



d30 NPC Personality

NPCM: MOTIVATION*

Key Motivation

- 1 avoiding past
- 2 avoiding duty
- 3 avoiding responsibility
- 4 duty, general
- 5 duty, group
- 6 duty, family member
- 7 goal, personal
- 8 goal, for other
- 9 glory
- 10 greed
- 11 honor
- 12 impress someone
- 13 knowledge, general
- 14 knowledge, specific
- 15 on the run
- 16 psychopath
- 17 pursuit
- 18 redemption
- 19 reputation, earn
- 20 reputation, protect
- 21 rivalry
- 22 seek lost item
- 23 solve mystery/question
- 24 teach/mentor
- 25 thrill seeking
- 26 uphold good
- 27 unwanted involvement
- 28 vengeance
- 29 wanderer
- 30 win affections (love)

* may be adjusted according to result on NPCB2

NPCP: PERSONALITY, DRIVERS, APTITUDES - Roll 1d10 for each, or choose 3 categories and roll 1d30

A Outward Expression

- 1 enthusiastic, idealistic, and creative
- 2 friendly, adaptable, action-oriented
- 3 independent, original, analytical, and determined
- 4 people-oriented and fun-loving
- 5 practical, traditional, and organized
- 6 quiet and reserved, hard to get to know well
- 7 quiet, kind, and conscientious
- 8 quiet, reflective, and idealistic
- 9 quiet, serious, sensitive and kind
- 0 quietly forceful, original, and sensitive

B Emotional Drivers

- 1 driven to derive meaning from their visions
- 2 focused on immediate results/live in here-and-now
- 3 high standards for performance (self & others)
- 4 interested in security and peaceful living
- 5 interested in how and why things work
- 6 lives for the moment, loves new experiences
- 7 long-range thinkers
- 8 not interested in theory w/out practical application
- 9 risk-taker who lives fast-paced lifestyle
- 0 values security and stability

C Work Ethic

- 1 extremely thorough, responsible, and dependable
- 2 excited by new ideas, but bored with details
- 3 excited with new ideas/projects, neglects routine
- 4 has clear visions of the way things should be
- 5 little patience for inefficiency or disorganization
- 6 loyal and hard-working
- 7 risk-taker who lives for the moment
- 8 stable and practical
- 9 well-developed common sense and practical ability
- 0 well-organized and hard working

D Interaction with Others

- 1 adaptable and laid-back unless values threatened
- 2 assertive and outspoken
- 3 avoids conflict and things that generate conflict
- 4 dislikes theory and impersonal analysis
- 5 extremely perceptive of other's feelings
- 6 flexible and open-minded
- 7 impatient with long explanations
- 8 intuitive about people, concerned for their feelings
- 9 puts the needs of others above their own needs
- 0 dislikes being alone

E Morale/Leadership

- 1 driven to lead
- 2 extremely loyal to peers
- 3 individualistic, rather than leading or following
- 4 likes to be in charge
- 5 loyal and faithful
- 6 loyal to extreme
- 7 natural leader, but will follow if leader is trusted
- 8 needs positive reinforcement to feel good about self
- 9 no interest in leading or following others
- 0 no interest in leading or controlling others

F Miscellaneous Aptitudes

- 1 mechanical/spatial aptitude (for things/3D space)
- 2 spatial orientation (place relationships)
- 3 facial sensitivity (to features and expressions)
- 4 sensitivity, color: memory for and sensitivity to
- 5 sensitivity, rhythm: memory for and sensitivity to
- 6 sensitivity, tone: memory for and sensitivity to
- 7 near point visual efficiency: close-in visual scanning
- 8 auditory identification
- 9 day/night alertness
- 0 affinity for animals

NPCT: TALENTS/SKILLS

Other Talent/Skill

- 1 acupuncture
- 2 body painting
- 3 bureaucracy
- 4 calligraphy
- 5 cheating at cards
- 6 cider making
- 7 disguise
- 8 etiquette/protocol
- 9 flower arranging
- 10 folklore
- 11 genealogy
- 12 good at games
- 13 good at riddles
- 14 good with dogs
- 15 good with horses
- 16 heraldry
- 17 historian
- 18 knows a lot of jokes
- 19 letter writing
- 20 lip reading
- 21 ornithology
- 22 paper handling (stacking)
- 23 parlor tricks
- 24 reading body language
- 25 relaxation techniques
- 26 rowing
- 27 sexual techniques
- 28 storytelling
- 29 tobacco connoisseur
- 30 whittling