



An NPC toolkit for
Neoclassical Geek Revival
by Zzarchov Kowolski

Cliché catalogue

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ISBN 978-1-988224-09-1
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N·G·R
NEOCLASSICAL GEEK REVIVAL

How to use the Career Path Generator

Neoclassical Geek Revival generally uses Schrodinger's character to assign a character's starting skills. This is all fine and dandy but sometimes players want to let the dice decide. Starting equipment can also be generated using Schrodinger's character but sometimes choosing one of the equipment packs is preferred. For the case of NPC's it can be a pain for a GM to decide what skills an off-the-cuff NPC might have to help with a situation. This generator is in essence a pile of "Skill Packs" to allow for quick skill assignment. Players (or GM's for NPC's) can simply pick which "Skill packs" they think are appropriate. That is one option anyway.

A more fun option for Player Characters is to randomly generate their character's back story. To do this choose one of the character's class pie pieces and then roll a d20 consulting the table below. The result is their starting career which contains 4 skills. The character then starts taking skills from the pack in the listed order. A character is still limited in their number of starting skills by their intelligence score. If a character takes all 4 skills they then get some free equipment (labelled stuff) and choose a career exit by rolling 1d6 and comparing the result to the options. Some career packs have special exits that require a specific class to select (W R Z P B F). If you character has at least one pie piece in that class you may choose to take that exit instead of rolling the d6. If you roll the d6 you must choose the result. Once the next career pack is chosen the character then starts taking skills from that pack and repeating the process bypassing skills they already have. The only exception is that the very last skill does not have to be taken from a career pack and should be a "free skill" that the player creates normally. Ideally it should be related to why they are going on their first adventure. Technically this means a character with 1 intelligence doesn't need to roll on this table at all. As always the only free skill a character starts with is speaking their native language. For NPCs a GM should just pick what packs they want the NPC to have even if there is no clear career link.

As the main table is catered more towards a civilized medieval setting while some characters may come from the barbarian hinterland (or hell they could be non-human) three smaller sub-tables for barbarians elves and dwarves exist. They work the same with the exception that the initial d20 is replaced with a d6. Each also has a career pack that shunts them onto careers in the main table (Exile Wanderer and Banished respectively) to represent those who left their homeland.

You also could create cultural skill packs as a first default set of skills if you want to ensure there is a certain level of background knowledge all character should have. A few examples of those are at the very end. As a final note these skills and the paths aren't random there is quite a bit of implied setting buried into them. It can be a fun exercise to intuit what the tables mean for the societies in question. Alternately ignore them and make random changes. I am not your boss.

The King's Realm

#	Warrior	Rogue	Wizard	Priest	Bard	Fool
1	Beggar	Beggar	Beggar	Beggar	Beggar	Beggar
2	Poacher	Poacher	Student	Student	Student	Student
3	Watchman	Watchman	Initiate	Initiate	Initiate	Initiate
4	Farmer	Cultist	Cultist	Cultist	Cultist	Farmer
5	Flagellant	Fortune Teller	Fortune Teller	Flagellant	Fortune Teller	Flagellant
6	Military Officer	Grave Robber	Grave Robber	Pilgrim	Military Officer	Pilgrim
7	Layabout	Layabout	Layabout	Layabout	Layabout	Layabout
8	Goon	Goon	Herbalist	Herbalist	Goon	Herbalist
9	Gladiator	Artist	Artist	Artist	Artist	Artist
10	Blacksmith	Burglar	Doctor's Apprentice	Doctor's Apprentice	Musician	Musician
11	Militia	Militia	Wizard's Apprentice	Blessed Child	Militia	Militia
12	Mercenary	Jester	Scribe	Scribe	Jester	Jester
13	Prisoner	Prisoner	Prisoner	Prisoner	Prisoner	Prisoner
14	Caravan Guard	Caravan Guard	Hermit	Hermit	Town Cryer	Hermit
15	Woodsman	Merchant	Woodsman	Woodsman	Merchant	Parent
16	Sailor	Sailor	Storyteller	Storyteller	Storyteller	Sailor
17	Labourer	Rat Catcher	Magician	Labourer	Pedlar	Tailor
18	Shepherd	Shepherd	Charlatan	Shepherd	Charlatan	Charlatan
19	Explorer	Explorer	Explorer	Malcontent	Malcontent	Malcontent
20	Noble	Noble	Noble	Noble	Noble	Noble

THE WILD FRONTIER

#	Warrior	Rogue	Wizard	Priest	Bard	Fool
1	Exile	Exile	Exile	Exile	Exile	Exile
2	Hunter	Hunter	Shaman	Shaman	Shaman	Hunter
3	Berserker	Gatherer	Gatherer	Berserker	Crafter	Crafter
4	Rustler	Rustler	Singer	Singer	Singer	Singer
5	Raider	Nomad	Healer	Healer	Guide	Herder
6	Champion	Scout	Soothsayer	Druid	Historian	Prolonged Recovery

Far Off Decadent Shores

#	Warrior	Rogue	Wizard	Priest	Bard	Fool
1	Wanderer	Wanderer	Wanderer	Wanderer	Wanderer	Wanderer
2	Duelist	Acrobat	Stargazer	Stargazer	Duelist	Acrobat
3	Sacred Guardian	Romantic	Sacred Guardian	Sacred Guardian	Romantic	Romantic
4	Ranger	Ranger	Scholar	Apothecary	Scholar	Apothecary
5	Mariner	Alchemist	Alchemist	Emissary	Emissary	Mariner
6	Cavalier	Spy	Enchanter	Archon	Trickster	Cobbler

THE HALLS UNDER THE MOUNTAINS

#	Warrior	Rogue	Wizard	Priest	Bard	Fool
1	Gardener	Gardener	Gardener	Gardener	Gardener	Gardener
2	Tunneller	Tomb Warden	Brewer	Tomb Warden	Brewer	Tunneller
3	Smith	Jeweller	Jeweller	Mourner	Mourner	Smith
4	Guard	Guard	Oracle	Oracle	Trader	Trader
5	Soldier	Mason	Archivist	Archivist	Soldier	Mason
6	Lawyer	Prospector	Runesmith	Mortician	Overseer	Caregiver

