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## FOREWORD

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As important as flavoursome, well-design combat encounters and adventures, interesting and evocative NPCs can make a village or town come to life. No one remembers the faceless NPC that sells the PCs their gear, but the merchant with a squint, bad breath and an interest in taxidermy is an interesting addition to an otherwise banal event. Similarly, the PCs will remember the horribly scarred, yet friendly street urchin long after they have forgotten his unremarkable companions.

Unique and interesting NPCs are great fun for the GM. Not only can he get in on the role-playing action, he can also create interesting moral situations for the PCs and impart useful (or useless) information to the PCs.

That said, designing scores of interesting NPCs can crush even the most motivated GM's will to live. That's where *So What's the NPC Like, Anyway?* comes in.

Within you'll find tables designed to help you create interesting, memorable NPCs in seconds! You can use these tables for literally anyone – the drunk propping up the tavern bar, the grouchy watchman or the conman trying to fleece the PCs out of their hard-won wealth.

A GM shouldn't use these tables to design every NPC the party encounter – that's overkill and if every NPC is special and memorable it will just cause confusion and frustration.

Of course, sometimes a GM doesn't have any time at all – or more likely the PCs wander off in some unforeseen direction. That's why *So What's the NPC Like, Anyway?* also presents 20 pre-generated NPC hooks so that the GM has a decent bank of interesting folk at his fingertips.

As always, I hope you find this product useful. It would be great to hear about the cool NPCs you generate with these tables – drop me a line at [creighton@ragingswan.com](mailto:creighton@ragingswan.com).

