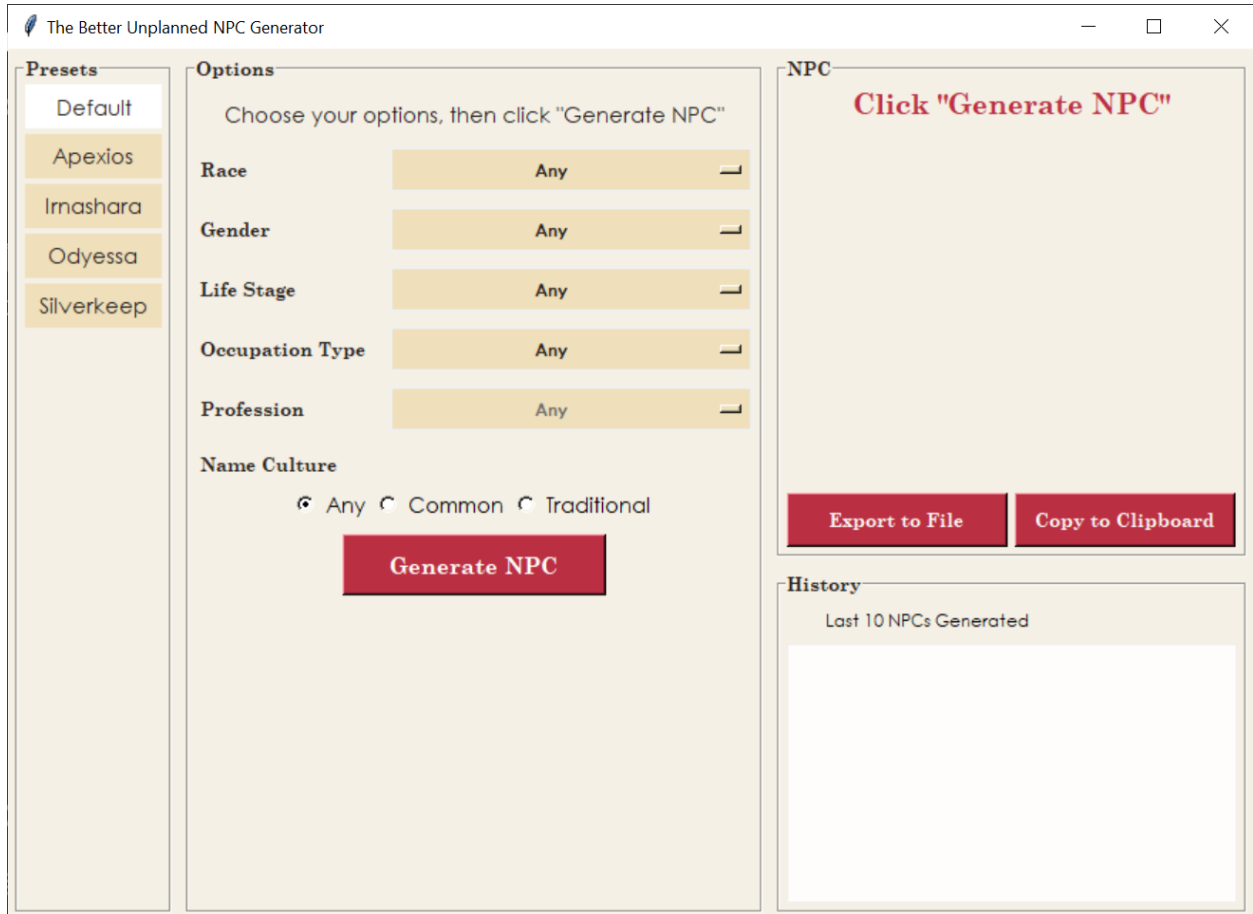


The Better Unplanned NPC Generator | User Guide

Jesse Sherrill



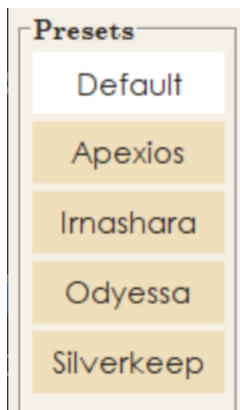
The screenshot shows the 'The Better Unplanned NPC Generator' application window. It features a sidebar with 'Presets' (Default, Apexios, Imashara, Odyessa, Silverkeep) and a main 'Options' section. The 'Options' section includes dropdown menus for Race, Gender, Life Stage, Occupation Type, and Profession, all set to 'Any'. Below these is a 'Name Culture' section with radio buttons for 'Any' (selected), 'Common', and 'Traditional'. A large red 'Generate NPC' button is centered below the options. To the right, the 'NPC' section displays a red instruction 'Click "Generate NPC"' and two buttons: 'Export to File' and 'Copy to Clipboard'. At the bottom right, a 'History' section titled 'Last 10 NPCs Generated' contains an empty list area.

The Better Unplanned NPC Generator 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!

