



# Character Builder

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By James Embry



## **Character Builder**



### **Written by**

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### **Art**

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People are complicated things, and as a GM you may have to come up with dozens or even hundreds of them. The bartender at the tavern the PCs are drinking in, the noblewoman the characters meet on the road, the old sea captain that the party approaches to get passage on his ship. Depending on how the game has gone, the GM may need to come up with much more information about these walk on characters than he or she ever intended. That is why I give you the character builder. This tome will hopefully be able to supply GMs with more information than they could ever possibly need to know about an NPC. Simply roll on one of the many random generators to give nosy players and answer to whatever question they had about the random merchant that's trying to sell them a fake map.

This isn't the intention of this book to be used for every single NPC the GM creates; it is simply to fill in gaps that may come up in play. Like I said, the point of this book is to provide a GM with MORE information than they could ever conceivably need.

### **A note on sex stuff**

Because my goal was to provide a way to create pretty complex characters for a number of settings and styles, I did include some sexual information about the characters. If this bothers you, or it isn't appropriate for your game, just leave those parts out or reroll when they come up.

### **This is All Just a Guideline**

This book contains a lot of tables and random qualities, don't keep something that doesn't make sense just because you rolled for it. This is just meant to give you some idea about who the character in question is. If you don't like something, don't keep it. If it doesn't fit your setting or style of play, don't keep it. My intention here was to save you some time, not stress you out.

### **Why didn't I include Names?**

So, you may notice one very glaring omission from a book that claims to be trying to tell you everything you could ever need to know about an NPC: Their names.

This was not an oversight, it was an intentional omission. Names are too closely tied to setting for me to even hope to give you any kind of useful list of names for your setting. Entire books could be written about names and naming conventions...and they have been. So go check out one of those if you need help with names, they can do a much better job than I could on the subject.

### **Can I use this book for player characters as well as NPC's?**

Yes, go right ahead.

## Appearance

Let's start with the first thing a character is going to notice about an NPC, their appearance.

But, before we can describe their appearance we need to know a couple of things about them first. You likely already know these first two, but just in case.

### 1d20 Sex

1-10	Female
11-20	Male

I did not include any exact ages in the age chart, because I have no idea what race this chart is being used for, or how long that race lives in your setting. For instance, old to a human is likely to mean something different to an elf. Also, there aren't very many children on this chart. That is just because I can think of very few situations where a group of adventurers would encounter all that many children.

### 1d20 Age

1	Very Young / Child
2-3	Adolescent
4-5	Young Adult
6-14	Adult
15-16	Middle Age
17-18	Old Age
19	Elderly
20	Venerable

With that out of the way, we can determine a character's build.

### 1d20 Build

1	Sickly and Frail
2-5	Thin
6-13	Average
14-17	Stocky
18-19	Overweight
20	Obese

### 1d10 Height

1	Very Short
2-5	Short
6-15	Average
16-19	Tall
20	very Tall

Complexion is based on regional or ethnic norms. Use whatever the average skin tone for the race or ethnicity in question and use the chart below to get an idea of the individual character's skin tone.

### 1d20 Complexion

1	Much Darker
2-5	Darker
6-15	Average for Ethnicity
16-19	Lighter
20	Much Lighter

Just like with skin tone, hair color is based on racial and regional norms. I have included two charts for determining hair color, one of lighter people and one for darker people.

<b>1d20</b>	<b>Hair Color (Light Complexion)</b>
1-2	White
3-8	Blond
8-12	Light Brown
13-15	Medium Brown
16-17	Dark Brown
18	Black
19	Dark Red
20	Light Red

<b>1d20</b>	<b>Hair Color (Dark Complexion)</b>
1	White
2	Blond
3-4	Light Brown
5-8	Medium Brown
9-14	Dark Brown
15-20	Black

Hair Style is also very tied to setting and culture, so much so that I debated not including it. But, just as with all things, do what makes sense for your world. If the players are talking to a man in a kingdom where men traditionally have shaven head, just say he has a shaven head unless there is a reason to do otherwise. The same thing applies to facial hair.



