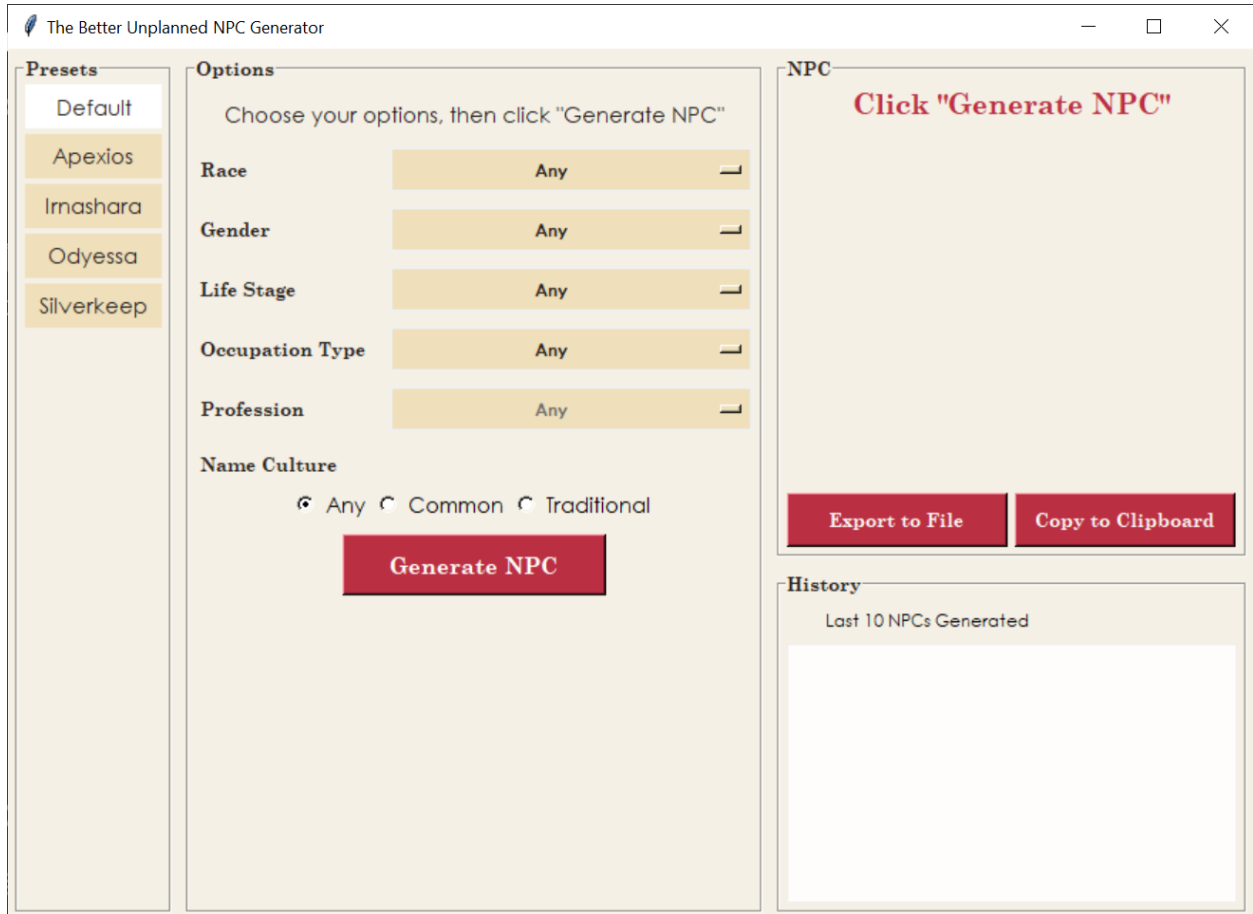


# The Better Unplanned NPC Generator | User Guide

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The screenshot shows the user interface of 'The Better Unplanned NPC Generator'. The window has a title bar with the application name and standard OS controls. The interface is divided into three main sections: Presets, Options, and NPC.

- Presets:** A vertical list of buttons on the left side. The top button is 'Default' (highlighted in white), followed by 'Apexios', 'Imashara', 'Odyessa', and 'Silverkeep' (all in yellow).
- Options:** A central area with the instruction 'Choose your options, then click "Generate NPC"'. It contains several dropdown menus: 'Race', 'Gender', 'Life Stage', 'Occupation Type', and 'Profession', all currently set to 'Any'. Below these is a 'Name Culture' section with three radio buttons: 'Any' (selected), 'Common', and 'Traditional'. A large red 'Generate NPC' button is positioned at the bottom of this section.
- NPC:** A right-hand panel. At the top, it says 'Click "Generate NPC"'. Below this are two red buttons: 'Export to File' and 'Copy to Clipboard'. At the bottom, there is a 'History' section titled 'Last 10 NPCs Generated' with an empty white box for the list.

