

## Name

Aegor	Deryl	Hywn	Randolph
Aelfar	Dim	Ivy	Robard
Alhor	Drummond	Janos	Rose
Andanna	Dunstan	Jarl	Rudiger
Anne	Dunwick	Jocat	Rundrig
Annika	Durga	Kithracet	Rurgosh
Arlon	Edwyn	Leena	Serah
Astrafel	Elana	Lenore	Seraphine
Aubrey	Eldar	Lily	Sharaseth
Aziz	Elise	Lim	Shevaral
Baldric	Elohiir	Mab	Sibel
Baldwin	Ethanwe	Medlyn	Siggrun
Bartleby	Ewing	Melliandre	Sinathel
Becca	Eye	Menoliir	Siobhan
Bjorn	Feliana	Milo	Sistranalle
Brianne	Finbar	Mithralan	Slime
Brinton	Finnegan	Nils	Surtur
Brunhilda	Florian	Obelis	Syla
Cadeus	Freya	Olive	Taeros
Carmine	Gerda	One	Tanner
Cassandra	Gregor	Ozruk	Thelian
Charlotte	Greta	Pelin	Thistle
Clarke	Hasrith	Pendrell	Walton
Daelwyn	Hawke	Piotr	Wei
Dagoliir	Hawthorn	Poy	Wesley
Dahlia	Helga	Puck	Willem
Damarra	Herran	Quorra	Xotoq
Demanor	Hycorax	Ramonde	Yev

## Context

<b>Wilderness</b>	<b>Rural</b>	<b>Urban</b>
criminal	commoner	criminal
adventurer/explorer	tradesperson	commoner
hunter/gatherer	merchant	tradesperson
ranger/scout	official	merchant
soldier/mercenary		specialist
		militia/soldier/guard
		official

## Occupation

<b>Specialist</b> undertaker sage/scholar/wizard writer/illuminator perfumer architect/engineer locksmith/clockmaker physician/apothecary navigator/guide alchemist/astrologer spy/diplomat cartographer inventor warden/ranger	<b>Tradesperson</b> cobbler/furrier/tailor weaver/basketmaker potter/carpenter mason/baker/chandler cooper/wheelwright tanner/ropemaker smith/tinker stablekeeper herbalist vintner/jeweler inkeeper/tavernkeeper artist/actor/minstrel armorer/weaponsmith	<b>Official</b> town crier tax collector armiger/gentry reeve/sheriff/constable mayor/magistrate priest/bishop/abbot guildmaster knight/templar elder/high priest lord/lady/king/queen soldier/guard
<b>Criminal</b> bandit/brigand/thug thief bodyguard/tough burglar dealer/fence racketeer lieutenant boss	<b>Merchant</b> general goods/outfitter raw materials grain/livestock ale/wine/spirits clothing/jewelry weapons/armor spices/tobacco labor/slaves books/scrolls magic supplies/items	<b>Commoner</b> housewife/husband hunter/gatherer farmer/herder laborer/servant driver/porter/guide sailor/soldier/guard clergy/monk apprentice/adventurer beggar/urchin

## Traits

<b>Physical Appearance</b> disfigured (missing teeth, eye, etc.) lasting injury (bad leg, arm, etc.) tattooed/pockmarked/scarred unkempt/shabby/grubby big/thick/brawny small/scrawny/emaciated notable hair (wild, long, none, etc.) notable nose (big, hooked, etc.) notable eyes (blue, bloodshot, etc.) clean/well-dressed/well-groomed attractive/handsome/stunning	<b>Personality</b> loner/alienated/antisocial cruel/belligerent/bully anxious/fearful/cowardly envious/covetous/greedy aloof/haughty/arrogant awkward/shy/self-loathing orderly/compulsive/controlling confident/impulsive/reckless kind/generous/compassionate easygoing/relaxed/peaceful cheerful/happy/optimistic	<b>Quirks</b> insecure/racist/xenophobic addict (sweets, drugs, sex, etc.) phobia (spiders, fire, darkness, etc.) allergic/asthmatic/chronically ill skeptical/paranoid superstitious/devout/fanatical miser/pack-rat spendthrift/wastrel smart aleck/know-it-all artistic/dreamer/delusional naive/idealistic
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## Instincts