<b>1d10</b>	<b>Hair (Man)</b>
1	Shaved Head
2-5	Short Hair
6-8	Medium Hair
9-10	Long Hair

<b>1d20</b>	<b>Hair (Woman)</b>
1	Shaved Head
2-5	Short Hair
6-11	Medium Hair
12-19	Long Hair
20	Very Long Hair

<b>1d20</b>	<b>Facial Hair (man)</b>
1	Bushy Beard
2	Bushy Mustache
3-9	Clean Shaven
10-11	Goatee
12-13	Thin Mustache
14-18	Unshaven
19-20	Well Maintained Beard

### Features

Features describe some of the minor physical characteristics a person may have. There are two different charts, one of men and one for women because not all features have the same likelihood of appearing on both sexes. Also, I did include breast size as a feature for women, just because it is a visible physical trait.

<b>1d100</b>	<b>Features (man)</b>
1-4	Bald Spot
5-6	Beautiful Eyes
7-10	Birthmark
11-23	Clear Skin
24-27	Crooked Teeth
28-31	Freckles
32-34	Limp
35	Missing Eye
36-48	Nice Hair
49-50	One or more Missing Teeth
51-63	Perfect Teeth
64-75	Pox marks
76-87	Scars
88-100	Strong Jaw

<b>1d100</b>	<b>Features (woman)</b>
1	Bald Spot
2-11	Beautiful Eyes
12-15	Birthmark
16-25	Buxom
26-35	Clear Skin
36-39	Crooked Teeth
40-49	Flat Chested
50-59	Freckles
60	Limp
61	Missing Eye
62-71	Nice Hair
72	One or more Missing Teeth
73-82	Perfect Teeth
83-86	Pox marks
87-90	Scars
91-100	Strong Jaw

Closely related to appearance, but somewhat separate is dress. This one is based off social status or station. For instance a nicely dressed peasant farmer is still a peasant. Also, what is considered conservative will vary greatly from culture to culture.

<b>1d100</b>	<b>Manner of Dress</b>
1-4	Dressed above station
5-13	Dressed below station
14-22	Dressed conservatively
23-73	Dressed in average garments of the current fashion.
74-82	Dressed in fine but outdated clothes
83-86	Dressed in the latest fashion
87-95	Dressed in worn and outdated clothes
96	Dressed Oddly
97-100	Dressed salaciously



## Personality

With the character's appearance out of the way, we can move on to personality and mindset. Would be almost impossible to define something as complex as a person's personality in just a few words, but hopefully this will give GM's enough to work off of to run a minor character as well as is needed for the game. For most characters I would personally suggest rolling two personality traits, but some people may need more or less depending on circumstances.

1	Abrasive
2	Adventurous
3	Altruistic
4	Angry
5	Arrogant
6	Artistic
7	Attention Seeking
8	Bitter
9	Boastful
10	Brash
11	Buffoonish
12	Calm
13	Careful
14	Cheerful
15	Chipper
16	Clever
17	Compassionate
18	Confident
19	Conniving
20	Creative
21	Crude
22	Cruel
23	Deceptive
24	Defensive
25	Dim Witted
26	Dull
27	Empathetic

28	Energetic
29	Fair
30	Fanatical
31	Fearful
32	Fickle
33	Flakey
34	Friendly
35	Greedy
36	Honest
37	Honorable
38	Humble
39	Humorless
40	Ignorant
41	Inquisitive
42	Insecure
43	Intelligent
44	Intuitive
45	Irresponsible
46	Just
47	Kind
48	Lazy
49	Lonely
50	Long Winded
51	Loving
52	Loyal
53	Lustful
54	Meek
55	Melancholy
56	Morbid
57	Mournful
58	Motivated
59	Nervous
60	Nice
61	Obsessive
62	Optimistic
63	Passive
64	Passive Aggressive
65	Perverved
66	Pessimistic
67	Polite

