

npc COOKBOOK

by Ronald E. Smith



Instant NPCs. Just add dice.

The NPC Cookbook

A Cast of Thousands



by Ronald E. Smith

 @polyroller

The NPC Cookbook

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Introduction

Thanks for encouraging my behavior by selecting this, the NPC Cookbook to add to your battery of role-playing aids.

Lucky you! You now have tens of thousands of possible D&D5e NPC descriptions at your fingertips! All you need are some dice and something like fifteen to thirty seconds of brainwork to flesh out the characters that they produce. But first, a dash of clarity...

What this resource booklet is:

The NPC Cookbook is a series of random tables designed to generate the physical descriptions and behavioral quirks of D&D5e NPCs. It is essentially an expanded version of the supergood section on NPC creation found on pages 89 through 91 of the DMG. The intent of this author is to provide you, the overworked Dungeon Master, an instant and automatic means to create a broader range of supporting characters to throw at your adventurers.

What this resource booklet is not:

The NPC Cookbook contains no statistics or game terms, stat blocks or CR tables. You can find all of that stuff on pages 342 through 350 of the MM. This booklet deals with only one thing; Flavor! Just like any good cookbook.

A Word About Race and Gender

All of these tables are meant to be as generic and universal as possible. As such, there is an intentional omission of tables that might assign an NPC a specific race or gender.

When you encounter a trait such as 'tall,' it should always be assumed that it relates to whatever race that YOU, the DM have already assigned. For instance, 'This Halfling is TALL for his race, being nearly four-and-a-half feet in height.'

While racial tables can certainly be created, they might not fit well into a respective DM's campaign or play style.

Gender assignments in this booklet are also omitted and left solely in the hands of the DM for similar reasons. Also, the tedious literary colloquialisms of 'his/her.' 'he/she,'

'man/woman,' 'himself/herself,' will be represented by the '♀' symbol.

A Cast of Thousands

When the adventurers go back into town for supplies, they should encounter the same NPCs they met before, and those NPCs should be at least somewhat memorable. But how do they stand out? What makes them different from all of the other knee-jerk cliché characters that spring to mind when you hear descriptions like, '...weathered blacksmith,' or '...jaded barkeep?' The adventurers may have trouble remembering a barkeep's name after that first visit, but they'll defiantly remember '...that bald guy with the missing fingers who wears that crazy green and gold fez.'

Also, every good campaign needs to evolve. If the adventurers return to buy replacement horses from a previously frequented stable, they might discover that the familiar man who ran the place went back home to the large city over the hills, and now his niece runs the family business. A new NPC to create! That sort of change makes the players feel as though their characters are part of a living world populated with living people that change and grow with the world around them.

Okay, so how do we cook up some people?

Part One: Preparation

Like any recipe, before you cook up a batch of NPCs you need to first gather together some basic ingredients and prep your work area.

What you will need:

- 1 NPC Log Sheet (or a slip of paper, or an index card, or a page of scrap paper in your DM binder)
- 1 set of Dice (you know the type)
- 1 List of pre-generated fantasy names

You get the NPC Log Sheet from this here kit. You should print lots and lots! They are shelf-stable and keep forever without refrigeration. They can be printed two to a page or printed onto card stock and cut to size according to the taste and style of the respective Dungeon Master.

The dice you get from a store. Any appropriate store will do; online, mega-chain bookstore, local



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comic book shop, game store, hell I even saw dice for sale at a coffee shop in Oregon earlier this year.

The list of names? Get your own! Go to <http://www.fantasynamengenerators.com> and try not to spend more than three hours amassing your master list of places, monsters and heroes. If you're in a real big hurry, here! Don't say I never did nothin' for ya.

10 Male Human Names

Evin Greystark
Emannar Bolling
Darvin Selmy
Culler Ryswell
Myke Marsh
Theodal Plunder
Javer Seral
Coren Wrought
Lucan Tarbor
Ammett Bryne

10 Female Human Names

Marleya Slate
Astris Moreland
Ireyne Bole
Kari Beesbury
Mariyanna Norridge
Tayla Sadlyn
Cliera Sapner
Alissa Daxer
Sanda Stingryn
Giya Caerlight

10 Male Dwarf Names

Krakhar
Hrovrak
Kakha
Jorakkan
Kralog
Agganar
Agganthor
Shavas
Bronog
Aggalaf

10 Female Dwarf Names

Staya
Stella
Mima
Prukinn
Pretta
Frimiy

Frivara
Mhewyn
Cruyas
Brehell

10 Male Elf Names

Milchon
Hallothon
Cothanar
Gailon
Tobion
Maeldir
Tuichon
Gorthebion
Torthon
Cabron

10 Female Elf Names

Barhadorien
Glassemes
Aradhelbes
Mudriel
Olthadis
Bregedel
Pelilassiel
Úaniel
Maethadis
Galrien

10 Male Halfling Names

Heribert Bophin
Amalricus Bracegirdle
Fulcaire Brownlock
Arbogastes Smallburrow
Tescelin Took
Sunnegisil Brandybuck
Remi Meadows
Frodo Marsh
Arculf Sackville
Audoneus Maggot

10 Female Halfling Names

Gardenia Labingi
Bell Chubb
Cosma Brandybuck
Ruby Gamgee
Eglantine Goodchild
Cerasta Gammidge
Cleome Labingi
Catalpa Puddifoot
Daffodila Bophin
Rowan Bolger

Okay, wash your hands and lets start cooking!



Part Two: Instant NPCs

There are two categories of tables in this resource booklet. All of them are about making NPCs quickly and easily, but this first section deals with the most obnoxious type of NPC; the Random NPC that must spring from a vacuum because you hear these dreaded words from one of your players; "I look around and ask the first person I see for his life's story."

If you've prepped ahead of time and have a few emergency randos ready to spring on a moment's notice, good for you!

If not, roll 4d20. Take these four numbers in the random order that they fall in and then cross-reference them on the Instant NPC Tables on pages 5-7.

For example, the numbers '5, 6, 20 and 10' make this person:

'You see a tall man with bright, kind eyes and shoulder-length, black hair. He is dressed in plain, well-worn clothes in violet hues with emerald accents stitched in from head to toe. He speaks very formally, but wastes as few words as he can, as he prefers to be as blunt and to the point as possible, and he always has a jeweler's glass at the ready, twirling on a chain spun by his fingers because as it turns out, he is a goldsmith.'

