# PC AND NPC CREATION TABLES

WINTH TURAVUS AND QUIRKS



THE DUNGEON COACH

Lowering the DC in your game with a supplement for the world's greatest roleplaying game



# PC AND NPC CREATION TABLES WHITH TIRAVIUS AND QUIRKS

by The Dungeon Coach

These tables are ALL you need to create ANY NPC you want in less than 10 seconds by rolling on two d100 tables, AND you can use this to create your own PCs too. Use this as inspiration for roleplaying these character's personalities and quirks! I also threw in some names and surnames to help out there too!

CHECK OUT THIS VIDEO WHERE I SHOW YOU HOW I USE THESE 2 TABLES AT MY TABLE! HTTPS://YOUTU.BE/Q4QY YENCWU

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Medium Humanoid

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#### **RESOURCES FOR DUNGEON MASTERS**

**YouTube** - The Dungeon Coach YouTube Channel I create weekly videos every Saturday to help make your games more creative and more fun!

**DM's Guild** – I will keep making more and more of my documents available online from my large list of homebrew content!

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I have many resources and more involvement with what I do over on my YouTube Channel too! Including Multiple Reward Tiers and a GREAT Community!

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## MALE NAMES

## FEMALE NAMES

	Norm	AL	Sкетсну				
1	Aiden	26	Jasper	51	Abarax	76	Leviathan
2	Alasar	27	Kade	52	Abraxus	77	Levitan
3	Alcelon	28	Kunik	53	Areck	78	Lorkai
4	Androxus	29	Larus	54	Axel	79	Lycanus
5	Apollo	30	Leo	55	Azriel	80	Malachi
6	Ballad	31	Logan	56	Bane	81	Merk
7	Barnubus	32	Malcom	57	Boon	82	Morzad
8	Bartholemew	33	Marco	58	Borath	83	Orion
9	Basilis	34	Maximus	59	Braz	84	Pyros
10	Bolder	35	Milo	60	Bulder	85	Rados
11	Branson	36	Munir	61	Derlon	86	Ronan
12	Cain	37	Newt	62	Dirge	87	Ruger
13	Cyrus	38	Oath	63	Dreag	88	Seph
14	Darius	39	Octavius	64	Dryden	89	Soren
15	Darlo	40	Otto	65	Duri	90	Syke
16	Davin	41	Pax	66	Enoch	91	Taras
17	Declan	42	Pharis	67	Gage	92	Ticer
18	Devin	43	Pyrus	68	Garash	93	Tregarr
19	Dobah	44	Ramsay	69	Garik	94	Vault
20	Edwin	45	Shadrac	70	Gonrin	95	Vergil
21	Eldrick 40		Sigwald	71	Guile	96	Voron
22	Elwin	47	Theodrin	72	Jago	97	Xander
23	Flint	48	Theorus	73	Kaffar	98	Xavier
24	Garret	49	Torel	74	Kruger	99	Xenos
25	Hugon	50	Uldrin	75	Ledric	100	Zadak

	Nori	MAL		SKETCHY					
1	Ada	26	Jamai	51	Alzena	76	Polagra		
2	Adeline	27	Josslin	52	Bazel	77	Quinn		
3	Adley	28	Larissa	53	Brundil	78	Ray		
4	Akia	29	Lark	54	Brynn	79	Rezi		
5	Ali	30	Lia	55	Dimetra	80	Row		
6	Ana	31	Lorelai	56	Dresh	81	Roxy		
7	Anja	32	Luna	57	Ember	82	Saphryn		
8	Asha	33	Macie	58	Gremkin	83	Senica		
9	Ashlinn	34	May	59	Halete	84	Skye		
10	Aster	35	Merrik	60	Huatli	85	Talitha		
11	Astrid	36	Olivia	61	Iris	86	Taryn		
12	Aubrey	37	Ophelia	62	Jaden	87	Tetryl		
13	Ayla	38	Oshalen	63	Jaden	88	Thasha		
14	Cameron	39	Piera	64	Jadmir	89	Theodycia		
15	Celestra	40	Robyn	65	Jasmine	90	Torel		
16	Corrin	41	Rue	66	Jura	91	Vain		
17	Dawn	42	Rylee	67	Maev	92	Valin		
18	Dorian	43	Sarithia	68	Makron	93	Venus		
19	Ecta	44	Teagan	69	Maorganna	94	Vera		
20	Elma	45	Telnora	70	Marcenna	95	Wryn		
21	Elwyn	46	Terra	71	Minerva	96	Xen		
22	Genevieve	47	Toril	72	Mirran	97	Zack		
23	Gia	48	Una	73	Nira	98	Zenith		
24	Ilvina	49	Undarin	74	Nyx	99	Zilla		
25	Ingrid	50	Yasmin	75	Pharyl	100	Zora		

#### TIP: MEMORABLE NPCs MAKE FOR MEMORABLE GAMES

Making your NPCs stand out breathes life into your world and makes it feel like a real place. These names and personality traits can give you a good start towards an interesting NPC.