68	Power Hungry
69	Pretentious
70	Prudent
71	Prudish
72	Quiet
73	Rash
74	Rebellious
75	Reckless
76	Religious
77	Rude
78	Ruthless
79	Sarcastic
80	Scheming
81	Self Righteous
82	Selfish
83	Sharp Witted
84	Shy
85	Simple
86	Sloppy
87	Soft Spoken
88	Spastic
89	Stern
90	Stubborn
91	Studious
92	Sympathetic
93	Tactful
94	Tactless
95	Talkative
96	Thoughtful
97	Untrusting
98	Well Spoken
99	World Weary
100	Worn Down

Everyone is motivated by something, this is either something the character is trying to obtain or protect. Some motivations are very concrete and well defined, such as being motivated by the desire to obtain more wealth, while other motivations are more abstract, such as being motivated by “justice”. Sometimes characters with different motivations have trouble relating to one another.

### 1d12 Motivation

1	Fame
2	Family
3	Friendship
4	Justice
5	Knowledge
6	Love
7	Pleasure
8	Power
9	Revenge
10	Security
11	Unmotivated
12	Wealth





A character's sexuality can be a powerful part of their life and help shape their personality. Sexuality or more specifically, the way sexuality is expressed has huge variation across cultures. The inclusion of fantasy races such as dwarves or halfling would also complicate matters, because they likely have very different sexual practices than humans. As in all things, do what makes the most sense for your setting.

### 1d20 Sexual Preference

1-15	Heterosexual
16	Bisexual Hetero Leaning
17	Bisexual Homo leaning
18 -20	Homosexual

### 1d10 Promiscuity

1	Nonsexual
2-3	Low
4-7	Average
8-9	High
10	Very High

Quirks are a rather minor aspect of a person's personality. I would suggest giving a character 2 quirks for every personality trait, ignoring or rerolling any contradictory ones as needed.

### 1d100 Quirk

1	Afraid of bugs
2	Afraid of cats
3	Afraid of dogs
4	Afraid of fire
5	Afraid of snakes
6	Afraid of spiders
7	Afraid of storms
8	Afraid of the dark
9	Afraid of tight spaces

10	Afraid of water
11	Dances poorly
12	Dances well
13	Dislikes ale
14	Dislikes beef
15	Dislikes beer
16	Dislikes carrots
17	Dislikes cats
18	Dislikes chicken
19	Dislikes children
20	Dislikes cold weather
21	Dislikes dogs
22	Dislikes flowers
23	Dislikes horses
24	Dislikes mushrooms
25	Dislikes mutton
26	Dislikes onions
27	Dislikes pork
28	Dislikes rabbit meat
29	Dislikes rain
30	Dislikes spicy food
31	Dislikes sweets and candies
32	Dislikes venison
33	Dislikes warm weather
34	Dislikes wine
35	Enjoys cloudy weather
36	Enjoys swimming
37	Gets up early
38	Has a persistent cough
39	Has frequent nightmares
40	Has tattoos
41	Hates being alone
42	Hates being in crowds
43	Hates city life
44	Hates cloudy weather
45	Hates the outdoors
46	Hates water
47	Like to paint
48	Likes ale
49	Likes beef

50	Likes beer
51	Likes being alone
52	Likes being in crowds
53	Likes birds
54	Likes card games
55	Likes carrots
56	Likes cats
57	Likes chicken
58	Likes children
59	Likes city life
60	Likes cold weather
61	Likes dice games
62	Likes dogs
63	Likes fall
64	Likes fish
65	Likes flowers
66	Likes horses
67	Likes mushrooms
68	Likes mutton
69	Likes onions
70	Likes pork
71	Likes potatoes
72	Likes rabbit meat
73	Likes rabbits
74	Likes rain
75	Likes spicy food
76	Likes spring
77	Likes summer
78	Likes sweets and candies
79	Likes the outdoors
80	Likes to draw
81	Likes to read
82	Likes venison
83	Likes warm weather
84	Likes Wine
85	Likes winter
86	Over eats
87	Over sleeps
88	Plays the flute
89	Plays the harp