No joke. Those random four numbers created that person. Here's how:

The four individual numbers are, naturally, referenced to the set of tables found on pages 5-7. With the resulting numbers from the example above, we get...

5: 'A tall ♂ (man) with bright eyes that put you at ease and shoulder length...'

6: '...black hair. ♂ (his) plain clothes are travel-worn and in shades of...'

20: '...violet with emerald accents throughout.'

10: '♂ (He) speaks formally and bluntly, and always seems to have a tool in hand.'

To find a character's profession, take the numbers from the first two dice and cross-reference them on the Quick Occupation Table. Ignore the '1's' of any numbers that fall in the teens ('12' becomes a '2,' '18' becomes an '8' and such. You get it). In the case of our example above, 5 cross-referenced with 6 on the Quick Occupation Table results in the NPC being a goldsmith. With a little imagination, the DM can then determine that the, '...always seems to have a tool in hand...' descriptor from the '10' rolled in our example can be visualized as a jeweler's glass, but it could just as easily have been a caliper or a small case with examples of his work inside.

If you don't like a randomly generated profession for whatever reason, either invert the numbers or move to the next numbers in the 4d20 roll, or just pick one.

Also, the NPC needn't actually pursue the profession generated, but is, instead, partially dependent on, or wholly supported by it through a patron, partner or guardian of some form. For example, the NPC might be the husband of a blacksmith, but is himself unemployable for whatever reason. Or the NPC could be the shuttered daughter of an overprotective father who is a glazer, and the daughter has managed to escape her gilded cage for a single night on the town.

As for why the goldsmith in our example is a man, myself I either choose ahead of time or I add up the total score of the dice rolled, and I assign even sums as female and odd sums as male. But that's just me. You do what you want. Just pick one and stop bothering me with your sexist hang-ups already.

Note:

Try to only use the Instant NPC Tables in a pinch. As fun and fast as they are, eventually you are going to be using the same descriptors often enough for your players to notice that all of the one-eyed characters they encounter seem to also have short-cropped hair, and that people with light, brown hair also always seem to love to wear a lot of rings. It's best thought of as a sort of 'break Glass in Case of Emergency,' resource for when you find you have to supplement your prep work with a supporting character that was (understandably) unforeseen due to your players' rampant randomness.



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1d20 General physical description and hairstyle

- 1 A barrel-chested man with a bulbous nose and shoulder length...
- 2 A breathtakingly beautiful woman with a long plat of...
- 3 A heavy-set ♀ with large ears and long rope of...
- 4 A strikingly handsome man with strong arms and a ponytailed head of...
- 5 A tall ♂ with bright eyes that put you at ease and shoulder length...
- 6 A toned ♀ with a broad nose and a stubby head of...
- 7 A trim ♀ with goggle-like eyes and short...
- 8 A very heavy-set ♀ with greased jowls and wild...
- 9 A vibrant, energetic ♀ with a festoon of beads and baubles adorning wild...
- 10 A wiry ♀ with dark eyes and short...
- 11 An extremely ugly ♀ with mismatched eyes and a bowl-cut head of...
- 12 A ♀ with piercings on ♂ left eyebrow and shoulder-length...
- 13 A ♀ with sunken eyes and a head of wild...
- 14 A ♀ with a jeweled nose stud and wavy locks of...
- 15 A ♀ who's arms are covered in tattoos. ♀ has long, braided...
- 16 A one-eyed ♀ with short-cropped...
- 17 A ♀ with an overlarge, bulbous nose and a mohawk of...
- 18 A ♀ with off-putting thin lips and a stubble of...
- 19 A boney ♀ with patchy wisps of...
- 20 A ♀ with a weirdly large mouth and short...

1d20 Hair color and fashion style

- 1 ...platinum blonde hair. ♀ clothes are outlandish and ♀ boots are...
- 2 ...hair the color of golden sand. ♀ hooded cloak is...
- 3 ...auburn hair. ♀ dons a laced tunic lavishly died...
- 4 ...dull, brown hair. There is a distinctive ring on ♀ left hand, and ♀ hooded cloak is...
- 5 ...reddish-brown hair. ♀ has a unique hat that is colored...
- 6 ...black hair. ♀ plain clothes are travel-worn and in shades of...
- 7 ...blonde hair. ♀ tools/weapons are proudly worn and ♀ garb is...
- 8 ...brown hair. ♀ wears a broad belt with a huge buckle over clothes of...
- 9 ...jet-black hair. ♀ holds a staff and wears unflattering robes of...
- 10 ...silver-white hair. ♀ has many different pouches hanging from clothes of...
- 11 ...black hair. ♀ has prominent, heavy boots and a well-worn tunic died...
- 12 ...mouse-brown hair. ♀ is dressed in exotic, foreign clothes in hues of...
- 13 ...salt & peppered, black hair under an elaborate hat that boasts shades of...
- 14 ...fox-red hair. ♀ dress is flamboyant with flared sleeves and leggings of...
- 15 ...light brown hare. ♀ exhibits a distinctive bracer/bracelet and dresses in...
- 16 ...flaxen hair. ♀ clothes are formal and well tailored in hues of...
- 17 ...light brown hair. ♀ hands are festooned with rings and ♀ clothes are...
- 18 ...reddish-brown hair. ♀ is scantily clothed in a provocative display of...
- 19 ...dark brown hair. A circlet of metal sits on ♀ head, and ♀ dresses in...
- 20 ...light blonde hair. ♀ is strictly dressed in a conservative ensemble of...



1d20 Color

- 1 ...red with gold trim.
- 2 ...blue with silver accents.
- 3 ...orange with stitched-in beads of turquoise.
- 4 ...purple with jade tracings.
- 5 ...russet brown with forest green trim.
- 6 ...dark umber and grey.
- 7 ...drab green with rust colored accents.
- 8 ...gold and white linen.
- 9 ...indigo with silver stitch work.
- 10 ...natural fabrics and furs.
- 11 ...yellow-orange with strips of leather lacings.
- 12 ...burnt orange and royal blue.
- 13 ...russet brown with silver ornamentations.
- 14 ...sky blue laced with tangerine cords.
- 15 ...dark, storm grey with clay green trim.
- 16 ...cheerful yellow with azure patterns stitched in.
- 17 ...lime green with flashes of white silk trim.
- 18 ...burgundy and grey with beads of jade.
- 19 ...black and cheerless grey.
- 20 ...violet with emerald accents throughout.