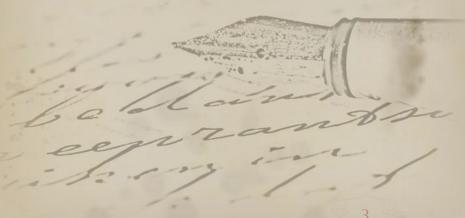
Something else to add to NPC or PCs that is simple and really helps flesh them out are these two questions:

- 1. What do they want?
- 2. What do they fear?



## **S**URNAMES

1	Arken	26	Fenn	51	Mournspell	76	Stringfellow
2	Aronnis	27	Fenndale	52	Nerilon	77	Sweeny
3	Arswol	28	Flintfoot	53	Oftring	78	Swiftfoot
4	Balistair	29	Forwind	54	Olsim	79	Taylor
5	Baxter	30	Foster	55	Orthum	80	Thistletack
6	Bell	31	Fox	56	Ovariel	81	Thorvaer
7	Bellness	32	Frostfury	57	Packard	82	Threepwood
8	Bigge	33	Gallyrak	58	Payne	83	Tinker
9	Bonner	34	Glumwallow	59	Quick	84	Torm
10	Brekken	35	Grant	60	Renwall	85	Townsend
11	Bronlief	36	Hailcloak	61	Rotback	86	Uther
12	Chamberlain	37	Halfhelm	62	Russ	87	Valtheas
13	Chapman	38	Harper	63	Ryder	88	Vendair
14	Coriscient	39	Hirsh	64	Scivvens	89	Venom
15	Crew	40	Hollowbear	65	Selish	90	Vinera
16	Davies	41	Inman	66	Sevnal	91	Vittlevottle
17	Degetras	42	Kitchner	67	Shale	92	Wainwright
18	Dempster	43	Knoch	68	Sims	93	Ward
19	Dewglade	44	Krepp	69	Sindlebeck	94	Ware
20	Elmora	45	Landin	70	Skorm	95	Watchblade
21	Enric	46	Ledbetter	71	Smithshire	96	Webb
22	Everett	47	Lightfoot	72	Snakeblade	97	Westloyal
23	Featherwick	48	Megwether	73	Steele	98	Wheeler
24	Felladan	49	Mornelon	74	Stern	99	Winter
25	Fellows	50	Morrell	75	Stonestrike	100	Zemranell





## PERSONALITY TRAITS

	Addict	20	Emotionless	Г1	Insulting	76	Dragumentuque
1		26		51	-		Presumptuous
2	Adorable	27	Empathetic	52	Irritable (by PC)	77	Quiet
3	Annoyed	28	Envious	53	Know-It-All	78	Reckless/ Risky
4	Authoritative	29	Excited	54	Maternal	79	Religious
5	Bi-Polar	30	Fanciful	55	Mellow/ Chill	80	Reserved (no eye contact)
6	Blunt (no filter)	31	Foolhardy (drunk)	56	Misguided/ Wrong	81	Rowdy (party)
7	Bossy	32	Foolish	57	Morbid/ Gloomy	82	Sarcastic
8	Callous	33	Forgetful	58	Murderous	83	Sassy
9	Careless	34	Friendly	59	Needs friends/ has none	84	Scared of Adventurers
10	Casual	35	Frightened	60	Negotiator	85	Secretive (npc whisper)
11	Charitable	36	Frugal	61	Nurturing	86	Self Conscious
12	Cheerful	37	Gambles over everything	62	Old Fashioned	87	Self-loathing
13	Childlike	38	Generous	63	Ominous	88	Shy
14	Clean Freak	39	Gossiper	64	Organized/ OCD	89	Sloppy/ Slob
15	Clumsy	40	Greedy	65	Overly Genuine/ Attentive	90	Sly/ Smooth
16	Cocky	41	Gullible	66	Overly Feminine	91	Sorrowful (recent loss)
17	Crazed/ Crazy	42	Hates Adventurers	67	Overly Masculine	92	Stern (lots of rules)
18	Curious	43	Helpful	68	Overly Nurturing	93	Stubborn
19	Daring/ Determined	44	Honest	69	Paranoid	94	Stylish
20	Deaf	45	Humble	70	Perfectionist	95	Superstitious
21	Demanding	46	Humorous	71	Perverted	96	Thoughtful
22	Dignified	47	Humorous	72	Physically Affectionate	97	Threatening
23	Disagreeable	48	Impatient	73	Polite	98	Vain
24	Elegant	49	Impressionable	74	Possessive	99	Well-Traveled (knows locations)
25	Emotional	50	Insecure	75	Prejudiced	100	World is Ending



