



THE NPC HANDBOOK

OVER 10 QUADRILLION NPC COMBINATIONS



By Anthony Vardakas of Dungeon Influence

Create unique characters to use in your campaign in seconds,
with only a few dice rolls.

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THE NPC HANDBOOK

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HOW TO USE THIS BOOK

This book will allow you to create characters for your campaigns easily, with just a few dice rolls.

CREATE NPCs QUICKLY

When you create a character that isn't of great importance, you don't need more than three or so traits that make the character memorable and unique.

An easy and quick approach is by picking two or three of the tables (excluding the tables Races, Age & Sex, Names) to roll for, instead of rolling for everything. If you don't have a Race, Age & Sex, and name for your character, you can roll for those as well.

CREATE DETAILED NPCs

Sometimes you may need a character with a lot of depth. For that kind of characters, you can use more than three tables to further flesh out the character. Remember though, you don't need to use all of the tables for all detailed characters you create.

PART 1

NPC Main Tables



NPC RACES

You can use this page to come up with a race for your new NPC. Roll a d100 or pick one.

NPC RACES

| d100 | Race |
|-------|----------|
| 1-10 | Human |
| 11-20 | Orc |
| 21-30 | Elf |
| 31-40 | Dwarf |
| 41-45 | Halfling |
| 46-50 | Tiefling |
| 51-55 | Gnome |
| 56-60 | Half-elf |
| 61-65 | Half-orc |
| 66-70 | Goblin |

| d100 | Race |
|--------|--|
| 71-73 | Kenku |
| 74-76 | Drow |
| 77-79 | Dragonborn |
| 80-82 | Doppelganger |
| 83-85 | Werewolf |
| 86-88 | Giant |
| 89-91 | Ghost |
| 92-94 | Talking magical weapon that can create illusions |
| 95-97 | Hag in disguise |
| 98-100 | Demon in disguise |

NPC AGE & SEX

You can use this page to come up with an age and sex for your new NPC.

NPC AGE & SEX

d10 Age & Sex

| | |
|----|-------------------|
| 1 | Male child |
| 2 | Female child |
| 3 | Male teenager |
| 4 | Female teenager |
| 5 | Male adult |
| 6 | Female adult |
| 7 | Middle-aged man |
| 8 | Middle-aged woman |
| 9 | Old man |
| 10 | Old woman |

NPC AGE & SEX (INCLUDING NON-BINARY)

d4 Sex

- 1 Male
- 2 Female
- 3 Non-binary
- 4 Reroll

d6 Age

- 1 Child
- 2 Teenager
- 3 Adult
- 4 Middle-aged
- 5 Elderly
- 6 Reroll

NPC NAMES

You can use this page to come up with a name for your new NPC. Roll 2d12 or pick a combination. If it doesn't make sense, add an apostrophe.

NPC MALE NAMES

| d12 | First Half |
|-----|------------|
| 1 | Al |
| 2 | Be |
| 3 | Gi |
| 4 | Her |
| 5 | Ni |
| 6 | Nor |
| 7 | O |
| 8 | Ra |
| 9 | Sam |
| 10 | Ta |
| 11 | Theo |
| 12 | Vas |

d12 Second Half

| | |
|----|-------|
| 1 | forr |
| 2 | khal |
| 3 | lon |
| 4 | mer |
| 5 | mund |
| 6 | nard |
| 7 | ote |
| 8 | ramos |
| 9 | ric |
| 10 | shak |
| 11 | sius |
| 12 | well |

NPC FEMALE NAMES

| d12 | First Half |
|-----|------------|
| 1 | Ari |
| 2 | Chrisi |
| 3 | Emi |
| 4 | Er |
| 5 | Hel |
| 6 | Joh |
| 7 | Ly |
| 8 | Mari |
| 9 | Mel |
| 10 | Ren |
| 11 | Sy |
| 12 | Yve |

d12 Second Half

| | |
|----|------|
| 1 | ana |
| 2 | bell |
| 3 | ette |
| 4 | eva |
| 5 | fri |
| 6 | lia |
| 7 | lody |
| 8 | mys |
| 9 | orie |
| 10 | quin |
| 11 | sil |
| 12 | till |

NPC UNIQUE LOOK

You can use this page to come up with a unique appearance for your new NPC. Roll a d20 or pick an appearance that fits.