1d20 Interaction traits and mannerisms

- 1 ♀ over enunciates when speaking, gesticulating with a (small object).
- 2 ♀ is very deliberate with ♀ movements, and always very expository.
- 3 ♀ is arrogant and aloof, and obsessed with personal cleanliness.
- 4 ♀ jokes a lot, and tugs at ♀ ear.
- 5 ♀ speaks bluntly, and always consults and modifies ♀ small notebook.
- 6 ♀ always seems irritable and doesn't appear to know how to relax.
- 7 ♀ has a warm, approachable manner and seems to want you to be at ease.
- 8 ♀ is almost obsequious in speech, and has the heart of a gentle servant.
- 9 ♀ sneers a lot and always acts like you are wasting ♀ time.
- 10 ♀ speaks formally and bluntly, and always seems to have a tool in hand.
- 11 ♀ is a windy braggart, and always needs to be the center of attention.
- 12 ♀ seems an irritable sort, and avoids eye contact.
- 13 ♀ is very ponderous when ♀ speaks, and always eating something.
- 14 ♀ arrogantly talks down to everyone, as ♀ rubs two small coins together.
- 15 ♀ is a very friendly sort, but compulsively double-checks everything.
- 16 ♀ seems painfully honest at times, and annoyingly sings when excited.
- 17 ♀ always leans close, preferring to whisper as ♀ twirls ♀ hair.
- 18 ♀ is very suspicious with ever-darting eyes. ♀ is also clearly a nail-biter.
- 19 ♀ is bright-eyed and curious as ♀ bites ♀ lower lip in an eager grin.
- 20 ♀ has a heavy lisp, and is never without an extra layer of clothing.



Part Three: Onions have Layers

Not all NPCs need to be fully realized as believable characters. In fact, most need only a cursory physical description, and most of *those* NPCs don't even need a name. The more the PCs interact with these characters, however, the deeper you, the DM will have to dive into who they are, what they do and why they do it. If you know that an NPC will be a recurring supporting character in your campaign, then you probably should go ahead and try to fill in all of his blanks as soon as you can. Otherwise, try to keep it light or you might find that you are doing a lot of prep work that never gets utilized and appreciated.

To this end, there is a three-layer approach to the development of NPCs ranked by how much the PCs interact with them (potentially or actually). To avoid wasted work, try to stick to this approach-

- 1st Layer: "Across the room you see..."
- 2nd Layer: "As you two talk you discover..."
- 3rd Layer: "Over time you start to realize..."

If your characters are only passing through a crowded room, or trying to slip past a talkative merchant, or looking for a mark to try the ole' pick-pockets move, then there is really no reason to go beyond the 1st layer of NPC development; Physical Description. How the NPC appears, what her clothes are like, how her voice sounds and perhaps the way she speaks... that sort of thing is fine for casual encounters. You most likely don't even have to name her (but keep that list of names always handy, just in case).

If the PCs are looking for a type of person who they will be casually interacting with, say, to seek out lore or information or purchase equipment from, then you probably want to spend some time addressing some of the details of the 2nd layer of NPC development; Interaction Traits and Talents. How he converses, his prominent demeanor, his high and low abilities and what skills he might have should be addressed. Also, if he turns out to be a good resource for the PCs, chances are good that they will seek him out again in the future, so certainly you should put a name to this dude.

Main characters that are essential to the DM's plot or NPCs that the PCs take a real liking to (or

hatred of) should be fully developed to the 3rd and final layer; Motivations, Secrets and Goals. Master Villains certainly fall into this category, as do love interests, influential NPCs such as patrons, rulers and commanding officers, and friends and family members.

So pick your battles (layers) when you prep your material and try not to overdo it. A fully developed NPC that gets thrown out or goes unused is like a spring lamb, slaughtered and prepared for dinner that, for whatever reason, goes uneaten. It's a waste and a crying shame.

Okay, that's the junk food. Now its time for some richer, more fulfilling recipes.

Part Four: The Finest Ingredients

The rest of this booklet is devoted to deeper and truly diverse NPC development. Essentially it is a series of tables each containing up to 20 characteristics that can be randomly generated or hand selected during the inception of a new NPC.

With these tables you will be able to create a cast of thousands. You're welcome!

The tables are presented in an order that will support the previously mentioned Three Layers of NPC Development, with physical traits and descriptions listed first, interaction traits and mannerisms listed next, and hidden needs and secret motivations listed last.

I have created hundreds of NPCs using nothing but these tables, and nearly every time I started with zero preconceptions of who or what the end results would turn out to be. While I have churned out many a Plain Jain and John Q Normal to be sure, I have also produced a number of unique and interesting characters that genuinely excited me with their storytelling potential.

JUST REMEMBER: While you can generate NPCs with a fistful of random dice results, these tables work best when they **INSPIRE** you! Change things to suite the character whenever a good idea or a fresh angle enters your brain! With very little effort, you will find that an entire adventure hook can spring up along with the new NPC far more often than not. Oh, and try not to mourn too much when your PCs murder them.



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1d20	Body Type
1	Emaciated
2	Boney
3	Tawny
4	Wiry
5	Trim
6	Toned
7	Average
8	Average
9	Average
10	Average
11	Average
12	Average
13	Average
14	Comfortable
15	Barrel-chested
16	Paunched
17	Heavy set
18	Obese
19	Morbidly obese
20	Monstrously obese

1d20	Hair Color	Color	Accent Color
1	white	black	white
2	platinum blonde	storm grey	clay green
3	golden blonde	light grey	olive drab
4	copper blonde	chestnut brown	amber
5	flaxen	walnut brown	gold
6	ash brown	russet brown	silver
7	light brown	burgundy	jade
8	mouse brown	rose	bronze
9	dark brown	fuchsia	copper
10	black-brown	violet	emerald
11	ravin black	royal blue	vibrant green
12	mahogany	sky blue	tangerine
13	auburn brown	teal	pepper red
14	cherry brown	pine green	pastel blue
15	copper brown	bright green	ruby
16	auburn	pale green	lavender
17	burgandy	lime green	sapphire
18	cherry red	yellow	azure
19	fox red	orange	cyan
20	ginger red	red	turquoise

