



# INANIMIS' A HUNDRED CHARACTERS

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A hundred ideas for characters  
that can be either used as NPCs or PCs





# A HUNDRED CHARACTERS

**H**undred Characters is the second installment in my "A Hundred" series. The first installment is "A Hundred Plot Hooks" which you can find by clicking on its cover on the bottom right. In this homebrew, I offer 100 fast ideas for interesting characters that could be NPCs or even player characters, who knows. If you wanna check more of me please click [here](#) or on any *Inanimis* logo.

A blind monk that is not blind

A powerful orcish mage that is in fact a barbarian who just shouts spell names before attacking with their club

An elf that hates magic and is trained to fight magic users

A Vampire that wants to become a Werewolf

A chef that is a master poisoner

Two children that share the same soul

A bisexual bard that knows how to get anything they want

A gnomish barbarian that is in fact an Orcish Warchief but was forced to swap souls with a gnomish mage

The village's idiot who is a polymorphed dragon that suffers from *Feeblemind* (PhB page 239)

A priest that is in fact a con artist

An innkeeper that is the leader of a gang

An undead bard

A sibling whose twin's soul is trapped in a gem because they drew *The Void* card from the *Deck of Many Things* (DMG page 164)

A miner that is in fact the King/Queen of the land but had their memory erased and their appearance changed

A barbarian that cries after every battle because they didn't die a glorious death

A thief that seeks forgiveness and is now a cleric

A circus owner who is a *Devil* in disguise

A person who owes a lot of money to a sinister bank that kills your relatives until you pay up

A blind halfling who is surprisingly good at playing cards

A person that gambled their soul and lost so now they do the biddings of a *Devil*

A juggler that uses *Prestidigitation* to fool spectators

A slave that killed their master and took their position

A King/Queen that drew the *Ruin* card from the *Deck of Many Things* (DMG page 164)

A barbarian with two voices inside their head, one reasonable and one insane, that control them when they rage

A drow elf that masks themselves as a human with make up and refuses to admit what they are

A person that lost a leg to a gnoll and has sworn since then to hunt down every gnoll

A fighter that won't kill unless they are hurt first

A thief that only steals from the *poor*

A paladin that does not want to hurt anyone but cannot control themselves when they see blood

A Werebear that wakes up everyday as a human and does not know that they go on a murder spree at night

A prisoner that escapes prison every night to sleep with their beloved and returns at day

A Sorcerer that can only cast spells after eating an orange

A fortune teller that is paid in memories instead of gold

A bard with really bad hearing

A dwarf that thinks they are a really short human

A child that carries a great sword in hopes that they will wield it someday

A chess player that challenges random people. If they win, they are granted a wish. If they lose they die. But the challengers don't know what is at stake

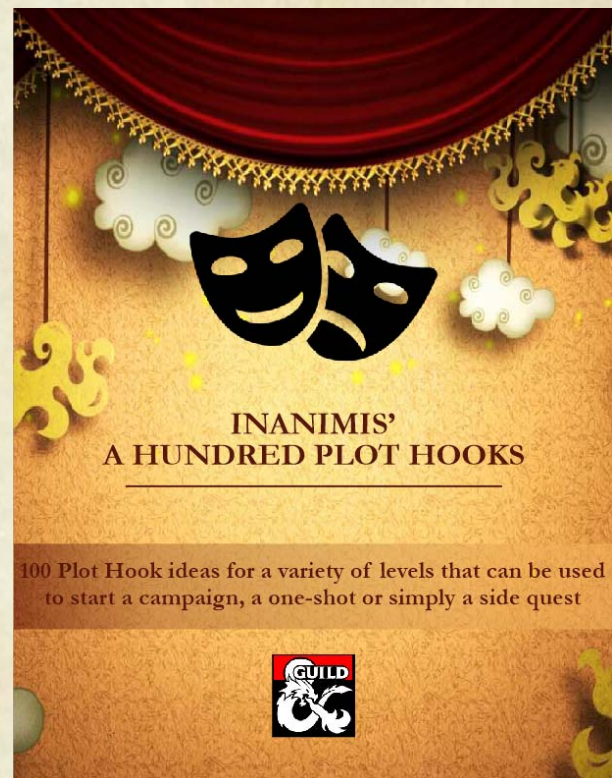
A ranger that carries a sparrow in a birdcage. The bird is a polymorphed old enemy.

A guard that dreams of being in the King's Guard to assassinate the King

A paladin who has sworn to kill their parent for being a lich

An assassin that hates blood

An evil druid that wants to kill everyone who is not an animal





An innkeeper that hosts secret pit fights

A death-dog breeder

A fighter that wants a giant as their pet

A sorcerer that lost their mind to an evil artifact

A fighter that boasts of being a hero but has never done anything important

A white tiefling disguising themselves as an elf

A little girl that is protected by a powerful demon

A tinkerer that wants to make a bomb to destroy their own kingdom

A kleptomaniac cleric that whatever they steal are offers to their deity

A merchant that can be called anywhere by the use of a token

An Arcane Trickster that works in a casino, setting up games

A fortune teller that is just a person who's really good at guessing

A barmaid that is actually a succubus

A dwarf that desperately wants to learn magic but can't

An interrogator that kills their suspects and then casts *Speak with Dead*

A hunter that works as a mercenary to kill dangerous beasts, never people

A child that wants to be a barbarian but is pretty weak

A person that is cursed to wake up with a different appearance every day

A clown that hides a morning star as a giant lollipop and robs innocents

A cannibal that eats only elves

A sorcerer that wants to become a beholder

A person that is really bad at fighting but has a plan to become immortal so that they can be a gladiator

