

NPC Dispositions Table

- I. This table can be used to determine an NPC's personality or traits.
- II. This table can be used during a chance encounter, or for a known NPC's ephemeral reaction or current mood.
- III. Roll 1d100 and match the result to the table below; this is the NPC's disposition.
- IV. Repeat to your heart's content.

Roll d100	Disposition				
01	Friendly	34	Loving	69	Jovial
02	Unfriendly	35	Hasty	70	Merry
03	Lazy	36	Rash	71	Rational
04	Motivated	37	Licentious	72	Sombre
05	Determined	38	Disloyal	73	Meek
06	Cunning	39	Dim	74	Accommodating
07	Cruel	40	Tired	75	Taciturn
08	Hedonistic	41	Fickle	76	Moody
09	Nihilistic	42	Mercurial	77	Confused
10	Despondent	43	Bored	78	Disorientated
11	Loyal	44	Angry	79	Thoughtful
12	Cheerful	45	Pessimistic	80	Philosophical
13	Glum	46	Suicidal	81	Audacious
14	Relaxed	47	Rambunctious	82	Cynical
15	Tense	48	Disorderly	83	Grumpy
16	Outgoing	49	Respectful	84	Witty
17	Quiet	50	Impatient	85	Amused
18	Shy	51	Patient	86	Lustful
19	Verbose	52	Joyful	87	Awkward
20	Talkative	53	Peaceful	88	Self-conscious
21	Furtive	54	Kind	89	Immature
22	Anarchic	55	Magnanimous	90	Pragmatic
23	Chaotic	56	Faithful	91	Wistful
24	Pleasant	57	Impassive	92	Lamenting
25	Generous	58	Blunt	93	Mournful
26	Hospitable	59	Disciplined	94	Silly
27	Curious	60	Cowardly	95	Cryptic
28	Greedy	61	Brave	96	Fastidious
29	Resourceful	62	Industrious	97	Stubborn
30	Charming	63	Manic	98	Lumbering
31	Happy	64	Pensive	99	Sarcastic
32	Depressed	65	Irate	100	Inappropriate
33	Sad	66	Mad		
		67	Good-humoured		
		68	Serious		