1d20	Appearance
1	Beady eyed
2	Big ears
3	Bulbous nose
4	Button nose
5	Disfigured/Infirmity*
6	Exceptionally beautiful
7	Exceptionally ugly
8	Goggle eyed
9	Missing teeth
10	Piercings on eyebrow
11	Piercings on lip
12	Piercings on nose
13	Sunken eyes
14	Tattoos on arms
15	Tattoos on body
16	Tattoos on face
17	Thin-lipped
18	Unusual hair color
19	Unusual skin color
20	Weirdly large mouth

1d20	Hair Style
1	Patchy/wispy
2	Bald/shaved
3	Stubble
4	Very short
5	Short
6	Well groomed
7	Wavy
8	Curley
9	Page cut/A-frame
10	Mohawk
11	Shoulder-length
12	-with ornamentation
13	Wild
14	-with ornamentation
15	Long
16	Braided
17	-with ornamentation
18	Very long
19	Braided
20	-with ornamentation

1d20	Facial Hair
1	Shadow
2	Light Stubble
3	Heavy Stubble
4	Thin Moustache
5	Handlebar
6	-w/ Chin Puff
7	-w/ Goatee
8	Moustache
9	Winnfield
10	Heavy Moustache
11	Mutton Chops
12	Van Dyke
13	Goatee
14	Full Beard
15	Long
16	Braided or Forked
17	Very Long
18	-with ornamentation
19	Braided or Forked
20	-with ornamentation

*See 'Broken Things' on page 17



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1d20 Fashion style

- 1 Distinctive bracelet/armband
- 2 Distinctive circlet/headband
- 3 Distinctive necklace/medallion
- 4 Distinctive ring(s)
- 5 Exotic/foreign clothes
- 6 Flamboyant clothes- flowing drapery
- 7 Flamboyant clothes- frills and sashes'
- 8 Flamboyant clothes, outlandish
- 9 Form fitting and utilitarian
- 10 Formal clothes
- 11 Hat of strange color
- 12 Hat of strange style
- 13 Overly conservative (covered)
- 14 Patchwork clothes
- 15 Patchwork, festive
- 16 Patchwork, remnants
- 17 Prominent buckles
- 18 Prominent straps
- 19 Provocative (scantly covered)
- 20 Tattered clothes

1d20 Interaction Traits

- 1 Argumentative
- 2 Arrogant
- 3 Blunt
- 4 Curious
- 5 Enunciates overly clearly
- 6 Expository
- 7 Formal
- 8 Friendly
- 9 Honest
- 10 Hot tempered
- 11 Irritable
- 12 Jokes
- 13 Lisps
- 14 Loud
- 15 Ponderous
- 16 Rude
- 17 Slurs
- 18 Stutters
- 19 Suspicious
- 20 Whispers

1d20 Mannerisms

- 1 Prone to singing, whistling, or humming
- 2 Pulls at lip
- 3 Wrings hands
- 4 Pulls at ear
- 5 Rubs a small object between fingers
- 6 Chews on an object
- 7 Always smoking
- 8 Twirls hair
- 9 Bites fingernails
- 10 Never relaxed
- 11 Always eating
- 12 Obsessed with cleanliness
- 13 Always writing/sketching in a small book
- 14 Always complaining about the temperature
- 15 Has to double-check everything
- 16 Always drinking something
- 17 Always coughing/clearing throat
- 18 Sleeps whenever and wherever he/she can
- 19 Bites/chews lip
- 20 Avoids eye contact

1d20 Personality Traits

- 1 Adventurous
- 2 Aloof
- 3 Bashful
- 4 Chatty
- 5 Compulsive
- 6 Courteous
- 7 Energetic
- 8 Gloomy
- 9 Helpful
- 10 Kindhearted
- 11 Lazy
- 12 Lighthearted
- 13 Obsequious
- 14 Obtuse
- 15 Prim
- 16 Quiet
- 17 Secretive
- 18 Selfish
- 19 Serious
- 20 Thoughtful

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1d20	Alignment	1d6	Ideals, General	1d6	Ideals, Neutral
1	Lawful Good	1	Aspiration	1	Balance
2	Chaotic Good	2	Discovery	2	Knowledge
3	Neutral Good	3	Glory	3	Live-and-let-live
4	Lawful Neutral	4	Identity	4	Moderation
5	Chaotic Neutral	5	Nation	5	Nature
6	Neutral	6	Redemption	6	People
7	Lawful Evil	1d6	Ideals, Good	1d6	Ideals, Evil
8	Neutral Good	1	Beauty	1	Domination
9	Neutral Evil	2	Charity	2	Greed
10	Lawful Good	3	Greater good	3	Might
11	Chaotic Good	4	Life	4	Pain
12	Neutral Good	5	Respect	5	Retribution
13	Lawful Neutral	6	Service	6	Slaughter
14	Chaotic Neutral	1d6	Ideals, Lawful	1d6	Ideals, Chaotic
15	Neutral	1	Aspiration	1	Chance
16	Lawful Evil	2	Discovery	2	Change
17	Chaotic Evil	3	Glory	3	Creativity
18	Neutral Evil	4	Identity	4	Freedom
19	Lawful Neutral	5	Nation	5	Independence
20	Chaotic Evil	6	Redemption	6	Whimsy

1d20	Talents	1d20	Bonds
1	Animals	1	Caretaker
2	Artistic	2	Debt, honor
3	Carouser	3	Debt, life
4	Carpenter	4	Debt, monetary
5	Children	5	Drawn to a special place
6	Cook	6	Keepsake, sentimental
7	Darts	7	Keepsake, valuable
8	Disguise	8	Loyal to patron
9	Games	9	Out for revenge
10	Interviews/Interrogations	10	Personal life goal
11	Lucky	11	Protective of colleagues
12	Perfect memory	12	Protective of family
13	Performer (acting)	13	Protective of place or territory
14	Performer (dancer)	14	Quest, enlightenment
15	Performer (instrument)	15	Quest, fame
16	Performer (juggler)	16	Quest, lost item
17	Performer (singing)	17	Quest, lost person
18	Puzzles	18	Restoration, honor
19	Speaks several languages	19	Restoration, place
20	Streetwise/knows thieves' cant	20	Romantic interest



