

NPC VOICES GENERATOR



his table is to give ideas for various character voices for NPCs. This is not about accents, just what you can do within a certain accent.

Speed, pitch, and texture are the most basic ways to change up voices. The Speech patterns and mannerisms are to further distinguish between characters both for you and your PCs. A recommendation in the original post by [/u/TuesdayTastic](#) was to add small mannerisms to get into character and remind you what voice to use.

BASICS

- Originally by [u/samazingjedi](#)
- Inspired by [Elavate your voice acting \(Reddit\)](#)
- With special thanks to [/u/DougieStar](#) and [/u/Okami_G](#) for some of the traits listed in the tables.

USE THESE TABLES WITH:

- [d100: NPC physical Traits](#)
- [NPC Appearance, Personality, Faith and Flaws](#)
- [Quick Town NPCs](#)

2D3 SPEED AND PITCH

1	Low	1	Slow
2	Medium	2	Medium
3	High	3	Fast

1D8 VOCAL TEXTURE

1	Gruff
2	Smooth
3	Strained
4	Relaxed
5	Breathy
6	Wolfish (from the back of the throat)
7	Scratchy
8	Nasal

1D50 SPEECH OR VOCAL PATTERNS

1	Incoherent except for a few key words
2	Stutters
3	lots of um
4	lots of like
5	lots of swearing
6	uses thee's and thou's
7	never stops to breathe
8	Short, clipped sentences
9	talks in third person
10	doesn't conjugate well ("me make good soup")

11	all S-sounds become Z-sounds
12	all w-sounds become v-sounds
13	R's arrrrre always rrrrrrolled
14	never uses contractions
15	Whiny
16	stuffy nose
17	tongue stuck to back of teeth
18	opens mouth too wide
19	clenched teeth
20	barely opens lips
21	all Th-sounds become Z-sounds
22	repeats the last few words of a sentence/thought ("nice to meet you, meet you.")
23	uses full titles or descriptions ("jon-farmers-son")
24	repeats adj/adv for more impact ("pretty-pretty!")
25	Nouns end with "en"/"sen" (applesen, moosen)
26	L-sounds become w-sounds
27	repeats the last word you say before responding
28	sings everything
29	does the wrong <i>emphasis</i> on the wrong <i>syllables</i>
30	pauses often
31	staccato speech
32	Monotonous
33	whistles on S-sounds
34	Heavy lisp on Th and S (th-ufferin th-uckertash!)
35	Light lisp
36	r-sounds become w-sounds
37	severe underbite
38	severe overbite
39	speaks out of the corner of his mouth
40	always pouting
41	"ar" becomes "ayr" (cart = cayrt, bear = beayr)
42	soft letters are elongated ("sso, hhow arre yyou?")
43	slurs words
44	mouth is always full when talking
45	Sighs after each sentence
46	Never uses am/is/are/was/were ("I big." "She pretty.")
47	Responds in the form of questions
48	Always over-exaggerates
49	Never tells the complete truth
50	mutters to self

1D50 MANNERISMS

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| 1 pulls on ear | 26 invades personal space |
| 2 taps chin | 27 flips a coin |
| 3 wrings hands | 28 rests hand on hilt of sword/dagger |
| 4 flexes arms | 29 shamelessly hits on all male PCs (winks, waggle-brows, touching, etc) |
| 5 puffs out chest | 30 shamelessly hits on all female PCs (winks, waggle-brows, touching, etc) |
| 6 clenches fist(s) | 31 Rarely blinks |
| 7 clenches jaw | 32 Excessive blinking |
| 8 looks at the speakers forehead | 33 Pops lips |
| 9 taps nose | 34 Flexes muscles |
| 10 licks lips | 35 Taps foot |
| 11 chews nails | 36 Never looks at the person talking |
| 12 chews straw/tobacco/gum | 37 Eyes constantly shifting around |
| 13 clicks tounge | 38 Gets lost in a daze |
| 14 acts bored | 39 Easily distracted |
| 15 swallows a lot | 40 Cracks knuckles |
| 16 pulls/twists clothing | 41 Drums fingers |
| 17 covers mouth when speaking | 42 Waggles eyebrows |
| 18 sniffs often | 43 Picks nose |
| 19 bites lips | 44 Holds head high |
| 20 teeth chatter or grind | 45 Delayed reactions |
| 21 coughing (genuine) | 46 Slumps shoulders |
| 22 constantly clears throat (think umbridge) | 47 Shuffles feet |
| 23 adjusts glasses/spectacles | 48 Jogs in place |
| 24 caresses a coin | 49 Writes down every word said |
| 25 strokes chin/beard | 50 Only looks at the speaker's chin |