

# Instant NPCs for D&D 5E

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## Version 1

Admit it, you don't have a lot of time on your hands when it comes to making NPCs. We all do. That's why there's files that allow for both the random generation of NPCs as well as a PDF that allows you to emulate an NPC. This PDF allows you to randomly generate an NPC for Dungeons and Dragons Fifth Edition. So how will it work, you ask? Easy! Take a D100 and start rolling! There are a series of tables to roll, because who doesn't love tables? At any point though, if you already thought of something to pick on the tables, go ahead and pick it. The first table is pretty obvious.

### What Race is it?

Using Table A1, roll a 1d100 to determine the race for the NPC. If you manage to roll up a Dragonborn, consult Table A2 to determine its ancestry. If you roll up a human, consult Table A3 to determine its ethnicity. The distribution of the chances was determined by the ratio of how common a race is seen.

Table A2

1-9	Black
10-18	Copper
19-27	Blue
28-36	Bronze
37-45	Green
46-54	Brass
55-63	Red
64-72	Gold
73-81	White
82-99	Silver
00	Roll Again

Table A1

1-8	Dwarf, Hill
9-17	Dwarf, Mountain
18-25	Elf, High
26-33	Elf, Wood
34-35	Elf, Dark
36-44	Halfling, Lightfoot
45-53	Halfling, Stout
54-69	Human
70-75	Human (Variant)
76-79	Dragonborn
80-84	Gnome, Forest
85-88	Gnome, Rock
89-92	Half-Elf
93-96	Half-Orc
97-99	Tiefling
00	Roll Again

Table A3

1-10	Calishite
11-20	Chondathan
21-30	Damaran
31-40	Illuskan
41-50	Mulan
51-60	Rashemi
61-70	Shou
81-90	Tethyrian
91-100	Turami

## What Role will they play?

Now that you determined the race of your NPC, it's time to determine the role they will play. Now, this isn't to determine Classes, but rather what NPC stats they will have. By this point, it's obvious that you'll need the DM Basic Rules, available for free on the Wizards of the Coast website. There will be two tables, the first will be for NPCs inside civilized areas, such as towns and cities (Table R1) while the second will be tables for NPCs out in the fields, like in forests or deserts (Table R2).

Table R1

1-11	Acolyte
12-13	Bandit
14-15	Berserker
16-40	Commoner
41-44	Cultist
45-55	Guard
56-66	Knight
67-77	Mage
78-88	Priest
89-99	Thug
00	Roll Again

Table R2

1-8	Acolyte
9-26	Bandit
27-40	Berserker
41-44	Commoner
45-61	Cultist
62-65	Guard
66-70	Knight
71-86	Mage
87-88	Priest
89-99	Thug
00	Roll Again

## What Background do they have?

With their role in place, give them a bit of a background. Some of the roles are obvious, so refer to Table B1 to see what background fits what role. Of course, it's not stopping you from rolling on the table. Refer to Table B2 at the next page if you want to roll up the background without any suggestions. Once you rolled up a background, you may roll up the background tables, use another NPC generator, or write up their personality traits, ideals, bonds, flaws, and other such matters. That or select their background and not fill in the blanks until later on. Background Features are optional for the NPC.

Table B1

Role	Background
Acolyte	Acolyte
Bandit	Table B3
Berserker	Outlander
Commoner	Table B4
Cultist	Acolyte
Guard	Soldier
Knight	Knight
Mage	Sage
Priest	Acolyte
Thug	Table B3

Table B3

1-20	Criminal
21-40	Spy
41-60	Outlander
61-80	Pirate
81-00	Urchin

Table B4

1-20	Charlatan
21-40	Entertainer
41-60	Guild Artisan
61-80	Guild Merchant
81-00	Sailor

## Appendix: Balanced Tables

Here are some extra tables with the ratios balanced out, giving each Race and Role their proper chances. It's here that you'll also find Table B2.

Table AX

1-5	Dwarf, Hill
6-11	Dwarf, Mountain
12-17	Elf, High
18-23	Elf, Wood
24-29	Elf, Dark
30-35	Halfling, Lightfoot
36-41	Halfling, Stout
42-47	Human
48-53	Human (Variant)
54-59	Dragonborn
60-65	Gnome, Forest
66-71	Gnome, Rock
72-77	Half-Elf
78-83	Half-Orc
84-89	Tiefling
90-00	Roll Again

Table RX

1-9	Acolyte
10-18	Bandit
19-27	Berserker
28-36	Commoner
37-45	Cultist
46-54	Guard
55-63	Knight
64-72	Mage
73-81	Priest
82-99	Thug
00	Roll Again

Table B2

1-4	Acolyte
5-9	Charlatan
10-14	Criminal
15-19	Spy
20-24	Entertainer
25-29	Gladiator
30-34	Folk Hero
35-39	Guild Artisan
40-44	Guild Merchant
45-49	Hermit
50-54	Noble
55-59	Knight
60-64	Outlander
65-69	Sage
70-74	Sailor
75-79	Pirate
80-84	Soldier
85-89	Urchin
90-00	Roll Again

### Thank you all for viewing and using this homebrew

Whether you're coming up with an NPC at the last second, playing a solo game by yourself and rolling up a NPC to keep you company, or needing to populate the city your party just entered, these charts apply for any situation regarding NPCs. I hope you liked this and that it sees use in future games.

This file may receive updates as the Fifth Edition evolves and changes.