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1d20	Flaws or Secrets	1d20	Occupation (Urban)	1d20	Occupation (Rural)
1	Addiction	1	Lesser Nobility	1	Lesser Nobility
2	Arrogance	2	Religious	2	Religious
3	Decadent pleasure	3	Religious	3	Legal/Judicial
4	Disgraced	4	Legal/Judicial	4	Military
5	Easily smitten	5	Military	5	Military
6	Foolhardy bravery	6	Military	6	Military
7	Forbidden love	7	Military	7	Academic
8	Heated rivalry	8	Academic	8	Merchant/Servicer
9	Hunted	9	Merchant/Servicer	9	Merchant/Servicer
10	Overpowering greed	10	Merchant/Servicer	10	Agriculture
11	Physical limitation	11	Merchant/Servicer	11	Agriculture
12	Possession of forbidden lore	12	Merchant/Servicer	12	Agriculture
13	Powerful enemy	13	Merchant/Servicer	13	Agriculture
14	Prejudicial/hatred	14	Merchant/Servicer	14	Agriculture
15	Prone to rage	15	Merchant/Servicer	15	Agriculture
16	Psychological limitation	16	Agriculture	16	Agriculture
17	Secret crime or misdeed	17	Agriculture	17	Agriculture
18	Social limitation	18	Agriculture	18	Agriculture
19	Trigger/Phobia*	19	Entertainer	19	Entertainer
20	Witness to tragedy	20	Scoundrel/Underclass	20	Scoundrel/Underclass

1d8 Lesser Nobility

- 1 Adventurer – a minor scion of a noble house who's chosen to wander the world
- 2 Dilettante – a minor scion of a noble house who dabbles in various interests
- 3 Diplomat – a representative of his house in dealings with other noble houses
- 4 Knight – a well-trained warrior, skilled with sword and lance
- 5 Minister – a political figure appointed by a ruler
- 6 Nobleman- A member of a well-known, perhaps powerful family.
- 7 Page – a very young noble beginning his training to be a knight
- 8 Squire – a young noble progressing on the path to knighthood

1d8 Religious

- 1 Beadle – subordinate with menial duties
- 2 Curate – clergy assistant to the rector
- 3 Reeve – time keeper charged with beginning and ending services
- 4 Sexton – custodian for church property
- 5 Theologian
- 6 Acolyte – entry level priest
- 7 Ward – a child who is under the care of the church, oftentimes an orphan
- 8 Cleric

*See; 'Broken Things' on page 17

The NPC Cookbook

1d8 Legal & Judicial

- 1 Bailiff – presides over arrests and executions
- 2 Chamberlain – custodian of a royal or high noble residence
- 3 Chancellor – secretary to a king or noble
- 4 Constable – head of peace-keeping law enforcement
- 5 Diplomat
- 6 Exchequer – administrator of royal funds
- 7 Jailer
- 8 Judge

1d20 Military

- 1 Aid-de-camp – assistant to a superior officer
- 2 Archer
- 3 Bodyguard
- 4 Bounty Hunter
- 5 Cavalry
- 6 Engineer – designs and builds war machines, such as catapults, and ballistae
- 7 Forester – warden often empowered to act as law enforcement within the forest
- 8 Gatekeeper or Toll Keeper
- 9 Jailer
- 10 Mariner
- 11 Mercenary
- 12 Navigator – special class of mariner
- 13 Scout
- 14 Soldier
- 15 Soldier
- 16 Soldier
- 17 Soldier
- 18 Soldier
- 19 Torturer
- 20 Watchman

1d20 Academic

- 1 Alchemist – chemist
- 2 Architect – a master builder
- 3 Ascetic – a hermit or wandering monk
- 4 Astrologer
- 5 Barber – a doctor, surgeon, bloodletter, dentist, and haircutter
- 6 Barrister – a lawyer
- 7 Bureaucrat – a local functionary, servant to some more powerful political figure
- 8 Cartographer
- 9 Engineer – a builder of roads, bridges, castles, fortifications, and siege engines
- 10 Herald – an announcer and deliverer of news on behalf of a lord
- 11 Historian
- 12 Illuminator – paint manuscripts
- 13 Librarian
- 14 Mathematician
- 15 Monk/Nun – an academic devoted to prayer and spirituality
- 16 Philosopher
- 17 Sage
- 18 Scholar
- 19 Scrivener – scribe skilled in taking dictation or copying documents
- 20 Tutor



The NPC Cookbook

1d20 Merchants & Service I

- 1 Apothecary – seller of herbal remedies
- 2 Architect
- 3 Armorer
- 4 Artist – a painter of portraits
- 5 Baker
- 6 Banker
- 7 Barber
- 8 Blacksmith
- 9 Boatman – travel by lake or river
- 10 Bookbinder
- 11 Bowyer – bow craftsman
- 12 Brazier – brass worker
- 13 Brewer – a maker of beer and ale
- 14 Bricklayer – a laborer skilled in the building of walls and ducts
- 15 Butcher
- 16 Carpenter – an elite tradesman, skilled in math as well as woodworking
- 17 Cartographer – Mapmaker
- 18 Cartwright – a maker and repairer of carts and wagons
- 19 Chandler – candle maker, sometimes soap maker
- 20 Chapman – a travelling peddler

1d20 Merchants & Service II

- 1 Clerk
- 2 Clothier – a garment-maker
- 3 Coachman – driver of a coach
- 4 Cobbler or Shoemaker – makes and mends shoes
- 5 Cook
- 6 Cooper – barrel maker
- 7 Draper – cloth merchant
- 8 Dyer – a maker of inks, paints, dyes, and stains
- 9 Engraver
- 10 Farmer
- 11 Fisherman
- 12 Fishmonger
- 13 Fortune Teller
- 14 Furrier
- 15 Gardener
- 16 Glassblower
- 17 Glazier – glass worker, including windows
- 18 Goldsmith or Silversmith
- 19 Gravedigger
- 20 Grocer

The NPC Cookbook

1d20 Merchants & Service III

- 1 Groom – one who tends animals
- 2 Hatter
- 3 Herdsman – a keeper of livestock
- 4 Hunter
- 5 Innkeeper
- 6 Jeweler
- 7 Joiner – a maker of furniture
- 8 Laundress
- 9 Leatherworker
- 10 Link Boy – carries lamps at night
- 11 Locksmith
- 12 Maid / Manservant
- 13 Mason
- 14 Mercer – textile merchant
- 15 Messenger
- 16 Miller
- 17 Miner
- 18 Moneylender
- 19 Ostler – cares for horses
- 20 Painter or Limner

