



NPC Generator for 5e

FoundryVTT

FOUNDRY
VIRTUAL TABLETOP



COMMUNITY CONTENT

NPC Generator for 5e

First of all, thank you for purchasing this module!

Introduction

This module for Foundry Virtual Tabletop (**Foundry VTT**) is designed to quickly generate NPCs for your 5e campaigns, including names and character sheets. Every build is unique and randomly generated.

Installation is quite simple and can be done in just a few steps:

Step 1: Open Foundry VTT

Pretty straight forward, open the application.

Step 2: Add-on Modules > Install Module

Go to the **add-on modules** tab on the setup menu, click the **install module** button below the screen.

Step 3: Install the Manifest URL

Copy the [manifest](#) link below into the Manifest URL field, click **install**.

<https://dropbox.com/s/sokvfq3yrvevva1/module.json?dl=1>

The module will be updated automatically as new releases are published. You can check the [changelog](#) here.

Foundry v9 Manifest (alternative)

In case you are using **Foundry v9** you should install the module version **0.931**, please install the manifest below instead:

<https://dropbox.com/s/cglal6cs9nujeeb/module.json?dl=1>

Please note no new releases will be made on v9.

How to use it

The primary way to open the application is through the **Generate NPC** button on the Actor's Directory Tab, on the sidebar. Here is a [video](#) showing how to use it.

You can also generate a NPC based on an actor using the contextmenu and clicking **Build NPC**. In this case the module will try identifying the npc attributes and copying any field it find into the application. This is useful for upgrading an NPC.

Portraits (Optional)

To configure portrait generation you need to create a folder like the one found in [npc-generator-dnd5e/imgs/portraits](#). From there, enter the module configuration and select the folder in the **Portrait Directory** setting.

All images inserted into the directory with the correct format will be available as a portrait to be randomly generated.

Image Name Format

All images in the directory should have their names formatted as the examples in the [imgs/portraits](#) folder, the module uses their names as tags for matching pictures, following the rules:

- All names should be in lower-case;
- An underline (_) act as a separator for different tags, you can have as many tags as you want for any picture and might use spaces as well;
- The tags from the entire folder becomes individual filters as well, so adding a new tag to any image also adds a new filter;
- Jobs and races are automatically matched using their lower-case title;
- If no match is found for the applied filters, no image is returned;

Faq

What is a job?

Its like a class but for NPCs. Its a pseudo-class, a build. Something for the module to use as reference to which kind of NPC should it build.

What is the seed field?

All NPCs are randomly generated and the seed is the 'starting point' from building a character. From there the build grows into the NPC. If you use the same seed with the same configurations you will get the same NPC.

Why maximum CR is 12?

Because from that point on the NPCs would start resembling monsters, with legendary actions and/or too many hit points to feel anything 'humanoid'.

Is it possible to add more content? Spells, items, etc.

The module automatically looks for content in all compendiums. If you own a supplement you can add the spells or items in a compendium and the module will automatically judge and use them if they are found relevant.

How do I make suggestions or report bugs?

You can submit them through the [report form](#) here.

I believe an NPC is unbalanced...

Sometimes there is an *officially published* similar NPC and its quite different from the a generated NPC, both in terms of **hit points** and **damage output**. I must say odds are the published NPC is the one who is unbalanced. You should check first who seems the most outlier from other similar CR NPCs.

That being said, if you still believe a generated NPC is unbalanced, you should open its character sheet and click on the **report button** on the menu. It will open the report form but will automatically fill the relevant information.

I've built some very similar, same CR NPCs and they got very different hit points, why is that? Is that correct?

Higher damage output means lower hit points, and vice-versa, that being said... sometimes a single spell makes a big difference in their damage output, or having access to bonus action, even the DC of their abilities also affect their damage output. The module takes in consideration all the NPCs actions. Very different hit points means very different damage.

I am a Publisher, can I use NPCs generated from the module into my adventures?

Of course!

A NPC is "out of normal parameters", what does it mean?

It means the NPC generated is unusual in some sense. Maybe it has too much Hit Dice or too few, maybe it does too much damage and its "risky" for the party, even if it has low HP.

Consider recreating the NPC using a different seed, changing its race or job, increasing the CR, or take it as given. Sometimes for instance "small" NPCs (which use d6s) are flagged as out of balance on high HP builds, because they inherit too much Hit Dice and in 5e a NPCs HP has a direct relation with its size. You could perfectly use that small NPC but its an outlier from the *standard*.

The Berserker have some trouble with small NPCs in mid-range CR because their weapons, as they cannot use two-handed weapons, also deal less damage, meaning their HP are even higher than medium berserkers.

Whats the CR value alongside the races as in "Race (CR 1/2)"?

Some races have that value to indicate their features are somehow strong for lower CRs and they would normally become out of balance for most jobs.

The module normally **enforces** compliant CRs but it can be deactivated in the configuration menu: "Limit CR By Race" option.

What version of Foundry does it currently support?

Its supporting both v9 (up to module v0.931) and v10.

For how long the module will be maintained?

At least by the end of 2023. If plenty of people are using it will be maintained indefinitely. In any case, there will be a 6 months notice before maintenance stops.

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