The Better Unplanned NPC Generator (or BUNG) is a tool for dungeon masters and game masters alike to create interesting and unique NPCs that fit in to your game setting for your players to interact with on the fly. It also includes the ability to easily save the details of those random NPCs that your players decide to adopt as their new best friends, so you'll never forget who that random person on the street was that your players are asking about 3 weeks later!

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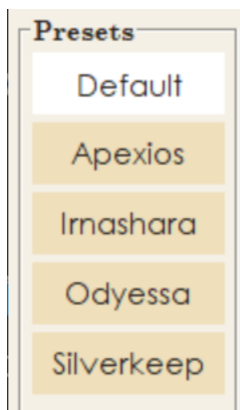
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## Installation and Launching

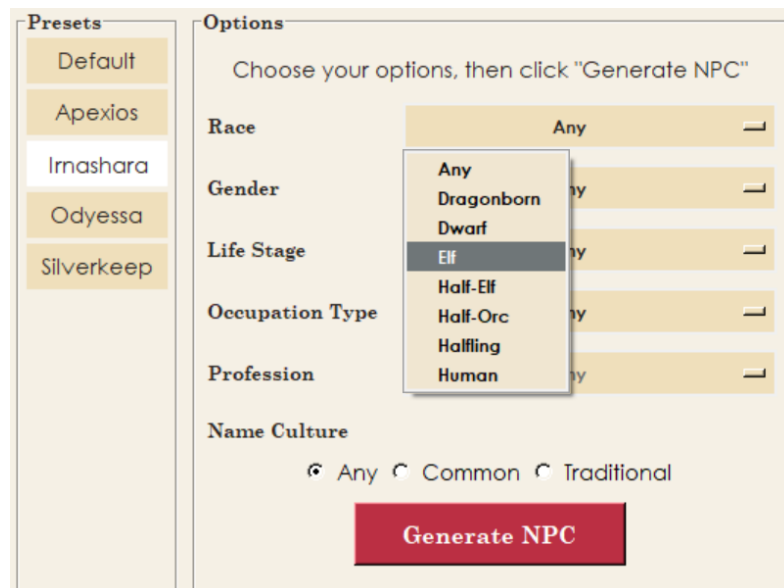
To install the Better Unplanned NPC Generator, extract the ZIP folder to the desired location on your file system.

To run the application, run “BUNG.exe” in the root folder.

## Selecting a Preset



Presets determine what races are available for you to choose from. When starting the program, a default profile that includes all possible races is loaded. Clicking on another option in the presets list will highlight it and the Races option menu will update with the new set of possible races.



With the default profile, all races have an equal chance of being selected by the generator when leaving Race set to “Any”. However, presets can include weighting to make it more likely for certain races to be selected over others. In the example preset options provided, Irnashara is an elf country. It has been configured to heavily favor generating elf NPCs, with a small chance for other races to be selected.

## Creating a Preset

Presets are in CSV format, and include two columns: the Race name, and the Generation Weight. Presets are located in the “generation-criteria/presets” folder, under the folder where the program is installed.

The name of the CSV file will be what displays in the Presets list in the user interface.

The name of each Race must match one in the main Races.csv file.

Generation Weight is optional. This value must be set for every row if being used. Higher numbers equate to higher likelihood of the race being chosen when Race is set to “Any”.

If you want all races in the preset to be equally likely to be generated, leave the Generation Weight column blank.

NOTE: If you leave the first row’s Generation Weight blank, all subsequent rows will be ignored. Only the first Generation Weight value to determine if weighting is configured.