1d20 Merchants & Service IV

- 1 Peddler – an itinerant merchant of goods
- 2 Porter – carries baggage
- 3 Ratcatcher
- 4 Sailor
- 5 Scribe
- 6 Seamstress
- 7 Servant – maid, butler, attendant, steward, etc.
- 8 Shipwright – a builder of ships
- 9 Spinster-yarn and cord maker
- 10 Stevedore – one who loads and unloads goods from sailing ships or caravan
- 11 Tailor
- 12 Tanner – leather maker
- 13 Tavern-keeper
- 14 Tax Collector
- 15 Thatcher – roof repairs
- 16 Tinker – a traveling craftsman who repairs tin pots and other small items
- 17 Trader – by land or by sea
- 18 Trapper
- 19 Vintner – a maker of wines
- 20 Weaver



1d20 Agriculture

- 1 Beekeeper
- 2 Cartman
- 3 Cooper
- 4 Farmer, barley
- 5 Farmer, beans
- 6 Farmer, peas
- 7 Farmer, rye
- 8 Farmer, special crop
- 9 Farmer, wheat
- 10 Fisherman
- 11 Herdsman
- 12 Hunter
- 13 Miller
- 14 Ostler – cares for horses
- 15 Rancher
- 16 Reeve
- 17 Shepherd
- 18 Tanner
- 19 Trapper
- 20 Woodsman

1d20 Entertainment

- 1 Acrobat
- 2 Actor
- 3 Beast master
- 4 Clown
- 5 Dancer
- 6 Druggist
- 7 Fire-eater
- 8 Fortune-teller – might well have real power in a fantasy world
- 9 Geek/sideshow freak
- 10 Juggler
- 11 Minstrel
- 12 Orator – composes and recites epic poems
- 13 Painter (stage scenery)
- 14 Player – minor actor
- 15 Prestidigitator – stage magician
- 16 Singer
- 17 Stilt walker
- 18 Storyteller
- 19 Strongman
- 20 Teamster (labor and support)

The NPC Cookbook

1d20 Scoundrels and the Underclass

- 1 Assassin – kills for money
- 2 Bandit – one of a gang of thieves who steals by force
- 3 Beggar
- 4 Burglar – steals by breaking and entering
- 5 Con man
- 6 Fence – finds buyers for stolen goods, may serve as a pawnbroker
- 7 Gambler
- 8 Guild operative – vetted member of a crime syndicate
- 9 Mugger – lone ruffian who steals by force
- 10 Murderer – kills out of compulsion
- 11 Pickpocket or Cutpurse – steals by stealth
- 12 Procurer – specialists in finding whatever their client might be seeking
- 13 Prostitute
- 14 Slaver
- 15 Smuggler – moves stolen or illegal goods
- 16 Street profit – mad cleric spouting portents of doom
- 17 Street urchin-child beggar/thief
- 18 Thug - muscle for an organized crime syndicate
- 19 Usurer (loan shark)
- 20 Wanderer – a “barbarian” nomad, drifter, or rover

Broken Things

1d20 Disfigured/Infirmity

- 1 Blind
- 2 Deaf
- 3 Deaf and Mute
- 4 Horrific cough
- 5 Idiot
- 6 Lamelimp
- 7 Missing arm
- 8 Missing eye
- 9 Missing finger(s)
- 10 Missing foot
- 11 Missing hand
- 12 Missing leg
- 13 Missing lower arm
- 14 Mute
- 15 No use of legs
- 16 Pronounced scar, fire
- 17 Pronounced scar, violence
- 18 Skin condition
- 19 Stooped or crooked posture
- 20 Trembling

1d20 Triggers of Anxiety and Phobias

- 1 Asserting Opinion
- 2 Being alone
- 3 Children’s security
- 4 Darkness
- 5 Dead Things
- 6 Eating in Front of Others:
- 7 Enclosed Spaces
- 8 Foreigners
- 9 Germs and Filth
- 10 Heights
- 11 Illness and Disease
- 12 Making Small Talk
- 13 Meeting New People
- 14 Money
- 15 Open Spaces
- 16 Opposite Sex
- 17 Performances
- 18 Spiders
- 19 Talking to Authority Figures
- 20 Thunder or Lightning



Part Five: How to Clarify Butter

Fun, right? Tons and tons of options for unique NPCs. In fact a math-headed friend of mine tells me that the possible number of combinations available not only exceeds the current population of the Earth, it rivals the number of people who have ever lived. He could be wrong, but I'm simply not qualified to challenge him.

The point is; there is clearly a lot of information in these tables. This section will (hopefully) clarify this a bit.

Body Type:

If a character is listed as 'Average' there is no need to describe that to your players. Results of 1-3 or 18-20 should have an interesting story to explain such bizarre physicality.

Hair Color:

If your fantasy world has no limits to humanoid follicle variety, roll a d20 to find a person's totally random hair color. Otherwise you should probably choose a hair color that is appropriate to the majority of the population of a respective region in your fantasy world. That is, unless you want a featured NPC's hair color to stand out for whatever reason.

Color:

This is generally used to generate the primary identifying hue of the NPC's fashion choice, but you can use this table anytime you want a random color for anything at all (magic potions are my favorite example).

Accent Color:

Here you will find a complimentary color or material to go along with that previously selected or rolled primary identifying hue (a material can also be slumped down to a simple shade of cloth. 'Ruby' becomes 'Red,' 'Copper' becomes 'Rich Orange,' and such). Simply look to the right of whatever color you rolled earlier and you should find a good match. Or you can roll for something random if you want your new NPC to have bad taste.

Appearance:

Unusual Hair Color is usually a fashion choice. Unusual Skin Color can be a simple matter of racial diversity in an area that is overwhelmingly

racially standardized, but it could be something fantastic and inexplicable like purple or green.

Hair Style and Facial Hair:

Bald/Shaved means that the NPC either razes it away (for whatever reason) or is incapable of growing hair on part of or all of his or her head. Mutton Chops are bushy sideburns that run all the way down the side of the face. A Van Dike is a trimmed beard that may or may not be separated from the mustache, with shaved cheeks that may or may not include sideburns, while a Goatee is the same thing but without the mustache. A Chin Puff is a narrow Goatee. A Winnfield is a moustache that drops down passed the mouth to the jaw line and then climbs upward to blend with the sideburns. The result '-with ornamentation' means that whatever previous Hair/Beard descriptor is listed, there will also be some kind of paint, dye, ribbons, beads, baubles, trinkets or jewelry present.