Career Skill Packs

Acrobat

Stuff A staff and a 50' coil of rope

Skills

- Tumbling
- Athleticism
- Dancing
- Wall Climbing

Exits (1-3) Duelist (4-6) Emissary (B) Trickster

Alchemist

Stuff A vial of acid and several empty glass flasks

Skills

- Alchemy
- Literacy
- Brewing
- Poisons

Exits (1-2) Romantic (3-4) Stargazer
(5-6) Sacred Guardian (F) Cobbler

Apothecary

Stuff A small obsidian knife and a bottle of tonic to induce vomiting

Skills

- Botany
- Brewing
- Surgery
- Resist Illness

Exits (1-2) Romantic (3-4) Ranger (5-6) Alchemist
(Z) Enchanter

ARCHIVIST

Stuff A hammer and chisel

Skills

- Literacy
- Ancient History
- Ancient Language
- Administrative Acumen

Exits (1-3) Tomb Warden (4-6) Trader
(W) Lawyer

Archon

Stuff A musical instrument and a silver holy symbol

Skills

- Esoteric Rites
- Law
- Demonology
- Play Instrument (Pick One)

Exits (1-3) Wanderer (4-5) Stargazer (6) Romantic

Armourer

Stuff A helm and a suit of armour

Skills

- Helm Crafting
- Armour Crafting
- Shield Crafting
- Heraldry

Exits (1) Artist (2-6) Merchant

Artist

Stuff Art supplies and a nice hat

Skills

- Art (Pick a Medium)
- Self Promotion
- Hagglng
- Appraisal

Exits (1) Cultist (2-3) Beggar (4-6) Malcontent

Assassin

Stuff A dark cloak and a poisoned dagger

Skills

- Wall Climbing
- Poisons
- Knife Use
- Disguises

Exits (1-5) Prisoner (6) Layabout
(P) Hermit (F) Parent

BANISHED

Stuff Zilch

Skills

- Escape Artist
- Blind Rage
- Brawling
- Additional Language

Exits (1) Prisoner (2-3) Hermit (4-6) Miner

Beggar

Stuff A wooden bowl and 10 copper pieces

Skills

- Begging
- Rough Sleeping
- Gossip
- Fasting

Exits (1) Flagellant (2-3) Hermit (4-5) Knacker
(6) Hermit (B) Pedlar (R) Pickpocket

BERSERKER

Stuff A tankard of ale and a cool tattoo

Skills

- Axman
- Blind Rage
- Heavy Drinking
- Mycology

Exits (1-2) Exile (3-5) Raider (6) Singer
(W) Champion

Blacksmith

Stuff A hammer and tongs

Skills

- Bellowing
- Metal Working
- Heat Tolerance
- Strong Arms

Exits (1-3) Weaponsmith (4-6) Armourer

Blessed Child

Stuff A holy symbol and a silver medallion

Skills

- Pampered Living
- Ancient Prophecies
- Theology
- Religious Rites

Exits (1-2) Cultist (3-4) Fortune Teller
(5-6) Initiate (F) Noble

Bowyer and Fletcher

Stuff A longbow and a bag of feathers

Skills

- Archery
- Wood Working
- Fletcher
- Bow Crafting

Exits (1-2) Weaponsmith (3-6) Merchant

BREWER

Stuff A pewter tankard and a bottle of alcohol

Skills

- Brewing
- Heavy Drinking
- Wrestling
- Food Preservation

Exits (1-2) Soldier (3-4) Mourner (5-6) Oracle

Burglar

Stuff A set of lockpicks and a large sack

Skills

- Wall Climbing
- Lock Picking
- Appraisal
- Find Secret Compartment

Exits (1-3) Prisoner (4-6) Merchant

Butcher

Stuff A leather apron and a cleaver

Skills

- Knife Use
- Butchery
- Cooking
- Food Preservation

Exits (1-2) Militia (3-4) Farmer (5) Leatherworker
(6) Executioner

Caravan Guard

Stuff A sturdy spear and a donkey

Skills

- Camping
- Animal Handling
- Additional Language
- Spearman

Exits (1-4) Explorer (5-6) Merchant (W) Mercenary

CAREGIVER

Stuff A roll of bandages and a tiny jar of “poppy tears”

Skills

- Child Care
- Theology
- First Aid
- Pharmacology

Exits (1-3) Banished (4-5) Tunneller (6) Guard

Cadäliër

Stuff A shield and a mail shirt

Skills

- Riding
- Fencing
- Heraldry
- Etiquette

Exits (1-3) Wanderer (4-5) Sacred Guardian
(6) Romantic

CHAMPION

Stuff A fur lined cape and a loin cloth

Skills

- Axman
- Fencing
- Law
- Athleticism

Exits (1-3) Exile (4-5) Raider (6) Shaman

Charlatan

Stuff A cape and a handful of convincing costume jewelry

Skills

- Cold Reading
- Fast Talking
- Self Promotion
- Crowd Warmer

Exits (1) Prisoner (2-4) Fortune Teller
(5) Storyteller (6) Layabout (P) Inquisitor

Cöbölër

Stuff A pair of fine leather boots with a gem hidden in the heel

Skills

- Cobbler
- Tanning
- Haggling
- Find Secret Compartment

Exits (1-3) Wanderer (4-5) Romantic (6) Stargazer

CRAFTER

Stuff A whittling knife and a blanket

Skills

- Wood Working
- Stone Working
- Weaving
- Tanning

Exits (1-2) Gatherer (3-4) Herder (5-6) Hunter
(W) Metalsmith

Cultist

Stuff Dark robes and a ritual dagger

Skills

- Esoteric Rites
- Demonology
- An Ancient Language
- Secret Hand Signs

Exits (1) Prisoner (2-4) Flagellant (5-6) Charlatan
(Z) Wizard's Apprentice (P) Heretic
(R) Assassin