UNIQUE LOOK

d20 Unique Look

- | | |
|----|------------------|
| 1 | Bad posture |
| 2 | Bald |
| 3 | Beautiful |
| 4 | Big nose or ears |
| 5 | Cross-eyed |
| 6 | Pale |
| 7 | Short |
| 8 | Tall |
| 9 | Unique armor |
| 10 | Unique clothing |

d20 Unique Look

- | | |
|----|-----------------------------|
| 11 | Unique jewelry |
| 12 | Unique emblem or symbol |
| 13 | Unusual eye color |
| 14 | Unusual hair color |
| 15 | Unusual hair or beard style |
| 16 | Scar or tattoo |
| 17 | Multiple scars or tattoos |
| 18 | Rare item or weapon |
| 19 | Paralyzed part |
| 20 | Mechanical part |

NPC TALENTS

You can use this page to come up with one sentence that describes why your NPC is special and unique. Roll a d20 or pick one (or more) that fits.

NPC TALENTS

d20 Talent

- 1 Master of lies
- 2 Appears more clever than he/she is
- 3 Can hide in plain sight
- 4 Can eat enormous amounts of food
- 5 Can outdrink everyone at the table
- 6 Great at creating distractions
- 7 Great memory
- 8 Great at predictions
- 9 Great with animals
- 10 Great at inspiring and motivating people

d20 Talent

- 11 Great at hiding his emotions
- 12 Great improvisation skills
- 13 Great with riddles and puzzles
- 14 Great with athletics
- 15 Great at throwing stuff with precision
- 16 Expert salesman
- 17 Expert performer
- 18 Expert painter
- 19 Expert cartographer
- 20 Expert on woodcrafts

NPC OCCUPATIONS

You can use this page to come up with an occupation for a new NPC. Roll a d20 and choose one of the three options.

NPC OCCUPATIONS

d20 Occupation

Description

| | |
|--------------------------------------|---|
| 1 Apothecary - Armorer - Architect | Makes medicines - Makes and maintains armor - Builds structures and buildings |
| 2 Apprentice - Baker - Bandit | Trains to do a job - Bakes bread - Violent criminal |
| 3 Beggar - Blacksmith - Brewer | Begs for money and food - Makes tools from metal - Makes alcohol |
| 4 Busker - Butcher - Camp Follower | Performs music for money - Cuts and prepares meat - Sells services to soldiers |
| 5 Carpenter - Carter - Cheesemaker | Works with wood - Drives carts, transporting goods - Makes cheese |
| 6 Cook - Cordwainer - Costermonger | Makes food - Makes shoes - Sells goods, mostly fruits, and veggies, on the street |
| 7 Court Jester - Diplomat - Falconer | Entertains nobles - Royal messenger and ambassador - Raises falcons to sell |
| 8 Farmer - Fishmonger - Furrier | Farms fields - Catches and sells fish - Sells , repairs and cleans fur clothing |
| 9 Fletcher - Gardener - Gravedigger | Makes arrows - Improves the cosmetic appearance of buildings - Digs graves |
| 10 Grocer - Groom - Innkeeper | Sells food in a market - Takes care of horses - Operates an inn |
| 11 Jeweler - Locksmith - Mason | Makes jewels - Makes locks - Cuts and builts with stone |
| 12 Merchant - Miller - Minstrel | Sells goods - Operates the mill - Plays music, usually for nobility |
| 13 Outlaw - Page - Poison Tester | Wanted criminal - Delivers messages - Tests noble food for poison |
| 14 Peasant - Pig farmer - Painter | Does whatever the lord needs - Raises pigs - Paints |
| 15 Ropemaker - Sailor - Scribe | Makes rope - Works on a vessel at sea - Copies books and writes letters |
| 16 Servant - Shepherd - Silversmith | Serves a lord or master for pay - Herds Sheep - Works with silver |
| 17 Skinner - Soldier - Spy | Skins animals for hide - Fights in an army - Secretly gathers information |
| 18 Squire - Storyteller - Summoner | Trains under a knight - Passes folklore among generations - Calls people to court |
| 19 Tailor - Tanner - Tax collector | Makes clothes - Makes leather - Collects taxes |
| 20 Trader - Guard - Winemaker | Trades goods from place to place - Watches for invaders, raises alarms - Makes wine |

NPC MOTIVATION

You can use this page to come up with one sentence that describes what moves or excites your new NPC. Roll a d20 or pick one (or more) that fits.

NPC MOTIVATION

d20 Motivation

- 1 Survival of family member(s) or self
- 2 Protecting the weak
- 3 Enjoying the pleasures of life
- 4 Acquiring money for a reason
- 5 Acquiring fame
- 6 Practicing and improving a skill
- 7 Obsession with a project or goal
- 8 Exploration and adventure
- 9 Discovering the truth about a personal matter
- 10 Gathering knowledge

d20 Motivation

- 11 Doing a favor
- 12 Fulfilling a last wish
- 13 Fulfilling a prophecy
- 14 Staying loyal to a promise or deal
- 15 Love
- 16 Exacting revenge
- 17 Killing a specific person or group
- 18 Enjoying the suffering of others
- 19 Changing the world
- 20 Roll twice, ignoring results of 20

NPC SECRETS

You can use this page to come up with a unique secret for your new NPC. Roll a d20 or pick one.