Fashion Style:

NPCs by-and-large should 'dress the part,' meaning that they should look like what they do when they make money. Blacksmiths who dress in 'flamboyant frills and sashes' would otherwise burn to death before lunch of the first day. Otherwise, if you are at a loss as to how a given NPC might dress for a night out on the town or if you want a merchant or dignitary or tavern encounter and there is room for descriptive variety in their selected ensemble, then this is the random table for you. Just bear in mind that clothes freely chosen are usually a reflection of personality, so try to have the NPC's attitude fit the fashion statement that they are projecting.

Interaction Traits:

This is the NPC's 'bit' whenever the players try to converse with him or her. This is the PRIMARY CHANNEL FOR YOUR PORTRAYAL OF THIS CHARACTER. Everything else is window-dressing and subtext. This is the surface demeanor of the NPC, and if it conflicts with any listed Personality Traits (see below) it is either a brilliant act to put off strangers or a defense mechanism.

Mannerisms:

These are tricky to consistently depict, because they are generally subconscious ticks and/or behaviors. These can be the things that an NPC will do without thought when he or she is excited or distracted, or they might be an ever-present



'crutch' that is needed in order to just get through a given day. Try not to forget to include mannerisms in your portrayals, either by acting them out or simply describing them, but don't overdo it- a little goes a long way with this stuff!

Personality Traits:

If Interaction Traits are considered to represent the demeanor of an NPC, then Personality Traits are considered to represent that character's true NATURE. Sometimes these two descriptors are compatible or even synergetic with one another, while other times they are at odds. Personally I love the challenge of trying to bring together two discordant archetypes of behavior as it always results in a very weird, but very interesting (and most importantly MEMORABLE) character for the players to interact with. But this is YOUR game! If it feels wrong, change it immediately!

Ideals:

Here you not only set a respective NPC's alignment but also the single most motivating philosophy in his/her head. This is what DRIVES them. This is what gets them out of bed in the morning and what keeps them going when all seems lost or keeps them from acting when there is nothing to gain. Even more than their Bonds or Secrets or Flaws, it is their Ideals that push their respective narratives forward. It is, quite simply, what makes them tick.

Talents:

This could be avocational nonsense that the NPC only exhibits if you have a quiet moment and it feels like the right time to make them feel more real to your players. It could also be the only thing that the NPC is good at, thus mandating the NPC's occupation (if any).

Bonds, Flaws and Secrets:

Here you will find the gears of the NPC's artificial existence in your game world. While they all have a lifestyle or profession and behavioral manner by which they go about their respective business, Bonds, Flaws, and/or Secrets are what they are working either toward or away from in their day-to-day lives.

Occupation:

If your PCs are currently in the big city and you find yourself randomly assigning an NPC's occupation, you should roll on the Urban table. Conversely, if your PCs are out in the boonies and they run

across some hayseed or bumpkin, you should roll on the Rural table. Whenever you get the result 'Merchant/Service' you should then roll a d4 to determine which specific table to use for the NPC's occupation.

You can also use these tables to assign what type of establishment a random building hosts in your fantasy civilizations.

Part Six: The NPC Log

The NPC Log has a lot of boxes and spaces on it that beg for your dice rolls and random information, but try to remember that at the start LESS IS MORE!

The sad fact is, initially you really only need to describe around three things about a given NPC to your players. This is because three things are all players seem to be able to remember no matter how much you develop your NPCs or how energetically you depict them, and this is as it should be. After all, the PCs are the stars of the show, not your cast of supporting characters.

This document is called a Log instead of a Character Sheet because, like a log, it starts out with basic information that is then later expanded upon with supplemental entries as time and events transpire.

While there is a lot of room for behavioral queues, physical descriptions, personality notes and fashion tastes, you might notice that there is very little 'crunch' in the NPC Log.

Truth be told, even the modest entries of two attack options, AC, Hit Dice and Hit Points were only (reluctantly) included because of requests from folks I respect on social media.

The purpose The NPC Cookbook is to help you, the DM quickly and easily develop depth, motivation and variety to the many background characters you will be presenting to your players as you push the narrative of your campaigns forward. To put it another way, 'Characters with Character.'

That said, this is a game and not an improv class, so yes, after some thought and a lot of advise I eventually reformatted the NPC Log to include



rudimentary combat information, and I have to agree it is the better for it.

And now, a look at the NPC Log...

Most of the NPC Log is straightforward enough, but here is a dash of insight just in case.

Headbanner:

Here you will find space for the NPC's Name and Profession. If you are using an NPC template from Appendix B of the Monster Manual, you can record that information below the banner along with a relevant page number. Also, to the right of all of that you will see a tiny circle. You can use that to note the preferred gender of any love interest that the NPC might consider pursuing if it happens to differ from an opposite sex. Draw a tiny 't' at the bottom and you have 'female.' Put a spear at the top and you have 'male.' Put both of them there and you have a non-binary orientated character. By the way, unless it is *character essential*, don't bother to make this decision beforehand... wait for your players to explore this sort of thing in the NPC first, then roll a die or assign an orientation, whichever mechanic serves your game best.

Encounter Notes:

This is either where the PCs first met this person or where the DM intends the NPC to enter the campaign. It is also a good place to list one or two of the NPC's 'usual haunts.'

Personality Traits/Mannerisms:

An NPC's Personality Traits represent what is going behind those eyes of theirs, and it may or may not always be out in the open (that's what Interaction Traits are for). It might be useful to mark any Mannerisms in an ink color that differs from the rest of the NPC Log to help you to remember to occasionally incorporate it into your portrayals of this NPC.

Alignment and Ideals:

After you write down two or three, single word definitions of this NPC's driving philosophy, try to think of a mantra or quote to put here as well to help you better get into this make-believe person's head

Bonds, Flaws and Secrets:

This is the framework for the NPC's simulated lifestyle and can represent a drive toward a

brighter future, a distancing from a dark past, or perhaps both. This is a good example of NPC development. That is to say, 'Put it off for now until it is clear that the PCs will continue to interact with this dude.'

Physicality:

For the most part, the tables in the earlier portion of this book will provide this information. Racial specifics for Age, Height and Weight will be found in the PHB under Character Creation. Eye color can usually be associated with common hair and skin tones, but this is a fantasy game after all so it can be whatever you want.

Talents:

This may or may not reinforce the NPC's previously listed Occupation. It can be an innate ability or something to which the NPC has devoted years in training and perfecting.

High Ability/Low Ability:

No need to actually record a score here. It is enough to know that the NPC has either a +2 or a -2 on his or her skill rolls related to these Abilities. All other Abilities should be considered as average and therefore not modified one way or the other.