Doctor

Stuff A bonesaw and a diploma

Skills

- Pharmacology
- Leeches
- Surgery
- Trepanning

Exits (1-4) Professor (5-6) Military Officer
(B) Politician

Doctor's Apprentice

Stuff A plague doctor mask and a poking stick

Skills

- Literacy
- First Aid
- Resist Illness
- Forgery

Exits (1-2) Grave Robber (3-5) Herbalist
(6) Doctor

DRUID

Stuff Mistletoe and a sickle

Skills

- Religious Rites
- Botany
- Esoteric Rites
- Wilderness Survival (Forest)

Exits (1-3) Exile (4-5) Gatherer (6) Healer

Doëlisc

Stuff A fancy hat and a sword

Skills

- Fencing
- Fashion
- Gambling
- First Aid

Exits (1-3) Mariner (4-6) Ranger

Emissary

Stuff A cape and a silver signet ring

Skills

- Etiquette
- Additional Language
- Literacy
- Forgery

Exits (1-2) Wanderer (3-6) Scholar (R) Spy

Enchanter

Stuff A highly narcotic “philter” and a staff

Skills

- Brewing
- Singing
- Mmemonics
- Pampered Living

Exits (1-3) Wanderer (4-5) Alchemist (6) Mariner

Executioner

Stuff A black hood and a headsman’s axe

Skills

- Axman
- Knots
- Torture
- First Aid

Exits (1-3) Doctor’s Apprentice (4-6) Labourer (R) Assassin (P) Inquisitor

EXILE

Stuff Zilch

Skills

- Isolation
- Hiking
- Wilderness Survival (Choose Environment)
- Additional Language

Exits (1-2) Prisoner (3-5) Goon (6) Mercenary

Explorer

Stuff A map and a walking stick

Skills

- Navigation
- Cartography
- Additional Language
- Astrology

Exits (1-3) Merchant (4-6) Freelance Archaeologist

Farmer

Stuff A wooden pitchfork and a sack of grain

Skills

- Agriculture
- Animal Handling
- Carpentry
- Weather Sense

Exits (1) Beggar (2-4) Labourer (5-6) Shepherd (W) Militia (F) Parent

Fisher

Stuff A fishing net and a sharp knife

Skills

- Fishing
- Sewing
- Swimming
- Weather Sense

Exits (1) Beggar (2-5) Sailor (6) Merchant (F) Parent

Flagellant

Stuff A spiked flail and a sandwich board

Skills

- Resist Torture
- Ranting
- Ancient Prophecies
- Theology

Exits (1-3) Hermit (4-6) Pilgrim

Fortune Teller

Stuff A deck of cards and a candelabra

Skills

- Astrology
- Cold Reading
- Esoteric Rites
- Ancient Prophecies

Exits (1) Cultist (2) Storyteller (3) Herbalist (4-6) Musician

Freelance “Archaeologist”

Stuff A crowbar and 50’ of hemp rope

Skills

- Ancient History
- Appraisal
- Esoteric Rites
- An Ancient Language

Exits (1) Prisoner (2-3) Merchant (4-5) Cultist (6) Professor (Z) Wizard’s Apprentice

GARDENER

Stuff A bucket and an iron spade

Skills

- Dung Hauling
- Mycology
- Resist Illness
- Food Preservation

Exits (1-6) Banished (W) Soldier
(R) Tomb Warden (Z) Brewer (P) Mourner
(B) Trader (F) Tunneller

GATHERER

Stuff A wicker basket full of edible roots

Skills

- Foraging
- Fishing
- Botany
- Mycology

Exits (1-3) Healer (4-6) Crafter
(Z) Shaman (P) Druid

Gladiator

Stuff A full helm and either a trident or a cestus

Skills

- Unusual Weapons
- Crowd Warmer
- Wrestling
- Athleticism

Exits (1-3) Mercenary (4-6) Malcontent
(P) Pilgrim

Goon

Stuff A club and a set of lead knuckle dusters

Skills

- Intimidation
- Brawling
- Street Smarts
- Heavy Drinking

Exits (1-3) Prisoner (4-6) Militia
(W) Mercenary (R) Burglar (P) Cultist

Grave Robber

Stuff A dark cloak and a shovel

Skills

- Digging
- Low Light Conditions
- Resist Illness
- Appraisal

Exits (1) Cultist (2-3) Prisoner (4-6) Freelance Ar-
chaeologist (Z) Wizard's Apprentice

GUARD

Stuff A spear and a lantern

Skills

- Spearman
- Secret Hand Signs
- Heraldry
- Haggling

Exits (1-3) Archivist (4-5) Brewer (6) Jeweller

GUIDE

Stuff A walking stick and a pouch with 5 silver
coins

Skills

- Additional Language
- Haggling
- Navigation
- Hiking

Exits (1-2) Exile (3-4) Rustler (5-6) Raider
(R) Scout

HEALER

Stuff A bundle of incense and a pouch of
absorbent moss

Skills

- First Aid
- Botany
- Leeches
- Brewing

Exits (1) Exile (2-3) Crafter (4-5) Singer
(6) Shaman (Z) Soothsayer

Herbalist

Stuff A pair of scissors and a mortar and pestle

Skills

- Botany
- Mycology
- Brewing
- Poisons

Exits (1-4) Charlatan (5-6) Doctor's Apprentice
(Z) Wizard's Apprentice (R) Assassin

HERDER

Stuff A whip and a shrill whistle

Skills

- Animal Handling
- Riding
- Camping
- Isolation

Exits (1-3) Nomad (4-6) Rustler

Heretic

Stuff A cape and hood

Skills

- Theology
- Esoteric Rites
- Long Speeches
- Ancient Prophecies

Exits (1-3) Prisoner (4-6) Malcontent (B) Politician

Hermit

Stuff A walking stick and a flint and steel

Skills

- Rough Sleeping
- Isolation
- Wilderness Survival (Choose Environment)
- Foraging