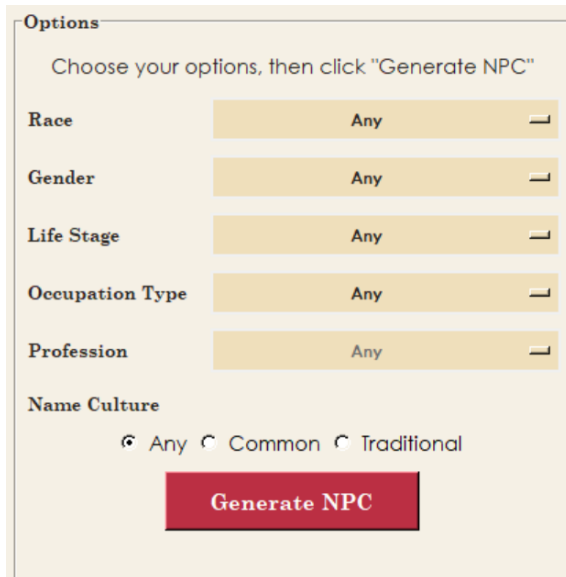
Example Preset File, spreadsheet form on the left, plain text on the right

	A	B	Race,Generation Weight
1	Race	Generation Weight	Human,5
2	Human	5	Half-Elf,1
3	Half-Elf	1	Half-Orc,1
4	Half-Orc	1	Elf,90
5	Elf	90	Dwarf,1
6	Dwarf	1	Halfling,1
7	Halfling	1	Dragonborn,1
8	Dragonborn	1	

## Options

The options menus in the center panel are how you determine any constraints you want to impose on the generator.

Clicking “Generate NPC” will create an NPC using the criteria provided here.



The 'Options' panel is a light beige rectangular box with a thin border. At the top, it has the title 'Options' in bold. Below the title is a subtitle 'Choose your options, then click "Generate NPC"'. The panel contains five dropdown menus, each with a label on the left and a yellow button on the right. The labels are 'Race', 'Gender', 'Life Stage', 'Occupation Type', and 'Profession'. All five buttons currently display the word 'Any'. Below these menus is a section titled 'Name Culture' with three radio buttons: 'Any' (which is selected), 'Common', and 'Traditional'. At the bottom of the panel is a large red button with the text 'Generate NPC' in white.

“Any” is a special option which tells the generator to randomly choose from all possibilities in the list for that characteristic. Otherwise the generator will prioritize using any specifically provided values.

The available Race options are determined by the currently selected Preset.

The available Gender options are determined by the “Genders.csv” file in the “generation-presets” folder. By default, Male, Female, and Nonbinary are made available.

The Life Stage determines what age range the NPC should be generated within. Because different races age at different rates, the range for a Young Adult human is different from a Young Adult Elf. There are

also some interactions between the Life Stage and Occupations in the generator.

Occupation Type provides a list of broad occupation categories to choose from. Selecting one will enable the Profession menu and allow you to choose a specific one from that list if desired.

Name Culture choice determines what name list(s) an NPC’s name can be pulled from.

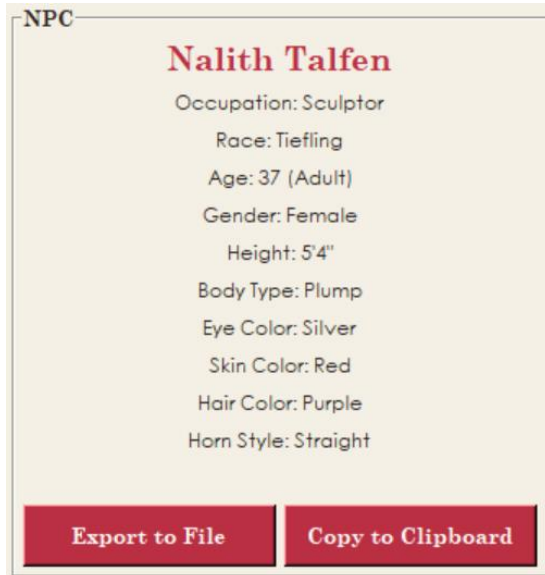
Any will prompt the generator choose the first and last name from all name lists.

Common forces the generator to choose names from the Common lists.

Traditional will prompt the generator to look at the chosen race’s (either manually chosen or generated from “Any”) configured racial name tradition to decide what name lists to choose the name from.

## The NPC Panel

Once “Generate NPC” has been clicked, the NPC panel will update with the NPC created.



The Age will be accompanied by the life stage in parentheses to help the user remember how years of age correspond with racial life spans.

All physical characteristics generated are random, based on the possibilities configured in the Races.csv file, including:

- Height
- Body Type
- Eye Color
- Skin/Scale/Fur Color
- Additional Attributes (up to 3)
  - Some races have characteristics unique to them, such as horns on Tieflings or fur pattern on Tabaxi. These are configurable per race in the Races.csv file.

If you want to keep the details of the generated NPC for future use, there are two options available. You can export the current NPC to a text file or copy the text to the clipboard.