Interaction Traits:

This is how you present this person to your players.

Voice Style:

What, you didn't see the random table for Voice Styles earlier in the book? Yeah, about that...

Here's the thing, every DM has a style and comfort level regarding how they approach role playing in this game. Some are budding thespians with a fearless ability to delve into a seemingly endless catalogue of character voices and improv skills. Others never abandon their monotone, single-shade-of-grey dialog 'style' and preface every NPC interaction with the words, "He says..."

To that end, depending on who you are as a DM, any random d20 list for voice styles that might be provided by this book would be material that is simply wasting space.

But what if you come up with a good voice for a new NPC and later in the game you forget what that person sounds like? No need to worry,



The NPC Cookbook

because you can write that down here under voice style!

But what to write down? And how might you come up with an interesting voice in the first place? Well, lemme tell ya...

NPCs: Celebrity Edition

Try this; think of an actor or character from a movie or television show. Do your impression of that actor or character even if it is terrible. You needn't worry about your performance because you're players will never know the difference; to them this is a new character altogether.

Now before you forget, write that down in the Voice Style window. Is it a child or a female version of a male film star and you are a dude? Then you might want to put an (H) in front of that description for 'High Pitch.' Is it an elderly or a male version of a pixie-voiced female film star and you are a gal? Then put an (L) for 'Low Pitch' in front of the description for the same reasons.

Let's Eat!

I hope this stuff is fun and useful to your game. If there is stuff that you hate or wastes your time, or if there is stuff you wish was developed more or missing outright that should be included, I welcome any and all criticism and advice at my Twitter handle @polyroller.

Acknowledgments:

I would like very much to thank the folks on social media who regularly encourage my behavior with their feedback, critiques, and contributions. All these folks challenge and interact with me and are absolutely worth following on your next #FF.

@cawoodpublish
@Bandito30000639
@iDuncanSalazar
@HowToGM
@nerdimmersion
@RpgCache
@GMRaphi
@Ult_Hero
@Ivarhobby
@Dragon_Heart
@jamesjhaeck

@Aviziel
@mattjmacgregor
@TheWillyboo
@jasonhobson
@philLoco
@Eranthius
@StaceWindu
@ishanm
@game2grow
@Akoru
@CrtHapp3ns
@ratbastarddm
@JoMiChia
@WingedHorizon
@binaryfyre
@liquidfire

and especially-

@CowboyCentaur





NPC

OCCUPATION

ENCOUNTER NOTES

TEMPLATE:

MM:

PERSONALITY TRAITS/MANNERISMS

ALIGNMENT & IDEALS

BONDS

FLAWS/SECRETS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

RACE

GENDER

AGE

HEIGHT

WEIGHT

EYES

SKINTONE



BODY TYPE / BUILD



APPEARANCE



HAIR COLOR & STYLE



DESCRIPTION / FASHION STYLE



TALENTS



HIGH ABILITY



LOW ABILITY



INTERACTION TRAITS

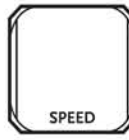
VOICE STYLE



ARMOR CLASS



INITIATIVE



SPEED



Hit Point Maximum

HD

CURRENT HIT POINTS



NPC

OCCUPATION

ENCOUNTER NOTES

TEMPLATE:

MM:

PERSONALITY TRAITS/MANNERISMS

ALIGNMENT & IDEALS

BONDS

FLAWS/SECRETS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

RACE

GENDER

AGE

HEIGHT

WEIGHT

EYES

SKINTONE



BODY TYPE / BUILD



APPEARANCE



HAIR COLOR & STYLE



DESCRIPTION / FASHION STYLE



TALENTS



HIGH ABILITY



LOW ABILITY



INTERACTION TRAITS

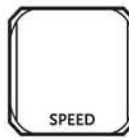
VOICE STYLE



ARMOR CLASS



INITIATIVE



SPEED



Hit Point Maximum

HD

CURRENT HIT POINTS

@polyroller

@polyroller

4x6 Index Card Templates



NPC OCCUPATION ○ ENCOUNTER NOTES

TEMPLATE: MM:

PERSONALITY TRAITS/MANNERISMS

ALIGNMENT & IDEALS

BONDS

FLAWS/SECRETS

NAME #/VE BONUS DAMAGE/TYPE

ATTACKS & SPELLCASTING

RACE GENDER AGE HEIGHT WEIGHT EYES SKINTONE

BODY TYPE / BUILD APPEARANCE

HAIR COLOR & STYLE DESCRIPTION / FASHION STYLE

TALENTS HIGH ABILITY LOW ABILITY

INTERACTION TRAITS VOICE STYLE

ARMOR CLASS INITIATIVE SPEED Hit Point Maximum _____ HD

CURRENT HIT POINTS

NPC OCCUPATION ○ ENCOUNTER NOTES

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PERSONALITY TRAITS/MANNERISMS

ALIGNMENT & IDEALS

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FLAWS/SECRETS

NAME #/VE BONUS DAMAGE/TYPE

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CURRENT HIT POINTS

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ALIGNMENT & IDEALS

BONDS

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NAME #/VE BONUS DAMAGE/TYPE

ATTACKS & SPELLCASTING

RACE GENDER AGE HEIGHT WEIGHT EYES SKINTONE

BODY TYPE / BUILD APPEARANCE

HAIR COLOR & STYLE DESCRIPTION / FASHION STYLE

TALENTS HIGH ABILITY LOW ABILITY

INTERACTION TRAITS VOICE STYLE

ARMOR CLASS INITIATIVE SPEED Hit Point Maximum _____ HD

CURRENT HIT POINTS

A CAST OF THOUSANDS

The NPC Cookbook is a treasured asset for any D&D5e Dungeon Master. It contains over 30 tables for NPC description generation as well as guidelines and game aids to help create the never-ending army of supporting characters every ongoing campaign needs, including a section where a struggling DM might generate a unique NPC in an instant with the drop of a few dice.

Use this guide to randomly generate general physical descriptions, secret motivations, quirky interaction traits, over 100 NPC occupations, and much, much more.

Also included is a newly edited version of the well-received NPC Log; a half page, at-a-glance character record sheet that can fit two to a page for easy organization into a DM's binder or printed from an included template into handy, 4x6 index cards depending on your game style.

Your world has it heroes!
Now who will serve them drinks?



Ronald E. Smith

@polyroller