A doctor that is actually a vampire and kills a few of their patients to feed themselves, but cures the rest

A druid that loves insects *only*

An old man that had their garden gnomes stolen and is now adventuring to take revenge

A bard-barbarian that loves to sing but has a bad voice and whenever someone points it out they rage and kill them

A master in forgery that wants to overthrow the current King/Queen

A merchant that trades stuff for blood

A doctor that needs fresh bodies to work on their experiments

A ghost that thinks they are alive

A necromancer that recruits people willing to die so that they are raised for their army

An Orc that wants to kill a God

A high-ranking soldier, that was betrayed and stripped off their rank, seeking revenge

An ex-captain that is desperate to get back to the sea

A pirate that steals so that they pay off a huge debt

An assassin that makes no exceptions who is paid in diamonds only

A mind-flayer disguised as the mayor of a town

A sorcerer whose whole life is dedicated in becoming a lich

A collector whose life purpose is to get the *Deck of Many Things* so that they destroy it

A person who collects skulls of creatures (even people)

A person that can speak all languages but can't understand when others don't talk to them in Common

A poet that wants to go adventuring for inspiration

A circus freak that dies and is resurrected again

A jousting that has never won a single tournament but roams the land helping people

A blind beholder

A killer that kills their victims only by drowning them

A shapechanger that likes killing victims and taking over their place in life

A monk that has to fall asleep before fighting someone (they sleep-fight)

A drunken-master that drinks to forget their terrible past

A child that became an assassin because the urchin life wasn't enough to sustain them

A farmer that has enslaved goblins to do the work in the fields

A master tactician that cannot lead in battle

An asylum patient that for some reason has amazing historical knowledge

A druid that has set deadly traps for people around their forest to protect the wildlife

A kidnapper with only one rule. *Only* women and children.

A dockmaster that burns down the ships of their non-customers

A mind-flayer offering protection to a temple in exchange of one brain per week

A ranger specialized in killing werewolves (werewolves, werebears etc)

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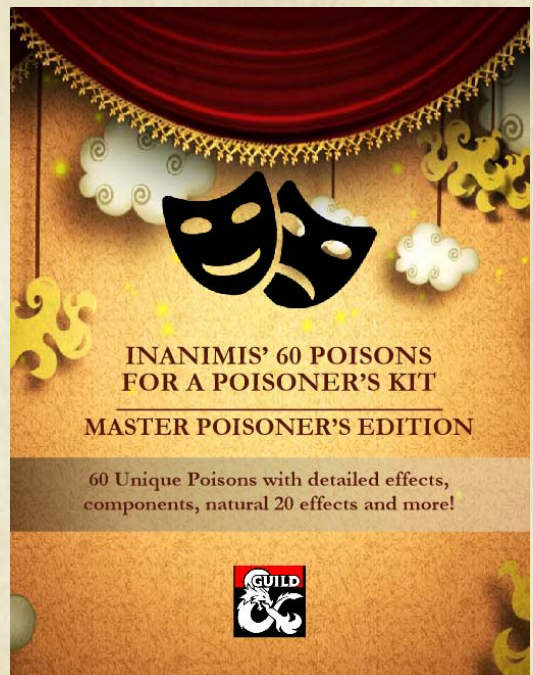
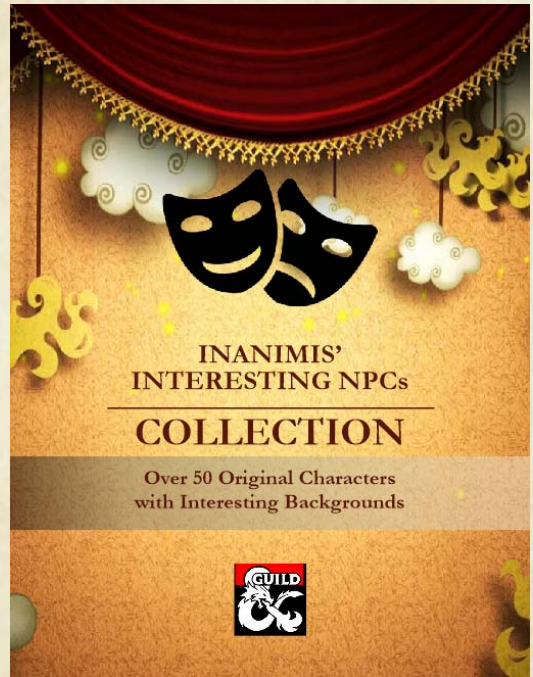


## FINAL WORD & LEGAL STUFF

Most of these ideas can be used to create either a random NPC or even a PC. If you liked my work and want to check more of me, you can click [here](#) or on any *Inanimis* logo. You can also check two of my other homebrews by clicking on the images below.

You can get the *Inanimis' Interesting NPCs Collection* for over 50 detailed NPCs or my *Inanimis' 60 Poisons for a Poisoner's Kit - Master Poisoner's Edition* for 60 unique poisons with detailed effects, components and more!

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