

Henchperson Habits & Follower Foibles

1	Absent-mindedly fiddles with the Copper Locket that graces their Neck	51	Much ado about Birthdays, Namedays, and other assorted Holidays
2	Adamant about getting Plenty of Sleep, dubs on First or Last Watch	52	Nearly always Gives Alms to Beggars or those Down on their Luck
3	Always a bit to eager to Draw Lots/Randomly Determine Volunteers	53	Never met a Fire they couldn't Light on the First Try, so they say
4	Avoids getting Wet, going to comical lengths sometimes	54	Often mentions how a prior group of Companions met their Grisly End
5	Bad with Distances/Volumes/Weights, always under-estimates	55	One arm covered in Brand Marks that they refuse to discuss
6	Believes that one day, they're destined to be slain by a Skeleton	56	Opposite of a Picky Eater, constantly scrounging: "You gonna eat that?"
7	Breath that would make a Troglodyte Flinch	57	Overly Chummy, greets nearly anyone with "Howdy Friend!"
8	Carries a rather foul smelling, but delicious Condiment: Puts it on everything	58	Pacer, has a difficult time standing still for too long
9	Chewing on something, constantly, like a Cow	59	Prays before every Meal and glares at those who don't while doing so
10	Childhood Friend Drowned, especially wary around Water	60	Preens whenever they see a Mirror or Reflective Surface
11	Claims to be descended from a Powerful Druidess	61	Prefers to be paid in Electrum for Spiritual Reasons
12	Come to think of it, you've never seen them Eat	62	Protests if asked to be the first to enter an Unexplored Area
13	Complains Food is Too Salty or Not Salty enough, sometimes same dish	63	Punctuates nearly every utterance with "y'know?"
14	Considers the color Green to be "Lucky," goes out of their way to prove this	64	Quick to Swear Oaths over sometimes very inconsequential things
15	Constantly picking up Smooth Stones for Skipping, their record is 38	65	Quotes Holy Verses that are seldom applicable to the Situation at hand
16	Convinced that their Belt pouch is Haunted after a Vivid Dream	66	Rarely Complains, unless it's Cold...then it's non-stop
17	Critical of Underhanded or Sneaky Tactics, sees them as Cowardly	67	Refuses to take Direct Orders from anyone with Brown Eyes
18	Cultivates a Mysterious Aura, badly: Smiles and Giggles too much	68	Rolls their Eyes when Plans take too long to discuss: Craves Action
19	Despises Waste, doesn't like to discard or throw things away	69	Says Second Sight runs in the Family: Insists they see Ghosts
20	Doesn't much care for Animals, not callous or cruel, just disdainful	70	Seeks Trophies and Mementos from every Expedition
21	Doodles on Walls with a Charcoal Nib wherever they go	71	Seems to Lose their Knife/Dagger almost constantly
22	Eager to show you a rather Gruesome Scar, how they got it tends to change	72	Sheepishly averts their eyes whenever a Grave or Dead Body is present
23	Eats very decorously and elegantly, regardless of conditions	73	Sniffles and Sneezes quite often, must be the Dust/Mold
24	Especially Jumpy around Giant Animals/Insects	74	Somehow Learned to Read about 17 languages, badly
25	Excessively dignified and old-fashioned around Elfs and Dwarfs	75	Spits on Shields before a Battle, unsure where they picked that up
26	Falls in and out of Love at the drop of a Helm	76	Strokes their Chin when asked a Question, as if pondering a response
27	Fascinated by Owls: Sees them as a Portentous Beast	77	Swears up and down that they can Witch for Water if given a Twig
28	Fasts on specific Holy Days, but doesn't make a big production out of it	78	Talented Camp Cook, food is always delicious somehow
29	Feeding their pet Raven is always very Loud and Messy	79	Talks to their Gear/Equipment when they suspect no one is listening
30	Fleet of Foot, provided they're not overladen, so very prone to dropping	80	Tallies Monsters Slain via notches, makes Offerings for each in secret
31	Fond of repeating the Expression: "Good enough for Goblins"	81	Tends to whistle (very off-key) when nervous or trying to be quiet
32	Formerly a Sailor and critical of Rope Use and Knots	82	Thinks it's Bad Luck to not drain a Tankard/Skin on the First Draught
33	Four changes of Clothes are Carried at all times, this is non-negotiable	83	Thoughtfully lets others Sleep in a little on their Watches
34	Gossips a lot about People you're not likely to ever meet	84	Total Teetotaler, until someone turns their back
35	Grumbles at the slightest sign of Inclement Weather, feels it in bones	85	Treats minor injuries by whacking them with the sole of a Boot
36	Horses/Mules just hate them, could be that Hippogriff Smell	86	Tries to work in the story of how they saw a Dragon once, constantly
37	Insists on checking behind every Curtain, overturning every Rug	87	Triple Checks Buttons, Clasps, and Straps
38	Invariably Itchy: Scratches themselves a lot, often making moaning sounds	88	Urges everyone to dry Feet each Night by a Fire, theirs are unpleasant
39	Is never without a String of Dried Mushrooms of various species	89	Uses a Sharp Knife to uncouthly pick their Nails or Teeth
40	Keeps, at last count, over a dozen Cats, often rattles off their Names	90	Utterly Refuses to Climb anything higher than their Height
41	Knack for inadvertently stumbling into the Mechanisms for Secret Doors	91	Vehemently Asserts that Torches be carried "on the Right"
42	Knows the Recipe for a Healing Tea (disgusting) of dubious efficacy	92	Very bad with Names, even mixing up Party Members
43	Knuckles crack like Popcorn: Often and Loudly	93	Vociferously Vocal about Unusual Dietary Restriction/Taboo
44	Laments the lack of a Comfortable Place to Sleep at every opportunity	94	Was swindled by a Gnome, has been distrustful of them ever since
45	Likes to have everything formalized in writing, even though they're illiterate	95	Wears Boots that are far too big and tend to squeak when they walk
46	Lost Several Years to a Dryad's Charms, nervous in the Woods	96	When asked to lift anything Heavy, complains about their Bad Back
47	Maintains that they are completely Immune to Magic, at all times	97	Whittles Wooden Game Pieces in spare time, some are quite good
48	Makes a Superstitious Gesture any time anyone utters a Monster Name	98	Won't take off that Dented Helm, mutters platitudes when asked
49	Mends things, always seems to be fixing this that or the other	99	Woolgathers aloud about what to spend their inevitable Fortune on
50	Missing an Eye from a Childhood Run-in with Malevolent Pixies	100	Wrinkles their Nose when offered a Compliment