NPC SECRETS

d20 Secret

- 1 Has committed a crime no one knows about
- 2 Has a secret affair
- 3 Has a secret goal
- 4 Has a secret pleasure
- 5 Has a double life
- 6 Has an incurable illness
- 7 Has a special magical power or curse
- 8 Owes a lot of money
- 9 Is a member of an organization
- 10 Is afraid of a certain person or group

d20 Secret

- 11 Hates his/her family
- 12 Is jealous of a specific person
- 13 Has a pet no one knows about
- 14 Has a magic item no one knows about
- 15 Has hidden a treasure in his/her house
- 16 Has a patron no one knows about
- 17 Has origins in a noble family
- 18 Uses a fake name
- 19 Has a bounty on his/her head
- 20 Has died in the past

NPC FLAWS

You can use this page to come up with a unique flaw for your new NPC. Roll a d20 or pick one.

NPC FLAWS

d20 Flaw

- 1 Tries to please everyone
- 2 Has low self-esteem
- 3 Gets anxious in big crowds
- 4 Can easily be manipulated
- 5 Can't hide his/her emotions
- 6 Can't express his/her emotions
- 7 Can't resist good food
- 8 Drinks too much
- 9 Sleeps heavily and too much
- 10 Is obsessed with money/fame

d20 Flaw

- 11 Is always late
- 12 Gets easily tired with any physical activity
- 13 Gets sick easily
- 14 Has nausea when using any means of transport
- 15 Has a weird phobia
- 16 Has a weird allergy
- 17 Has poor eyesight
- 18 Has poor hearing
- 19 Has trouble sleeping
- 20 Walks in his/her sleep

NPC MEMORABLE TRAITS

You can use this page to come up with a unique memorable trait for your new NPC. Roll a d20 or pick one.

NPC MEMORABLE TRAITS

d20 Memorable Trait

- 1 Walks slowly
- 2 Walks fast
- 3 Speaks loudly
- 4 Speaks quietly
- 5 Speaks slowly
- 6 Speaks fast
- 7 Speaks in riddles
- 8 Stutters
- 9 Mumbles to himself/herself
- 10 Has a unique accent

d20 Memorable Trait

- 11 Uses complex vocabulary
- 12 Dances or sings often
- 13 Stretches often
- 14 Coughs often
- 15 Gets distracted easily
- 16 Falls asleep at inappropriate moments
- 17 Forgets names
- 18 Repeats ideas as his/her own
- 19 Doesn't like a particular member of the group
- 20 Really likes a particular member of the group

NPC INTERACTION TRAITS

You can use this page to come up with a unique interaction trait for your new NPC. Roll a d20 or pick one.

INTERACTION TRAITS

| d20 | Interaction Trait |
|-----|-------------------|
| 1 | Annoying |
| 2 | Competitive |
| 3 | Curious |
| 4 | Excited |
| 5 | Friendly |
| 6 | Generous |
| 7 | Happy |
| 8 | Humorous |
| 9 | Impatient |
| 10 | Liar |

| d20 | Interaction Trait |
|-----|-------------------|
| 11 | Nervous |
| 12 | Kind |
| 13 | Rude |
| 14 | Sad |
| 15 | Scared |
| 16 | Serious |
| 17 | Short-tempered |
| 18 | Shy |
| 19 | Stubborn |
| 20 | Suspicious |



PART 2

NPC Special Tables



SPECIAL: NPC SUPERPOWERS

You can optionally use this page to come up with a unique superpower for your new NPC. Roll a d20 or pick one. Unlike previous tables, these special tables are to only be used occasionally for special characters.

NPC SUPERPOWERS

d20 Superpower

- 1 Can mimic any sound with his/her voice
- 2 Has unbelievable luck
- 3 Can run incredibly fast
- 4 Has superhuman strength
- 5 Has phenomenal perception
- 6 Becomes more powerful when drunk
- 7 Can speak with gods
- 8 Can summon a powerful beast or spirit
- 9 Has immunity to a certain element
- 10 Can manipulate a specific element

d20 Superpower

- 11 Can control the weather
- 12 His/her sight blocks all magic
- 13 Can pass through walls
- 14 Can't be harmed by normal weapons
- 15 Has great regenerative powers
- 16 Can predict the future
- 17 Can stop time
- 18 Can travel in time
- 19 Can shapeshift into a powerful beast or demon
- 20 Can manipulate and control minds



SPECIAL: NPC PETS

You can optionally use this page to come up with a unique pet for your new NPC. Roll a d12 or pick one.

