or three differently-coloured d6 at the same time).

Roll 1d6	Age	Height	Weight
1	Very young*	Very short	Skinny
2	Young*	Short	Light
3	Young Adult	Short average	Light average
4	Middle-aged	Tall average	Heavy average
5	Elderly	Tall	Heavy
6	Venerable*	Very tall	Fat

* Obviously common sense needs to be applied to these. A Very Young master artisan or a Venerable professional gladiator do not make sense.

Distinguishing Feature

Everyone has something that makes people notice them, whether for good or ill. Roll d6 for the actual effect it has on other people (GM input is required to flesh out why the feature has that effect), and d20 for the feature:

D6	Effect	D20	Feature
1	Sickening	1	Nose
2	Unpleasant	2	Face
3	Humorous	3	Eyes
4	Fascinating	4	Leg/legs
5	Pleasant	5	Speech
6	Enchanting	6	Gestures
		7	Voice
		8	Hands
		9	Habitual gesture
		10	Humming/singing
		11	Ears
		12	Hair
		13	Clothing
		14	Smell
		15	Mouth/smile
		16	Phraseology
		17	Views or prejudices
		18	Pet or companion animal
		19	Jewellery/tattoos
		20	"Aura"

2. Mental

Motivation

Roll a d6 for the strength of the motivation, and a d20 for the motivation itself. If necessary, the strength can be used as a Will roll in the same way as Mental Disadvantages:

D6	Strength	D20	Motivation
1	Very Weak (5-)	1	Opposite sex
2	Weak (6-)	2	Money
3	Weak moderate (8-)	3	Political power
4	Strong moderate (11-)	4	Charity towards the poor
5	Strong (13-)	5	Causing suffering
6	Overwhelming (15-)	6	New ideas
		7	Travel
		8	Unusual people and places
		9	Gambling
		10	Excelling at own trade
		11	Music
		12	Moving to a different profession
		13	Family
		14	Social standing
		15	Good food
		16	Drink (alcoholic)
		17	Charity towards animals
		18	Charity towards the ill
		19	Education
		20	Religion

Some of these can be used to further add flavour to an NPC; someone motivated by drink, for example, might well be an alcoholic, someone who is motivated by Social standing might be a snob (or "reverse-snob", denigrating those of higher standing).

Honesty

This will probably only come up when and if the PCs decide to bribe the NPC or involve them in some nefarious scheme. Roll 3d6:

3D6	Honesty
3	Treacherous: Will likely betray the PCs
4-6	Criminally dishonest
7-9	Dishonest
10-12	Average: Money will overcome scruples where "nobody will get hurt"
13-15	Honest
16-17	Scrupulously honest
18	Fanatically honest: Will be horrified by suggestions of wrong-doing