

NPC GENERATION SYSTEM

By Rod Humble

Step 1: NPC ARCHETYPE

Roll d100 to determine role, motivation type, and trait distribution.

d100	NPC Role	Motivation	Pos	Neu	Neg
01-03	The Idealist	Positive	3	-	-
04-08	The Protector	Positive	2	1	-
09-13	The Mentor	Positive	2	1	-
14-18	The Exile	Positive	2	-	1
19-25	The Reluctant Helper	Positive	1	2	-
26-30	The Reformer	Positive	1	1	1
31-35	The Burned-Out Idealist	Neutral	1	2	-
36-40	The Professional	Neutral	-	3	-
41-50	The Survivor	Neutral	-	3	-
51-55	The Broker	Neutral	1	1	1
56-60	The Gatekeeper	Neutral	-	2	1
61-65	The Compromised	Neutral	1	1	1
66-70	The Rival	Neutral	-	2	1
71-75	The Antihero	Neutral	-	1	2
76-80	The Fanatic	Negative	1	-	2
81-85	The Bitter Veteran	Negative	-	1	2
86-90	The Exploiter	Negative	-	1	2
91-95	The Predator	Negative	-	-	3
96-100	The Sociopath	Negative	-	-	3

Step 2: NPC MOTIVATION

Roll 1d10 first: 1-2 = Positive, 3-8 = Neutral, 9-10 = Negative. Then roll d100.

POSITIVE MOTIVATION (d100)

d100	Motivation	d100	Motivation
01-05	Justice	51-55	Gratitude
06-10	Harmony	56-60	Preservation
11-15	Peace	61-65	Love
16-20	Redemption	66-70	Intimacy
21-25	Wisdom	71-75	Devotion
26-30	Protection	76-80	Family
31-35	Legacy	81-85	Romance
36-40	Healing	86-90	Union
41-45	Truth	91-95	Connection
46-50	Service	96-100	Compassion

NEUTRAL MOTIVATION (d100)

d100	Motivation	d100	Motivation
01-05	Wealth	53-56	Autonomy
06-10	Freedom	57-60	Habit
11-15	Knowledge	61-64	Lust
16-20	Pleasure	65-68	Companionship
21-24	Survival	69-72	Validation
25-28	Security	73-76	Exploration
29-32	Recognition	77-80	Release
33-36	Belonging	81-84	Arrangement
37-40	Mastery	85-88	Variety
41-44	Curiosity	89-92	Status
45-48	Duty	93-96	Ambition
49-52	Comfort	97-100	Independence

NEGATIVE MOTIVATION (d100)

d100	Motivation	d100	Motivation
01-05	Power	51-55	Supremacy
06-10	Control	56-60	Humiliation
11-15	Destruction	61-65	Ideology
16-20	Greed	66-70	Nihilism
21-25	Revenge	71-75	Jealousy
26-30	Domination	76-80	Conquest
31-35	Envy	81-85	Entrapment
36-40	Spite	86-90	Corruption
41-45	Fear	91-95	Objectification
46-50	Obsession	96-100	Seduction

Step 3: NPC TRAITS

Roll on each table based on the Pos/Neu/Neg numbers from the Archetype table.

POSITIVE TRAITS (d100)

d100	Trait	d100	Trait
01-03	Emotionally available	52-54	Playful
04-06	Good listener	55-57	Patient
07-09	Affectionate	58-60	Forgiving
10-12	Nurturing	61-63	Non-judgmental
13-15	Protective	64-66	Direct
16-18	Devoted	67-69	Authentic
19-21	Warm	70-72	Grounded
22-24	Open-hearted	73-75	Reassuring
25-27	Gentle	76-78	Generous lover
28-30	Tender	79-81	Adventurous
31-33	Passionate	82-84	Enthusiastic
34-36	Expressive	85-87	Self-aware
37-39	Communicative	88-90	Empowering
40-42	Willing to be vulnerable	91-93	Celebrates others
43-45	Present	94-96	Comforting
46-48	Attentive	97-100	Makes people feel safe
49-51	Romantic		