<p>           To avenge            To spread the good word            To reunite with a loved one            To make money            To make amends            Loot, pillage, and burn            Hold a grudge and seek            payback            Question leadership or            authority            Lord over others            Act impulsively            Give in to temptation            Slack off            Avoid danger or punishment            To explore a mysterious place            To uncover a hidden truth            To locate a lost thing            To kill a hated foe            To conquer a faraway land            To cure an illness            To craft a masterwork            To survive just one more day            To earn affection            To prove a point            To be smarter, faster and            stronger            To heal an old wound            To extinguish an evil forever            To hide from a shameful fact            To evangelize            To spread suffering            To prove worth            To rise in rank            To be praised            To discover the truth            To make good on a bet            To get out of an obligation            To convince someone to do            their dirty work            To steal something valuable            To overcome a bad habit            To commit an atrocity            To earn renown            To accumulate power         </p>	<p>           To save someone from a monstrosity            To teach            To settle down            To get just one more haul            To preserve the law            To discover            To devour            To restore the family name            To live a quiet life            To help others            To atone            To prove their worth            To gain honor            To expand their land            To gain a title            To retreat from society            To escape            To party            To return home            To serve            To reclaim what was taken            To do what must be done            To be a champion            To avoid notice            To help a family member            To perfect a skill            To travel            To overcome a disadvantage            To play the game            To establish a dynasty            To improve the realm            To retire            To recover a lost memory            To battle            To become a terror to criminals            To raise dragons            To live up to expectations            To become someone else            To do what can't be done            To be remembered in song            To be forgotten            To find true love         </p>	<p>           To lose their mind            To indulge            To make the best of it            To find the one            To destroy an artifact            To show them all            To bring about unending summer            To fly            To find the six-fingered man            To wake the ancient sleepers            To entertain            To follow an order            To die gloriously            To be careful            To show kindness            To not screw it all up            To uncover the past            To go where no man has gone            before            To do good            To become a beast            To spill blood            To live forever            To hunt the most dangerous            game            To hate            To run away         </p>
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## Knacks

<p> Criminal connections  Muscle  Skill with a specific weapon  Hedge wizardry  Comprehensive local knowledge  A one-of-a-kind item  Hidden knowledge  Magical awareness  Abnormal parentage  Political leverage  A secret  An innocent heart  A plan for the perfect crime  A mysterious ore  Money, money, money  Divine blessing  Immunity from the law  Prophecy  A ring of power  A much-needed bag of taters  Lawmaking  Tongues  A discerning eye  Endurance  Visions  A beautiful mind  A clear voice  Stunning looks  A catchy tune  Invention  Baking  Writing  Cooking  Storytelling  Ratcatching  Lying  Utter unremarkableness  Undefinable coolness  A magic carpet  Persistence  Resistance to disease  A silver tongue </p>	<p> Balance  Souls  Speed  A sense of right and wrong  Certainty  An eye for detail  Heroic self-sacrifice  A big idea  A hidden entrance to the city  The love of someone powerful  Exotic fruit  The language of birds  A key to an important door  Bluffing  A trained wolf  A long-lost sibling, regained  An arrow with your name on it  Luck  The attention of supernatural powers  Immunity to fire  Kindness  A majestic beard  Power overwhelming  Delusions of grandeur  The wind at his back and a spring in his step  A tie to a monster  An innate spell  Secret martial arts techniques  Smelting  Noble blood  Brewing  A way with knots  A one-way ticket to paradise  Perfect memory  Unique perspective  Steely nerves  Endless ideas  Piety  Special destiny  Mind-bending sex  Bloodline </p>	<p> A heart  Strange tattoos  A library  Woodworking  A stockpile of food  Metalworking  A hidden path  Sense of direction  A gift for a friend  Exotic weapon skill  A book in a strange language  A true name  Mysterious benefactors  Unquestioning loyalty  A secret betrayal  A safe place  Poison  Wheels of polished steel  A fortified position  True love </p>
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