90	Plays the lute
91	Plays the piano
92	Plays the violin
93	Sings poorly
94	Sings well
95	Smokes a pipe
96	Snores
97	Stays up late
98	Suffers insomnia
99	Suffers from frequent headaches
100	Under eats

...This may come up.

1d8	Favorite Color
1	Black
2	Blue
3	Green
4	Orange
5	Purple
6	Red
7	White
8	Yellow



## Family

The last thing you are likely to need to know about a character is who their family is and what kind of relationship they had with them.

### 1d4 Parents

1	Both Living
2	Both Dead
3	Father Living Mother Dead
4	Mother Living Father Dead

### 1d6 Father's Brothers

1	None
2-3	1 Uncle
4-5	2 Uncles
6	3 Uncles

### 1d6 Father's Sisters

1	None
2-3	1 Aunt
4-5	2 Aunts
6	3 Aunts

### 1d6 Mother's Brothers

1	None
2-3	1 Uncle
4-5	2 Uncles
6	3 Uncles

### 1d6 Mother's Sisters

1	None
2-3	1 Aunt
4-5	2 Aunts
6	3 Aunts

### 1d6 Brothers

1	None
2-3	1 Brother
4-5	2 Brothers
6	3 Brothers

### 1d6 Sisters

1	None
2-3	1 Sisters
4-5	2 Sisters
6	3 Sisters

Once the number of family members has been established, you can determine the character's relationship with any of them.

### 1d10 Relationship

1-4	Positive
5-6	Distant
7-8	Hostile
9-10	Nonexistent



## 2 Characters

Using this method, I rolled to create two completely random characters, and this is what I came up with.

Sex	Male
Age	Adult
Build	Average
Height	Tall
Skin Tone	Lighter
Hair	Light Red
Hair	Short
Facial Hair	Thin Mustache
Feature	Clear Skin
Feature	Perfect Teeth
Dress	Average

Personality	Mournful
Personality	Humble
Motivation	Knowledge
Sexuality	Heterosexual
Promiscuity	High
Quirk	Likes dice games
Quirk	Dislikes sweets and candies
Quirk	Dislikes spicy food
Quirk	Likes rabbit meat
Favorite Clr	Red

Mother	Dead
Father	Living
Paternal Uncles	2
Paternal Aunts	1
Maternal Uncles	3
Maternal Aunts	3
Brothers	0
Sisters	1

Sex	Female
Age	Old
Build	Overweight
Height	Average
Skin Tone	Average
Hair	Light Brown
Hair	Medium Length
Feature	Strong Jaw
Feature	Clear Skin
Dress	Average
Personality	Irresponsible
Personality	Tactful
Motivation	Revenge
Sexuality	Heterosexual
Promiscuity	Low
Quirk	Dislikes sweet and candies
Quirk	Dislikes dogs
Quirk	Likes to draw
Quirk	Likes winter
Favorite Clr	Blue
Mother	Living
Father	Living
Paternal Uncles	2
Paternal Aunts	3
Maternal Uncles	2
Maternal Aunts	1
Brothers	1
Sisters	3

I'm Never Sure what to put on the last page.

Thank you very much for checking out my character builder. If you liked it, you should check out my cowboy role playing game Devil's Crossroad or the western setting The Burning Plains. I have also made some dungeon tile sets.

Also, I will be releasing my first fantasy role playing game Raven of the Scythe summer 2017, if you would like to check that out too.

Again, thank you very much for supporting my work. I hope you found it enjoyable and useful.

Happy Gaming.

-James