NEUTRAL TRAITS (d100)

d100	Trait	d100	Trait
01-03	Guarded	52-54	Dominant
04-06	Reserved	55-57	Submissive
07-09	Intense	58-60	Compartmentalized
10-12	Private	61-63	Workaholic
13-15	Slow to trust	64-66	Easily distracted
16-18	Fiercely independent	67-69	Hyperfocused
19-21	Self-sufficient	70-72	Competitive
22-24	Overthinks everything	73-75	Stoic
25-27	Cautious	76-78	Blunt
28-30	Impulsive	79-81	Flirtatious
31-33	Spontaneous	82-84	Cerebral
34-36	Unpredictable	85-87	Highly physical
37-39	Traditional	88-90	Sensual
40-42	Unconventional	91-93	All-or-nothing
43-45	Creature of habit	94-96	Keeps score
46-48	Novelty-seeking	97-100	Hard to read
49-51	Needs space		

NEGATIVE TRAITS (d100)

d100	Trait	d100	Trait
01-03	Avoidant	51-53	Volatile
04-06	Clingy	54-56	Cruel
07-09	Controlling	57-59	Cold
10-12	Possessive	60-62	Dismissive
13-15	Jealous	63-65	Belittling
16-18	Manipulative	66-68	Codependent
19-21	Gaslights	69-71	Self-destructive
22-24	Love-bombs then withdraws	72-74	Selfish lover
25-27	Runs hot and cold	75-77	Neglectful
28-30	Emotionally unavailable	78-80	Unreliable
31-33	Walls up	81-83	Hypocritical
34-35	Commitment-phobic	84-86	Shaming
36-38	Cheats	87-89	Plays victim
39-41	Secretive	90-92	Narcissistic
42-44	Withholds affection	93-95	Entitled
45-47	Passive-aggressive	96-98	Suffocating
48-50	Explosive	99-100	Obsessive

Step 4: NPC DETAILS

Roll d100 on each table.

PRESENCE (d100)

d100	Presence	d100	Presence	d100	Presence	d100	Presence
01-03	Magnetic	25-27	Radiant	49-51	Weary	73-75	Hungry
04-06	Forgettable	28-30	Predatory	52-54	Coiled	76-78	Still
07-09	Intimidating	31-33	Disarming	55-57	Warm	79-81	Restless
10-12	Nervous	34-36	Unsettling	58-60	Distant	82-84	Inviting
13-15	Serene	37-39	Electric	61-63	Intense	85-87	Guarded
16-18	Chaotic	40-42	Gentle	64-66	Scattered	88-90	Effortless
19-21	Commanding	43-45	Heavy	67-69	Solid	91-93	Desperate
22-24	Haunted	46-48	Playful	70-72	Flickering	94-100	Unknowable

CUTEST FEATURE (d100)

d100	Feature	d100	Feature	d100	Feature
01-03	Their smile	37-39	Their vulnerability	73-75	Their competence
04-06	Their laugh	40-42	Their wit	76-78	Their protectiveness
07-09	Their voice	43-45	Their focus	79-81	Way they say your name
10-12	Their hands	46-48	Their mouth	82-84	Their stubbornness
13-15	Way they listen	49-51	Their curiosity	85-87	Their silences
16-18	Their eyes	52-54	Their shoulders	88-90	Their neck
19-21	Their intensity	55-57	Their passion	91-93	Their attention
22-24	Their softness	58-60	Their calm	94-96	Their recklessness
25-27	Their enthusiasm	61-63	Their mischief	97-100	Something unnamed
28-30	Way they move	64-66	Their kindness		
31-33	Their scent	67-69	Their edge		
34-36	Their confidence	70-72	Their awkwardness		

SPHERE (d100)

d100	Sphere	d100	Sphere	d100	Sphere	d100	Sphere
01-05	Food	26-30	Tech	51-55	Transport	76-80	Media
06-10	Medicine	31-35	Creative	56-60	Government	81-85	Faith
11-15	Law	36-40	Finance	61-65	Entertainment	86-90	Vice
16-20	Security	41-45	Trade	66-70	Care	91-95	Land/Property
21-25	Education	46-50	Service	71-75	Science	96-100	None