Exits (1-3) Woodsman (4-5) Shepherd (6) Herbalist
(P) Initiate (Z) Explorer

HISTORIAN

Stuff A warm cloak and a firebow

Skills

- Folklore
- Mnemonics
- Ancient History
- Heraldry

Exits (1-3) Exile (4-5) Shaman (6) Singer

HUNTER

Stuff A bow and a quiver of arrows

Skills

- Tracking
- Archery
- Skinning
- Wilderness Survival (Choose Environment)

Exits (1-2) Gatherer (3-4) Crafter (5-6) Guide

Initiate

Stuff A holy symbol and a prayer book

Skills

- Literacy
- Theology
- Religious Rites
- Mopping

Exits (1-4) Scribe (4-5) Pilgrim (6) Cultist
(Z) Heretic (B) Malcontent (F) Artist
(P) Monk

Inquisitor

Stuff A branding iron and a bible

Skills

- Gossip
- Law
- Theology
- Torture

Exits (W) Military Officer (R) Assassin
(B) Politician (Z) Heretic (P) Professor
(F) Prisoner

Jester

Stuff A stupid hat and a tambourine

Skills

- Gossip
- Jokes and Riddles
- Dancing
- Play Instrument (Tambourine)

Exits (1) Prisoner (2-4) Musician (5-6) Thespian
(R) Pickpocket (Z) Wizard's Apprentice

JEWELLER

Stuff A gold ring and a set of engraving tools

Skills

- Goldsmith
- Appraisal
- Gemologist
- Forgery

Exits (1-3) Trader (4-5) Smith
(6) Tomb Warden (P) Mortician

Knacker

Stuff A bucket and a bonesaw

Skills

- Dung Hauling
- Digging
- Isolation
- Animal Handling

Exits (1-2) Labourer (3-4) Executioner
(5-6) Graverobber

Labourer

Stuff A toolbelt containing a hammer and nails

Skills

- Digging
- Carpentry
- Masonry
- Heavy Lifting

Exits (1) Tailor (2) Butcher (3) Fisher (4) Miner
(5) Blacksmith (6) Bowyer and Fletcher
(F) Parent

LAWYER

Stuff A flask of highly flammable oil and a war standard

Skills

- Law
- Blind Rage
- Arson
- Military Tactics

Exits (1-3) Banished (4-5) Guard (6) Mourner

Layabout

Stuff A set of dice and a wineskin

Skills

- Swimming
- Heavy Drinking
- Gambling
- Jokes and Riddles

Exits (1-2) Beggar (3-4) Labourer (5-6) Goon
(B) Storyteller (F) Jester (Z) Magician

Leatherworker

Stuff A set of leatherworking tools and a sharp skinning knife

Skills

- Skinning
- Tanning
- Cobbler
- Glover

Exits (1-2) Armourer (4-6) Merchant (F) Artist

Magician

Stuff A deck of cards and a cape

Skills

- Sleight of Hand
- Jokes and Riddles
- Crowd Warmer
- Gambling

Exits (1-2) Fortune Teller (3-4) Jester (5-6) Storyteller (Z) Wizard's Apprentice

Malcontent

Stuff A basket of fruit and a torch

Skills

- Ranting
- Long Boring Speeches
- Law
- Arson

Exits (1-6) Prisoner (P) Inquisitor (B) Politician

Mariner

Stuff A kamal and a map

Skills

- Swimming
- Navigation
- Cartography
- Weather Sense

Exits (1) Wanderer (2-4) Emissary (5-6) Ranger
(P) Archon

MASON

Stuff A framing square and a math compass

Skills

- Masonry
- Stone Working
- Mathematics
- Heavy Lifting

Exits (1-3) Archivist (4-5) Brewer (6) Jeweller
(B) Overseer

Mercenary

Stuff A sword and a set of leather armour

Skills

- Fencing
- Camping
- Riding
- Haggling

Exits (1) Prisoner (2) Beggar (3-5) Military Officer
(6) Layabout (R) Assassin

Merchant

Stuff A set of scales and a small abacus

Skills

- Haggling
- Literacy
- Mathematics
- Additional Language

Exits (1) Beggar (2-6) Malcontent

METALSMITH

Stuff A hammer and a metal weapon, shield, or helm

Skills

- Metal Working
- Bladesmithing
- Strong Arms
- Craft Items (Pick One Type)

Exits (1-3) Berserker (4-6) Raider

Military Officer

Stuff A cape and sabre

Skills

- Military Tactics
- Administrative Acumen
- Riding
- Cartography

Exits (1) Prisoner (2-4) Labourer (5-6) Mercenary

Militia

Stuff A polearm and a helmet

Skills

- Spearman
- Gambling
- Cooking
- Brawling

Exits (1) Prisoner (2-4) Labourer (5-6) Mercenary

Miner

Stuff A pickaxe and a helmet

Skills

- Mining
- Low Light Conditions
- Crawling
- Singing

Exits (1-3) Militia (4-6) Malcontent

Monk

Stuff A set of prayer beads and a tankard

Skills

- Theology
- Isolation
- Brewing
- Philosophy

Exits (1-3) Militia (4-6) Malcontent

MORTKIAN

Stuff A bundle of incense and a bottle of distilled spirits

Skills

- Alchemy
- Religious Rites
- Resist Illness
- Singing

Exits (1-3) Banished (4-5) Tomb Warden
(6) Soldier

MOURNER

Stuff 10 copper pieces and a small brass gong

Skills

- Long Boring Speeches
- Religious Rites
- Crawling
- Heraldry

Exits (1-2) Oracle (3-4) Archivist
(5-6) Tomb Warden

Musician

Stuff	An instrument and a cape
Skills	<ul style="list-style-type: none">•Play Instrument (Pick One)•Sheet Music•Singing•Dancing
Exits	(1) Beggar (2-3) Artist (4-6) Malcontent (W) Mercenary (R) Pickpocket (P) Hermit (B) Thespian

Noble

Stuff	An expensive fur cloak and a gold signet ring
Skills	<ul style="list-style-type: none">•Pampered Living•Heraldry•Riding•Archery
Exits	(1-6) Parent (W) Military Officer (R) Explorer (Z) Student (P) Initiate (B) Politician (F) Layabout