## Quirks

1	Always very dirty and kind of smell bad	26	Photo-sensitive epileptic seizures	51	Has a terminal illness (is there even a cure?)	76	Oddly sweaty for no reason
2	Off their rocker truly unique	27	Everything is 'magical' and they say so	52	Veteran of many wars, possible PTSD	77	Paranoid of something after them (crazy)
3	Absolutely cannot swim	28	Everything is mundane, magic doesn't exist	53	Hates all non-humanoid living creatures	78	Plotting to kill one of the other party members
4	Pretends to have greater riches	29	Extremely religious, praises their deity	54	Hears voices in their head (real or imagined)	79	Poor Hearing
5	Adrenaline junkie, always wants to be in danger	30	Trouble focusing on one thing at a time (ADD)	55	Anterograde amnesia (can't form new memories)	80	Non-Paladin who follows a paladin's code of honor
6	Addicted to some type of substance	31	Extremely old, possibly senile	56	Always carries a fragile, sentimental heirloom	81	Mocks others through mimicry
7	Afraid of *element* (water/ fire/ lightning)	32	Has multiple personalities, shifts between them	57	Insomniac that's afraid to go to sleep	82	They know you are being hunted by an assassin
8	Afraid of animal (harmless or not)	33	Evangelical, always trying to convert others	58	Must make monthly payments to square a debt	83	Secretly works for a secret group/ organization
9	Afraid of heights	34	Extremely short temper/ anger issues	59	Is a convicted felon that is hiding from authorities	84	Shaky hands, but only when happens
10	Afraid of the dark like BAD	35	Is always unprepared and never ready	60	Utterly unbelievably unlucky. Possibly cursed?	85	Take far too long to say anything
11	In debt to bad people	36	Extremely sceptical, distrusts everyone	61	Is completely Blind	86	Speaks only telepathically through touch
12	Bad memory	37	Eyes glow when they tell a lie	62	Is completely Deaf	87	Literally JUST killed a man, still cleaning up
13	Believes literally everything they hear	38	Addicted to magical healing	63	Is completely Mute	88	Squeamish and vomits easily
14	Can see dead people/ spirits	39	Gluttonous, always eating or drinking	64	Demonic possession, gives another quirk (reroll)	89	Strong dislike of cold
15	Only speaks a non-common language	40	Has a crush on one of the Players	65	Secret celestial, watching one of the Players	90	Strong dislike of heat
16	Cannot tell a lie	41	Cursed (Invent or Roll on Curse Table)	66	Illiterate/ speaks with a low vocabulary	91	Pyromaniac
17	Character gets very emotional very easily	42	Paranoid their Dark Secret will come out	67	Jumpy and easily startled, uneasy	92	Severe burns across a large section of their body
18	Character is a HUGE flirt	43	Is posing as someone they're not	68	Kleptomaniac and always looks to steal things	93	Unreliable and clumsy, always breaking stuff
19	Is a compulsive hoarder	44	Has a nervous tick/ shaky hands/	69	Knows something secret about the party or a PC	94	Very confident in their poor instrument playing
20	Animal lover who is inept with animals	45	Thinks their stuffed pet is alive	70	Time is nearly up on their Devil's Bargain	95	Vocal cord injury and has restricted speech
21	Claustrophobic / Afraid of heights	46	Secretly royalty in hiding	71	Severe scarring causes them pain when	96	will not speak to opposite sex
22	Compulsive Liar	47	Extremely over the top attractive	72	Missing a limb/ body part of some kind	97	Would do just about anything for gold
23	Deathly Allergic to (Food)	48	Has two competing personalities	73	Must always be clean and HATES being dirty	98	Refuses to speak to magic users
24	Borderline fatal allergy to something common	49	Has vivid auditory hallucinations	74	Narcoleptic and can fall asleep at any moment	99	Compulsive altruist, must always help the needy
25	Ambivalent to gold, not moved by money at all	50	Has vivid visual hallucinations	75	Near sighted	100	You are to blame for another PC's tragedy



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Stay up to date on my weekly videos, I post

every Saturday at Noon.

I love helping/ brainstorming ideas, offering my own insight, and coming up with creative solutions to classic problems. I want to enhance your game and get it to the right "feel" of what you and your group are looking for. I've just started and have a lot of room to grow and I am excited to go on this journey with you all.





