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Over 100 million NPCs await you inside this deck, each with their own role, motivation, personality traits, and secrets. All you need to do to meet them is to draw four cards from the deck!



ANCESTRY: ELF 2

ETHNICITY: AIUDEEN

3 NAMES

Alvora	Naliatha
Elmerindala	Seldensa
Falena	Talathej
Lyrele	Tassarillende
Miedelle	Tessara
	Yalandara

Total	0-3	Local Resident	Total	0	Alone
	4-5	Frequent Visitor		1-2	A few friends
	6	Newly Arrived		3-6	Friends and Family

CARD #47

WHISTLING 6

This NPC is going about their business, whistling a catchy tune.

H Tune

- 0 Inspiring song
- 1 Sad melody
- 2 Child's song
- 3 Simple tune
- 4 Famous song
- 5-6 Hard to say, they're bad at it

10 CHAOTIC | **10 LAWFUL**

9 NEUTRAL


SECRET

This character is visiting from a far away place, using magic to speak and read the local language. Unfortunately, that magic has failed and they cannot communicate with anyone.

If H is 3, apply the secret.

8 CONFUSED

This NPC appears to be lost, unable to follow directions, and does not appear to know anyone in the area.

11 


10 EVIL | **10 GOOD**

7 BARBER

Performing cuts, and minor surgeries, this NPC is at least trained in medicine.

5 Specialty

- 0 Surgery
- 1 Treat poison
- 2 Stitch wounds
- 3 Cuts/shaves
- 4 Pull teeth
- 5-6 Treat disease

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paizo.com #36891066, Kevin Athey <drizztdn@gmail.com>, Sep 4, 2022

READING THE CARDS

Each card has a front and back side, with each divided into individual sections. When you create an NPC, you use only a portion of each card to determine a number of relevant details about them.

CARD FRONT

The front of the card features an illustration of the NPC.

1. Illustration

2. Ancestry - This section notes the NPC's ancestry and, if relevant, their ethnicity or heritage.

3. Names - Here you'll find a list of 12 possible names for the NPC, so you can pick one if you don't already have a name in mind.

3

4. Alignment Arrows – These arrows each indicate one part of the NPC's alignment, found on the back of a different card once they've all been laid out in the proper order.

5. Details – This section randomly determines whether the character is a local resident and whether they have friends, family, or other acquaintances in the area.

CARD BACK

The back of each card features a number of boxes of information and symbols.

6. Goal – This is what the character is currently engaged in doing. It could be anything from searching for a lost pet to taking a nap while on the job.

7. Role - This describes what the character does in their day-to-day life, from baker to assassin.

8. Trait - In this section you'll find a defining trait of the character's personality. This section also contains the conditions by which you determine whether to apply the secret to this NPC.

9. Secret - This is a deep dark secret about the NPC. Most NPCs will not have a secret.

10. Alignment Bars - These bars help determine the NPC's alignment.

11. Symbols - These two areas contain 0 to 3 symbols each. Both the goal and role ask you to count the number of hearts and scrolls that are visible to determine some aspect about the character. These totals are used in determining some other details as well.

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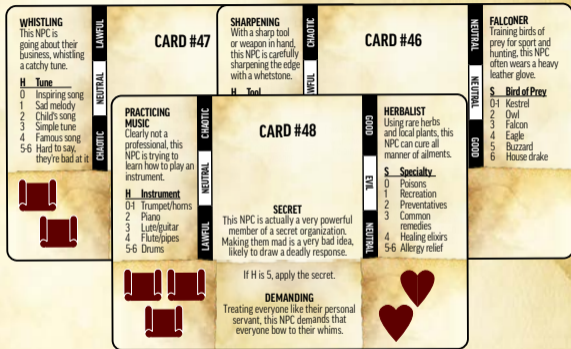


Diagram 1

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WHISTLING
This NPC is going about their business, whistling a catchy tune.

H Tune

- 0 Inspiring song
- 1 Sad melody
- 2 Child's song
- 3 Simple tune
- 4 Famous song
- 5-6 Hard to say, they're bad at it

LAWFUL

NEUTRAL

CHAOTIC



ANCESTRY: ELF
ETHNICITY: AIUDEEN

NAMES

Aerel	Naliatha
Alvora	Seldensa
Elmerindala	Talathel
Falena	Tassarillende
Lyrelle	Tessara
Miedelle	Yalandara

NEUTRAL

NEUTRAL

GOOD

FALCONER
Training birds of prey for sport and hunting, this NPC often wears a heavy leather glove.

S Bird of Prey

- 0-1 Kestrel
- 2 Owl
- 3 Falcon
- 4 Eagle
- 5 Buzzard
- 6 House drake

Total	0-3	Local Resident	Total	0	Alone
	4-5	Frequent Visitor		1-2	A few friends
	6	Newly Arrived		3-6	Friends and Family

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If H is 5, apply the secret.

DEMANDING
Treating everyone like their personal servant, this NPC demands that everyone bow to their whims.

Diagram 2

CREATING AN NPC

Creating an NPC is as simple as drawing four cards from the deck and arranging them as shown in the diagrams. Simply follow these easy steps.

Step 1: Shuffle the deck and place the cards face side up on the table.

Step 2: Draw three cards and place them on the table in the arrangement show in Diagram 1. Make sure that the bottom card sits on top of the other two.

Step 3: Draw the final card and place it face up on top of the other three cards, as shown in Diagram 2.

Step 4: Read the NPC. Start by counting the number of visible heart and scroll symbols. These will determine the results of any table that calls for H or S respectively. Look at the position of the alignment arrows to

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determine the character's alignment. Finally, if the condition listed at the top of the trait is met, lift the card sitting face up to reveal the secret on the card beneath it and apply that to the character.

FLEXIBLE READING

There are many ways that you can easily alter the NPC to make it more suitable to the scene.

Ignore Details: It's possible that some of the details for the NPC might not match up to the character's role or goal. Feel free to change the details to better fit the character.

Alter Symbols: The symbols in this deck are specifically designed to make total results of 0 or 6 relatively rare. Although you can change the results

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to suit your needs, be aware that constant shifts to either end of this extreme may create an unusual cast of characters.

Additional Traits: You can always draw more cards to apply additional traits to a character, but disregard the symbols and secrets of these added cards.

More Details: A wide range of details still remain unsaid about these characters, such as their gender, faith, economic standing, and so on. While some might be indicated by the card combinations, you should feel free to change these to suit the needs of your adventure.



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