NOMAD

Stuff	A horse
Skills	<ul style="list-style-type: none">•Riding•Archery•Camping•Falconry
Exits	(1-2) Exile (3-4) Hunter (5-6) Rustler

ORACLE

Stuff	A set of runestones and a lantern
Skills	<ul style="list-style-type: none">•Runes•Ancient Prophecies•Mnemonics•Gambling
Exits	(1) Banished (2-3) Guard (4-6) Jeweller

OVERSEER

Stuff	A cape and an engraved mace
Skills	<ul style="list-style-type: none">•Administrative Acumen•Literacy•Mathematics•Heraldry
Exits	(1-3) Banished (4-5) Trader (6) Oracle

Parent

Stuff	A half eaten bread crust secretly stuffed in your pocket and a lifetime obligation
Skills	<ul style="list-style-type: none">•Child Care•Sleep Deprivation•Resist Illness•Cooking
Exits	(1) Labourer (2-3) Tailor (4-5) Storyteller (6) Merchant

Pedlar

Stuff	A cooking pan and a backpack
Skills	<ul style="list-style-type: none">•Haggling•Foraging•Sewing•Moving Through Crowds
Exits	(1) Rat Catcher (2-3) Musician (4-6) Merchant (R) Burglar (Z) Fortune Teller

Pickpocket

Stuff	A small concealable knife and a purse with 20 silver coins.
Skills	<ul style="list-style-type: none">•Sleight of Hand•Moving Through Crowds•Looking Inconspicuous•Sprinting
Exits	(1-3) Prisoner (4-6) Burglar

Pilgrim

Stuff	A set of prayer beads and a walking stick
Skills	<ul style="list-style-type: none">•Fasting•Hiking•Rough Sleeping•Religious Rites
Exits	(1-3) Labourer (4-5) Initiate (6) Explorer

Poacher

Stuff	A shortbow and a quiver of wooden arrows
Skills	<ul style="list-style-type: none">•Tracking•Archery•Trapping•Skinning
Exits	(1-2) Butcher (3-4) Leatherworker (5-6) Bowyer and Fletcher (W _{or} R) Mercenary

Politician

Stuff	A cane and a fancy hat
Skills	<ul style="list-style-type: none">•Long Boring Speeches•Crowd Warmer•Law•Administrative Acumen
Exits	(1) Prisoner (2) Cultist (3-6) Merchant (P) Inquisitor

Prisoner

Stuff	Zilch
Skills	<ul style="list-style-type: none">•Resist Torture•Isolation•Makeshift Weapons•Escape Artist
Exits	(1-2) Sailor (3-4) Miner (5-6) Beggar (W) Gladiator

Professor

Stuff	A vellum diploma and a piece of chalk
Skills	<ul style="list-style-type: none">•Long Boring Speeches•Philosophy•Astrology•Alchemy
Exits	(1) Prisoner (2-4) Malcontent (5-6) Cultist

PROLONGED RECOVERY

Stuff	A bitchin' scar
Skills	<ul style="list-style-type: none">•Resist Torture•Resist Illness•Cooking•Child Care
Exits	(1-3) Gatherer (4-6) Crafter

PROSPECTOR

Stuff	A pan and a small pick
Skills	<ul style="list-style-type: none">•Digging•Appraisal•Geology•Wilderness Survival (Mountains)
Exits	(1-3) Banished (4-5) Jeweller (6)

RAIDER

Stuff	A torch and a bundle of throwing spears
Skills	<ul style="list-style-type: none">•Spearman•Swimming•Arson•Navigation
Exits	(1-2) Exile (3-4) Rustler (5-6) Berserker (F) Prolonged Recovery

RANGER

Stuff	A longbow and a quiver full of arrows
Skills	<ul style="list-style-type: none">•Wilderness Survival (Choose Environment)•Tracking•Archery•Weather Sense
Exits	(1-2) Wanderer (3-4) Stargazer (5-6) Acrobat

Rat Catcher

Stuff	A set of musical pipes and a small but vicious dog
Skills	<ul style="list-style-type: none">•Verminology•Dog Training•Haggling•Play Instrument (Piper)
Exits	(1-3) Knacker (4-5) Musician (6) Assassin

Romantic

Stuff	A bouquet of roses and a fancy hat
Skills	<ul style="list-style-type: none">•Fashion•Dancing•Long Boring Speeches•Resist Illness
Exits	(1) Wanderer (2-3) Scholar (4-6) Duelist

RUNSMITH

Stuff A set of engraving tools

Skills

- Craft Item (Choose Type)
- Runes
- Bladesmithing
- Memorized Spell (Gain a Cantrip)

Exits (1-3) Banished (4-5) Oracle
(6) Tomb Warden

RUSTLER

Stuff A torch and a spiked club

Skills

- Animal Handling
- Riding
- Arson
- Butchery

Exits (1) Exile (2-5) Hunter (6) Herder
(F) Prolongued Recovery

Sacred Guardian

Stuff A longsword and a dose of holy substance

Skills

- Ancient Prophecies
- Isolation
- Fencing
- Resist Torture

Exits (1-3) Scholar (4-6) Ranger

Sailor

Stuff A tankard and a belaying pin

Skills

- Knots
- Mopping
- Heavy Drinking
- Weather Sense

Exits (1-2) Explorer (3-4) Merchant (5) Goon
(6) Military Officer

Scholar

Stuff A candle and a small notebook

Skills

- Literacy
- Additional Language
- Ancient History
- Hieroglyphics

Exits (1-2) Stargazer (3-4) Alchemist
(5-6) Apothecary

SCOUT

Stuff A dark cloak and a firebow

Skills

- Tracking
- Navigation
- Hiking
- Resist Torture

Exits (1-3) Exile (4-5) Rustler (6) Crafter

Scribe

Stuff A blank scroll, a quill, and an inkpot

Skills

- Literacy
- Low Light Conditions
- Isolation
- Forgery

Exits (1-2) Artist (3-4) Malcontent (5-6) Storyteller
(Z) Wizard's Apprentice (P) Flagellant