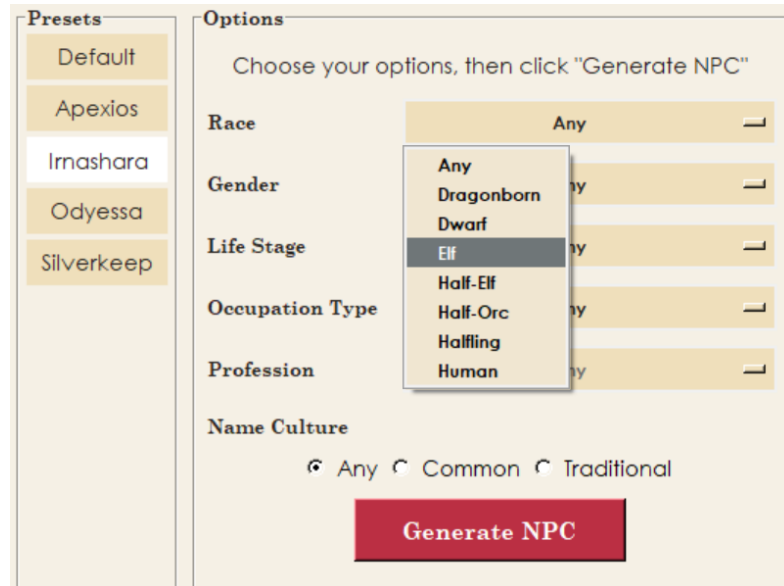
Table of Contents

Selecting a Preset	3
Creating a Preset	4
Options Panel	5
NPC Panel	6
NPC History	7
Adding a New Race / Updating Races	8
Adding / Updating Name Lists	10

Selecting a Preset



Presets determine what races are available for 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.

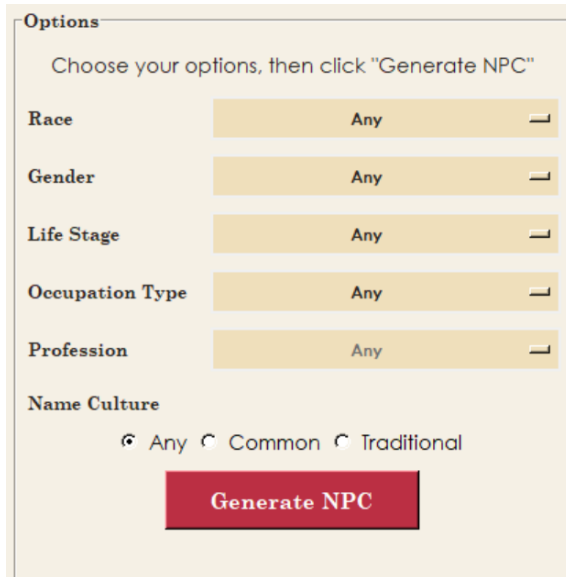
Example Preset File, spreadsheet form on the left, plain text on the right

	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 image shows a user interface panel titled "Options". At the top, it says "Choose your options, then click 'Generate NPC'". Below this are five dropdown menus, each with "Any" selected: "Race", "Gender", "Life Stage", "Occupation Type", and "Profession". Below these is a "Name Culture" section with three radio buttons: "Any" (which is selected), "Common", and "Traditional". At the bottom of the panel is a red button labeled "Generate NPC".

“Any” is a special option which tells the generator to randomly choose from all possibilities in the list.

Specifically chosen options override any random generator choice.

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 of the Life Stage with 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.

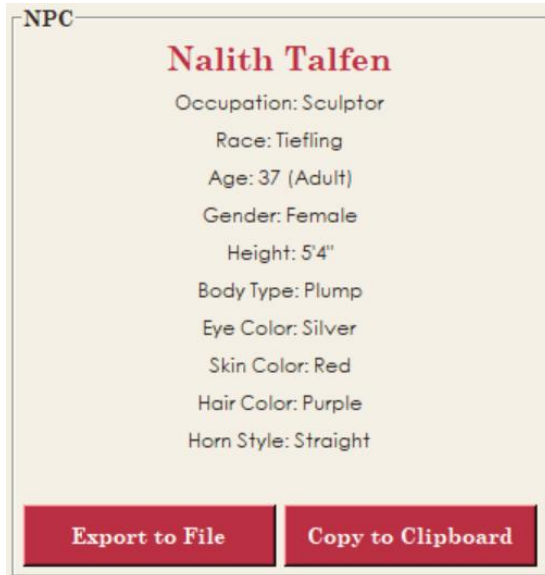
Any will choose the first and last name from all name lists.

Common sets the generator to choose from the Common lists.

Traditional will prompt the generator to look at the chosen race’s 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 screenshot shows a panel titled "NPC" with a light beige background. At the top, the name "Nalith Talfen" is displayed in a bold, red, serif font. Below the name, various attributes are listed in a smaller, black, sans-serif font: "Occupation: Sculptor", "Race: Tiefling", "Age: 37 (Adult)", "Gender: Female", "Height: 5'4\"", "Body Type: Plump", "Eye Color: Silver", "Skin Color: Red", "Hair Color: Purple", and "Horn Style: Straight". At the bottom of the panel, there are two red buttons with white text: "Export to File" and "Copy to Clipboard".

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 entirely 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, 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.

Clicking Generate 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 presets to work, the 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 one is not set or there isn't a corresponding name list file, the program will default to Common. The name tradition is used to inform the application which list of names to generate 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 theoretically be any string 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 unique characteristics can be defined for a race, called “Accents”.

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.

In future releases, the ability to toggle off the gender related deviation by characteristics, or completely, will be made available

Adding / Updating Name Lists

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

You may add to the existing name lists as desired.

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”

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.

The application only looks at the first part of the file name to match it with the provided name tradition. This can include spaces, hyphens, or any other special characters within the constraints of the operating system.