NPC PETS

d12 Pet

- 1 An animated cape
- 2 A raven without eyes
- 3 A deceitful imp
- 4 An owlbear
- 5 A cockatrice. It's hard to control
- 6 A powerful genie
- 7 A giant scorpion
- 8 A death dog (two-headed hound)
- 9 A flaming skull with an echoing laughter
- 10 A large elemental that can fit in a bottle
- 11 A spectator (lesser beholder)
- 12 A cute baby mimic

PART 3

Pregenerated NPCs



PREGENERATED CHARACTERS - MALE CHARACTERS

Below you can find a list of 15 male characters that are generated with this book.

PREGENERATED MALE CHARACTERS

Character - Traits

Almund Human, middle-aged, **unique look:** bald, **occupation:** apothecary, **motivation:** enjoying the pleasures of life

Theowell Dwarf, child, **secret:** has a pet no one knows about

Sammer Orc, old, **occupation:** silversmith, **secret:** owes a lot of money, **interaction trait:** short-tempered

Norramos Human, adult, **secret:** has a double life, **memorable trait:** speaks quietly

Talon Elf, teenager, **occupation:** apprentice, **secret:** hates his family

Benard Human, middle-aged, **talent:** expert painter, **motivation:** exploration and adventure

Oric Dwarf, old, **occupation:** jeweler, **interaction trait:** suspicious

Vaskhal Gnome, middle-aged, **memorable trait:** has a unique accent, **interaction trait:** competitive

Tasius Half-elf, old, **unique look:** pale, **occupation:** scribe, **interaction trait:** nervous

Herote Ghost, child, **talent:** great with animals

Norwell Human, teenager, **unique look:** multiple scars, **occupation:** beggar

Rashak Halfling, middle-aged, **occupation:** butcher, **flaw:** walks in his sleep

Allon Goblin, middle-aged, **talent:** can outdrink everyone at the table **secret:** Has an incurable illness

Nishak Human, old, **memorable trait:** coughs often, **interaction trait:** stubborn

Osius Demon in disguise, **unique look:** pale, **motivation:** obsession with a project, **flaw:** has a weird allergy



PREGENERATED CHARACTERS - FEMALE CHARACTERS

Below you can find a list of 15 female characters that are generated with this book.

PREGENERATED FEMALE CHARACTERS

Character - Traits

| | | |
|------------|---------------------------------|--|
| Arilia | Human, adult | unique look: beautiful, talent: expert performer, motivation: survival of family member |
| Johette | Dwarf, old, | memorable trait: coughs often, secret: has hidden a treasure in her house |
| Lyana | Half-elf, middle-aged, | occupation: poison tester, flaw: can easily be manipulated |
| Mariorie | Human - Hag in disguise, adult, | unique look: bad posture, motivation: enjoying the suffering of others |
| Melbell | Halfling, middle-aged, | occupation: alcohol merchant, interaction trait: serious |
| Renfri | Human, teenager, | unique look: multiple scars, motivation: survival |
| Chrisilody | Ghost, old, | motivation: fulfilling a last wish, interaction trait: kind |
| Syquin | Tiefling, adult, | motivation: changing the world, interaction trait: suspicious |
| Emilys | Human, middle-aged, | occupation: cook, talent: great at throwing stuff with precision |
| Lyette | Drow, adult, | motivation: exacting revenge, secret: has a magic item no one knows about |
| Ersil | Elf, teenager, | memorable trait: really likes a particular member of the group, flaw: is always late |
| Yveori | Human, child, | unique look: mechanical part, secret: is a member of an organization |
| Hellia | Werewolf, | motivation: love, secret: has a secret affair, interaction trait: short-tempered |
| Johbell | Giant, middle-aged, | motivation: Staying loyal to a promise or deal, secret: is afraid of a certain person |
| Meleva | Human - Doppelganger, adult | unique look: pale, occupation: Skinner, memorable trait: mumbles to herself |



FINAL THOUGHTS

I really enjoyed the creation of this book, which I originally created as a tool for my own sessions. I hope that it'll be a useful tool for your games as well, for the years to come.

DID YOU ENJOY THIS BOOK?

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DUNGEON INFLUENCE

As for me, I'm Anthony, author of this book and creator of Dungeon Influence, one of the biggest communities of (~25K) Dungeon Masters on Instagram.

If you liked this book, you'll definitely like the Game Hooks, DM Tips, and Character Ideas I share there :) (I share info and coupons about upcoming products there as well)

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