SHAMAN

Stuff A small idol and an instrument

Skills

- Religious Rites
- Law
- Play Instrument (Pick One)
- Demonology

Exits (1) Exile (2-4) Healer (5-6) Singer
(W) Berserker

Shepherd

Stuff A crook and a sling

Skills

- Animal Handling
- Slinger
- Tracking
- Rough Sleeping

Exits (1-3) Poacher (4-6) Labourer (P) Pilgrim

SINGER

Stuff A wineskin and a pouch of 5 silver coins

Skills

- Singing
- Dancing
- Crowd Warmer
- Heraldry

Exits (1-3) Guide (4-6) Herder (B) Historian

SMITH

Stuff A hammer and a set of lockpicks

Skills

- Metal Working
- Heat Tolerance
- Lock Picking
- Art (Engraving)

Exits (1-2) Soldier (3-4) Jeweller (5-6) Trader
(Z) Runesmith

SOLDIER

Stuff A battleaxe and shield

Skills

- Axman
- Slinger
- Knife Use
- Intimidation

Exits (1-2) Mourner (3-4) Mason (5-6) Guard

SOOTHSAYER

Stuff A pouch of bird bones and a human skull

Skills

- Cold Reading
- Astrology
- Demonology
- Ancient Prophecies

Exits (1-3) Exile (4-5) Shaman (6) Nomad

Spy

Stuff Lockpicks and a dark cloak

Skills

- Disguises
- Lock Picking
- Find Secret Compartment
- Secret Hand Signs

Exits (1-3) Wanderer (4-5) Duelist (6) Scholar

SCARGAZER

Stuff A star chart and a stupid hat

Skills

- Astrology
- Navigation
- Mathematics
- Low Light Conditions

Exits (1-3) Mariner (4-6) Emissary

Storyteller

Stuff A scarf and a set of flint and steel

Skills

- Jokes and Riddles
- Crowd Warmer
- Ancient Prophecies
- Ancient History

Exits (1) Layabout (2-4) Musician (5-6) Jester
(Z) Cultist (F) Artist

Student

Stuff A piece of chalk and a bottle of wine

Skills

- Literacy
- Mathematics
- Law
- Ancient History

Exits (1-2) Layabout (3-4) Scribe
(5) Doctor's Apprentice (6) Professor
(Z) Wizard's Apprentice

Tailor

Stuff A ball of thread and a set of needles

Skills

- Sewing
- Knots
- Fashion
- Giant Lore

Exits (1) Armourer (2-5) Merchant (6) Storyteller

Thespian

Stuff A makeup kit and a set of convincing costume jewelry

Skills

- Crowd Warmer
- Disguises
- Fashion
- Ancient Language

Exits (1) Beggar (2-5) Layabout (6) Storyteller
(F) Politician

TOMB WARDEN

Stuff A handaxe and a holy symbol

Skills

- Religious Rites
- Verminology
- Axman
- Low Light Conditions

Exits (1-3) Guard (4-6) Oracle (F) Caregiver

Town Cryer

Stuff	A bell and a scroll of parchment
Skills	<ul style="list-style-type: none">•Long Boring Speeches•Literacy•Moving Through Crowds•Play Instrument (Bell)
Exits	(1) Jester (2-3) Malcontent (4-5) Labourer (6) Thespian

TRADER

Stuff	10 silver coins and a backpack
Skills	<ul style="list-style-type: none">•Appraisal•Haggling•Additional Language•Mathematics
Exits	(1) Banished (2-3) Guard (4-6) Brewer

TRICKSTER

Stuff	A dark cloak and a wooden mask
Skills	<ul style="list-style-type: none">•Jokes and Riddles•Disguises•Esoteric Rites•Ancient Prophecies
Exits	(1-3) Wanderer (4-5) Romantic (6) Ranger

TUNNELLER

Stuff	A pickaxe and a helmet
Skills	<ul style="list-style-type: none">•Mining•Strong Arms•Sleep Deprivation•Play Instrument (Drum)
Exits	(1) Banished (2-3) Mason (4-6) Soldier (R) Prospector

WANDERER

Stuff	A walking stick and a blanket
Skills	<ul style="list-style-type: none">•Additional Language•Hiking•Camping•Swimming
Exits	(1-3) Explorer (4-5) Cultist (6) Layabout

Watchman

Stuff	A lantern and a baton
Skills	<ul style="list-style-type: none">•Intimidation•Street Smarts•Law•Find Secret Compartment
Exits	(1-3) Caravan Guard (4-6) Militia

Weaponsmith

Stuff	A large weapon of exquisite quality
Skills	<ul style="list-style-type: none">•Bladesmithing•Weapon Crafting•Fencing•Wood Working
Exits	(1-2) Artist (3-6) Merchant (W) Mercenary

Wizard's Apprentice

Stuff	A mop and a stupid hat
Skills	<ul style="list-style-type: none">•Mopping•Literacy•Astrology•Alchemy
Exits	(1-2) Herbalist (3-4) Cultist (5) Doctor's Apprentice (6) Professor

Woodsman

Stuff	A two-handed axe and a warm hat
Skills	<ul style="list-style-type: none">•Hiking•Axman•Wood Working•Foraging
Exits	(1-2) Poacher (3-4) Explorer (5-6) Labourer