## NPC History

The NPC History panel at the bottom stores the last 10 NPCs generated by the application. This data does not persist after closing the application.

History	
Last 10 NPCs Generated	
Dogani Palespell	Gnome Female
Domenica Bronzegazer	Half-Elf Female
Rota Xien	Human Male
Garari Tiao	Half-Orc Female
Quekini Wagglecloak	Gnome Female
Ketthel Keenkind	Dwarf Male
Pimhace Wildmouse	Halfling Male
Uansariph Boldbell	Elf Male
Widove Smoothfeet	Halfling Female
Sirris Fletcher	Tiefling Male

The name, race, and gender of the NPC are included in the list for easier identification.

The topmost record on the list corresponds with the NPC currently displayed in the NPC panel.

Clicking on an NPC in the list will reload that NPC into the display panel.

Prompting the application to generate another NPC when 10 NPCs already exist in the list will cause the oldest one to be removed.

## **Adding a New Race / Updating Races**

The Races.csv file in the generation-criteria folder can be added to and altered to suit your game's needs. You can refer to the pre-existing races for help on how to add your own, as well as referring to the following guidelines:

### **Race**

For preset files to work, the race options in the preset must correspond with a race in this column.

### **Life Stages (Child, Adolescent, Young Adult, Adult, Elder, Max Age)**

Each Life Stage column value corresponds with the minimum age for that life stage. The program uses the next life stage above it to determine that life stage's maximum age.

Max Age is not its own life-stage. It is there to determine the maximum age for an Elder.

### **Name Traditions (First Name Tradition, Surname Tradition)**

Each Race can have a corresponding first name and surname (last name) tradition. If either is not set, or there isn't a corresponding name list file, the generator will default to Common. The name tradition is used to inform the generator which list of names to pull the name from when the Traditional name culture is selected.

Future releases of this application will include the ability for races to have multiple possible name traditions the generator can choose from.

### **Eye Color**

All possible eye colors for the race. The program is expecting this value to be pipe-delimited.

Example: "Amber|Blue|Brown|Gray|Green|Hazel|Red|Violet|White"

### **Skin/Fur/Scale**

Determines what the race's primary external characteristic is. The column denotes Skin, Fur, and Scale as possibilities, but this could be any value (such as Exoskeleton for an insectoid type race).

### **Skin/Fur/Scale Color**

All possible skin/fur/scale colors for the race. The NPC generated will use the previous column's value plus the word "Color" as the label, then display the chosen color after it. The program is expecting this value to be pipe-delimited.

Example: "Dusky Brown|Tawny|Fair|Amber|Bronze|Dark Mahogany"



## Accents

Up to 3 additional characteristics can be defined for a race, called “Accents”. This allows for races to have randomly generated characteristics that are unique to them, such as the horn style for a Tiefling, or are otherwise not applicable for all races, like hair color.

The Accent Type determines the label text in the NPC panel will be for the trait.

The Accent Trait column defines the possible values to choose from. The program is expecting this value to be pipe-delimited.

Examples of Accents:

Hair Color, White|Silver|Blonde|Light Blue|Black

Hair Color: Black

Fur Pattern, Spotted|Striped|Tuxedo|Tabby|Flame-Point|None

Pattern: Spotted

Horn Style, Straight|Curled|Spiral

Horn Style: Spiral

## Height Min/Max

Determines the minimum and maximum height for an adult in inches

In addition to generating a value between the minimum and maximum, the program will use the chosen life stage and gender to simulate deviations in height to provide values that are more realistic. This could also result in heights that are above or below the minimum and maximum values for adults.

In future releases, the ability to toggle off the deviation by the gender characteristic, either per race or entirely, will be made available

## **Adding / Updating Name Lists**

Name lists are in CSV file format. The default name lists are mostly organized by language/cultures, and they are located in the “generation-criteria/names” folder.

If adding a new name list to the folder, the file names must follow these patterns to be recognized by the application:

First Name lists – “TRADITION First Names.csv”

Last Name lists – “TRADITION Surnames.csv”

The application only looks at the first part of the file name to match it with the name tradition for the purpose of generating a name. The tradition name can include spaces, hyphens, or any other special characters within the constraints of the user’s operating system.

You may also edit the existing name lists as desired to add or remove names.

Names in First Names lists must include a corresponding gender tag in the second column.

M: Masculine Coded

F: Feminine Coded

U: Unisex

Surnames lists only have a single column of possible last names.