Sample Cultural Skill Packs

(1) Peasant of the Realms

Stuff A sack of turnips and a wooden pitchfork

Skills

- Grueling Labour
- Farming
- Archery
- Paranoid Accusations

(4) Denizens of the Sparkling Forest

Stuff A floral wreath and small bag of sweets

Skills

- Dancing
- Singing
- Demonic Rites
- Jokes and Riddles

(2) Settlers of the Hill Frontier

Stuff A fur hat and a hatchet

Skills

- Forestry
- Hunting
- Pathfinding
- Tax Avoidance

(5) Wandering Nomads

Stuff A whip and a full wineskin

Skills

- Wagoneering
- Superstitions
- Haggling
- Pathfinding

(3) Barbarians of the Ice Mountains

Stuff A dagger and a good luck charm

Skills

- Climbing
- Enduring the Cold
- Feats of Strength
- Superstitions

(6) Citizens of the Grand Citystate

Stuff A military tattoo and a sense of superiority

Skills

- Literacy
- Militia Training
- Local Politics
- Haggling

Common Clichés

So sometimes you as a GM may need to stat up an NPC in short order as the players decide to go on a wildly unexpected tangent. They get in a fight with the captain of the town guard, kidnap a scholar, or decide to insult the village chieftain's daughter because one player got bored. The following are a list of some of the common cliché characters for you to pull straight out of central casting and plop down in your game. They list a function, the class make up, some stats, and a number of careers in case skills are required. They have some example equipment just in case, though I suspect you've already described the characters in passing. What is not listed is the level as that really depends on who the characters are. If in doubt roll 1d4 since any character 5th level or above should have some sort of fame to precede them. If they have a personal item, give it a benefit level equal to the d4 roll. A player could also use these templates (sans stuff) if they wanted to quickly build a character by rolling a d30.

(1) Bodyguard
W/R/R *Guard, Parkour, The Watch, Detect Traps*
Careers Watchman, Mercenary
Stuff Shield, Mace, Mail Armour, Throwing Knife

S	A	H	I	P	C	W
16	12	10	8	16	8	10

(2) Bumbling Scholar
Z/R/B *Sage, Expert, Interpret*
Careers Student, Scribe, Professor, Storyteller, Wizard's Apprentice
Stuff A grimoire, a writing set, several non-magical texts and scrolls

S	A	H	I	P	C	W
16	12	10	8	16	8	10

(3) Captain (Army)
W/W/B *Leadership, Guard, Combat Awareness, Weapon Specialization: Sword*
Careers Militia or Mercenary, Military Officer
Stuff Sword, Shield, Mail, Full Helm, Dagger

S	A	H	I	P	C	W
14	12	12	10	8	12	12

(4) Captain (Guard)
W/R/B *Leadership, Guard, The Watch*
Careers Watchman, Military Officer
Stuff Sword, Buckler, Breastplate, Helmet, Polearm

S	A	H	I	P	C	W
12	10	10	10	18	10	12

(5) Captain (Outlaw)
W/R/B *Leadership, Combat Awareness, Detect Traps*
Careers Goon, Military Officer
Stuff Sword, Buckler, Breastplate, Helmet, Polearm

S	A	H	I	P	C	W
10	16	10	10	14	12	8

(6) Captain (Ship)
R/B/B *Expert, Leadership, Oration, Interpret*
Careers Sailor, Military Officer, Explorer
Stuff Sword, Fancy Hat, Navigational Tools

S	A	H	I	P	C	W
10	10	10	12	12	16	10

(7) Caravan Leader
R/B/B *Detect Traps, Leadership, Silver Tongue, Interpret*
Careers Caravan Guard, Explorer, Merchant
Stuff Leather Armour, Helmet, Map, Crossbow and quarrels.

S	A	H	I	P	C	W
10	12	10	12	12	14	10

(8) Crime Boss
R/R/B *Specialist, Quick Witted, Detect Traps, Leadership*
Careers Burglar, Goon, Politician
Stuff Lockpicks, Dagger, Dark Cloak, Set of Throwing Knives

S	A	H	I	P	C	W
10	16	8	12	16	10	8

(9) Cult Leader
P/P/B *Miracles, Fervour, Dogma, Leadership*
Careers Malcontent, Cultist, Heretic
Stuff Robes, Holy Symbol, Athame,
30 Piety per level

S	A	H	I	P	C	W
10	10	8	12	12	16	10

(10) Elite Assassin
W/W/R/R *Elite Training, Dual Wield, Dodging,
Combat Awareness, Specialist,
Quick Witted, Parkour*
Careers Student, Mercenary, Assassin
Stuff Rope and Grapnel, Dark Cloak,
Pouch of Caltraps, Two Poison Daggers

S	A	H	I	P	C	W
10	12	10	12	20	6	10

(11) Highwayman
R/B/F *Parkour, Wit*
Careers Layabout, Caravan Guard
Stuff Mask, Sword, Cape, Fancy Hat,
Crossbow, 2 Fates per level

S	A	H	I	P	C	W
10	12	10	12	12	16	8

(12) Hired Muscle
W/W/F *Musclebound, Combat Awareness,
Combat Tricks, Weapon Specialist: Club*
Careers Goon
Stuff Club, Knuckledusters, Leather Cap
Tricks: Stomp, Headbutt, Brute Throw

S	A	H	I	P	C	W
20	8	20	4	8	8	12

(13) Holy Martyr
P/P/F *Miracles, True Belief, Providence*
Careers Beggar or Blessed Child,
Hermit or Pilgrim
Stuff Holy Symbol, 100 Piety per level,
2 Fate per level

S	A	H	I	P	C	W
10	10	10	10	10	10	20

(14) Knight (Chivalric)
W/W/B *Guard, Combat Awareness,
Weapon Specialist: Lance,
Leadership or Reputation*
Careers Noble, Military Officer
Stuff Sword, Shield, Helm, Plate Armour,
Lance, Ribbon

S	A	H	I	P	C	W
12	12	10	10	8	16	12

(15) Knight (Religious)
W/W/P *Guard, Combat Awareness,
Weapon Specialist: Sword, Fervour*
Careers Monk, Mercenary
Stuff Holy Symbol, Sword, Shield, Mail,
Full Helm

S	A	H	I	P	C	W
16	12	12	8	8	8	16

(16) Knight (Quotable)
B/F/F *Wit*
Careers Nobles, Layabout, Thespian
Stuff Sword, Shield, Yarn Mail,
Henchman with Coconut Shells,
2 Fates per level

S	A	H	I	P	C	W
10	10	10	12	10	20	8

(17) Mad Doctor
Z/Z/F *Sage, Psionic Potential,
Degeneracy: Eccentric*
Careers Malcontent, Student, Doctor
Doctor's Apprentice
Stuff Goggles, White Lab Coat,
2 Grimoires, Metal Rod (Talisman)

S	A	H	I	P	C	W
8	12	10	16	10	4	20

(18) Merchant (Shady)
R/B/F *Quick Witted, Silver Tongue*
Careers Pedlar, Merchant, Prisoner
Stuff Fez, Cloak with Secret Pockets,
Purse with 50 shaved gold coins,
1 Fate per level

S	A	H	I	P	C	W
8	12	8	12	16	16	8

(19) Merchant (Wealthy)

B/B/F *Reputation, Silver Tongue, Wit*
Careers Student, Layabout, Merchant
Stuff Expensive Clothes, Fancy Hat
Purse with 50 gold coins,
1 Fate per level

S	A	H	I	P	C	W
8	8	8	12	12	20	12

(20) Necromancer

Z/Z/Z *All Wizard Powers*
Careers Student, Cultist, Wizard's Apprentice,
Grave Robber, Hermit
Stuff Robes, 2 Grimoires, 1 Rare Grimoire,
Engraved Skull (Talisman), Cool Hat

S	A	H	I	P	C	W
8	10	6	20	10	6	20

(21) Oiled Up Barbarian

W/W/F *Muscle Bound, Barbarian,*
Combat Awareness, Dodging,
Weapon Specialist: Two Handed Sword
Careers Champion, Berserker
Stuff Loincloth, Two Handed Sword
2 Fates per level

S	A	H	I	P	C	W
20	12	16	6	10	6	10

(22) Pillaging Marauder

W/W/R *Barbarian, Dual Wield, Dodging,*
Weapon Specialization: Battleaxe, Parkour
Careers Raider, Rustler
Stuff Horned Helmet, Spiked Leather Armour
2 Battleaxes, a Bundle of Javelins

S	A	H	I	P	C	W
16	12	12	8	16	6	10

(23) Preacher

P/P/B *Dogma, True Belief, Fervour, Oration*
Careers Initiate, Pilgrim, Malcontent
Stuff Holy Symbol, Religious Text, Robes

S	A	H	I	P	C	W
10	10	10	12	10	16	12

(24) Religious Official

P/B/F *Dogma, Leadership*
Careers Initiate, Politician, Inquisitor
Stuff Robes, Writing Equipment, Official Seal
Expensive Jewelry

S	A	H	I	P	C	W
8	8	10	16	10	12	16

(25) Village Chieftain

W/B/B *Combat Awareness, Leadership,*
Oration, Reputation
Careers Champion, Historian
Stuff Fur Cloak, Helmet, Banner, Axe, Shield

S	A	H	I	P	C	W
16	12	10	10	10	10	12

(26) Vizier

Z/Z/B *Sage, Psionic Potential, Familiar,*
Silver Tongue
Careers Cultist, Politician, Noble, Charlatan
Stuff Cape, Fancy Hat, 2 Grimoires
Snake Staff (Talisman), 1 Fate per level

S	A	H	I	P	C	W
8	10	8	16	12	16	10

(27) Witch (Crone)

R/Z/Z *Expert, Mysticism, Familiar,*
Degeneracy: Eccentric
Careers Herbalist, Cultist, Fortune Teller,
Hermit
Stuff Broom (Talisman), 2 Grimoires
Dark Cloak, Unholy Symbol
20 Piety per level

S	A	H	I	P	C	W
4	8	8	16	18	8	18

(28) Witch (Fake)

R/B/F *Expert, Reputation*
Careers Herbalist, Fortune Teller, Charlatan,
Pedlar
Stuff Tattered Cloak, Cane, Mortar and Pestle
Sack of Poulstices, 10 silver coins

S	A	H	I	P	C	W
4	8	8	16	18	8	18

(29) Witch (Sultry)
Z/Z/B *Mysticism, Familiar, Anti-Magic: Wards*
Silver Tongue
Careers Fortune Teller, Cultist, Layabout
Stuff Wand (Talisman), 2 Grimoires,
 Pointy Hat, Unholy Symbol,
 20 Piety per level

S	A	H	I	P	C	W
8	12	12	12	10	16	10

(30) Witch Hunter
W/Z/P/P *Elite Training, Dual Wield,*
Anti-Magic: Counterspells, Dogma
Exorcism, Fervour
Careers Watchman, Intitiate, Inquisitor
Stuff Buckled Hat, Sword, Dagger, Cloak
 Holy Symbol, Grimoire,
 3 vials of Holy Water

S	A	H	I	P	C	W
12	12	10	12	12	6	16

Random Combat Tricks

So the party is picking a fight with a warrior you didn't write up ahead of time and it seems reasonable they should have combat tricks. Give them a random trick or two from the following table based upon the type of warrior they are (or give them all tricks if they are third level or above). You can also use this table to give a starting trick or two to player characters with the right warrior power.

	Archer	Brawler	Barbarian	Cavalier	Edgelord	Fencer	Hoplite	Monk
1	Coup de Grace	Kirk	Brute Throw	Charge	Coup de Grace	Riposte	Shield Wall	Defensive Fighting
2	Fire Control	Defensive Fighting	Sunder	Brace	Crazy Weapon Tricks! (Katana)	Feint	Brace	Showdown
3	Fast Firing	Headbutt	Mighty Blow	Riposte	Epic Parry	Quickdraw (Sword)	Immovable	Joint Snap
4	Stumbling Shot	Stomp	Charge	Shield Punch	Humiliation Strike	Humiliation Strike	Body Check	Staff Mastery
5	Sword and Buckler	Shove	Immovable	Lunge	Jump Attack	Lunge	Lunge	Quick Sweep
6	Trail of Carnage	Bear Hug	War Cry	Immovable	Weapon Control	Follow Up	Shield Punch	Momentum Throw
7	Armour Exploit	Clothesline	Haft Block	Pommel Strike	Whirling Parry	Entangle Weapon	Armour Exploit	Combo Attack
8	Multi-Shot	Body Check	Batter Up	Feint	Whirling Attack	Off-Hand Parry	Charge	Iron Fist <i>or</i> Eagle Claw <i>or</i> Nerve Strike