

29 D100 Random Tables for Tabletop Role Playing Games: The Ultimate Guide to Randomness

Random tables are a staple of tabletop role playing games (RPGs). They can be used to generate everything from NPC names and personalities to dungeon layouts and treasure hoards. A well-stocked collection of random tables can make your games more varied and unpredictable, and they can also help you to avoid the dreaded "railroading" effect, where the players feel like they are being forced down a predetermined path.

In this article, we will present you with 29 D100 random tables that you can use in your own RPG games. These tables cover a wide range of topics, from the mundane to the fantastic. Whether you are looking for a quick and easy way to generate a character's backstory or you need a detailed description of a dungeon room, you are sure to find something useful in this collection.

1. NPC Names

This table can be used to generate random names for NPCs of any race or gender. Simply roll a D100 and consult the table below.



The Book of Random Tables: Steampunk: 29 D100 Random Tables for Tabletop Role-Playing Games (The Books of Random Tables) by Matt Davids

★★★★☆ 4.5 out of 5

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| Roll | Name | |---|---| | 1-10 | Aelfric | | 11-20 | Balthazar | | 21-30 | Cadmus
| | 31-40 | Darius | | 41-50 | Eldric | | 51-60 | Felix | | 61-70 | Gideon | | 71-80
| Hector | | 81-90 | Ignatius | | 91-100 | Jasper |

2. NPC Personalities

This table can be used to generate random personalities for NPCs. Simply roll a D100 and consult the table below.

| Roll | Personality | |---|---| | 1-10 | Amiable | | 11-20 | Boisterous | | 21-30 |
Cautious | | 31-40 | Cunning | | 41-50 | Eccentric | | 51-60 | Gregarious | |
61-70 | Introverted | | 71-80 | Jaded | | 81-90 | Kind | | 91-100 | Witty |

3. NPC Occupations

This table can be used to generate random occupations for NPCs. Simply roll a D100 and consult the table below.

| Roll | Occupation | |---|---| | 1-10 | Alchemist | | 11-20 | Blacksmith | | 21-30
| Carpenter | | 31-40 | Cobbler | | 41-50 | Farmer | | 51-60 | Healer | | 61-70 |
Hunter | | 71-80 | Innkeeper | | 81-90 | Merchant | | 91-100 | Scribe |

4. Tavern Names

This table can be used to generate random names for taverns. Simply roll a D100 and consult the table below.

| Roll | Name | |---|---| | 1-10 | The Blue Boar | | 11-20 | The Green Dragon | | 21-30 | The Red Lion | | 31-40 | The White Hart | | 41-50 | The Black Swan | | 51-60 | The Golden Goose | | 61-70 | The Silver Falcon | | 71-80 | The Dancing Unicorn | | 81-90 | The Prancing Pony | | 91-100 | The Wyvern's Tail |

5. Tavern Patrons

This table can be used to generate random patrons for taverns. Simply roll a D100 and consult the table below.

| Roll | Patron | |---|---| | 1-10 | A drunken dwarf | | 11-20 | A surly halfling | | 21-30 | A talkative gnome | | 31-40 | A mysterious elf | | 41-50 | A burly human | | 51-60 | A beautiful barmaid | | 61-70 | A sly thief | | 71-80 | A wizened old wizard | | 81-90 | A wandering minstrel | | 91-100 | A group of rowdy adventurers |

6. Tavern Food and Drinks

This table can be used to generate random food and drinks for taverns. Simply roll a D100 and consult the table below.

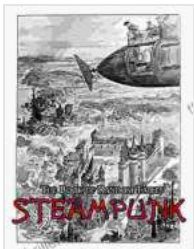
| Roll | Food | |---|---| | 1-10 | Beef stew | | 11-20 | Bread and cheese | | 21-30 | Chicken and dumplings | | 31-40 | Fish and chips | | 41-50 | Ham and eggs | | 51-60 | Meat pies | | 61-70 | Pizza | | 71-80 | Roasted chicken | | 81-90 | Salad | | 91-100 | Soup |

| Roll | Drink | |---|---| | 1-10 | Ale | | 11-20 | Beer | | 21-30 | Cider | | 31-40 | Mead | | 41-50 | Wine | | 51-60 | Whiskey | | 61-70 | Brandy | | 71-80 | Rum | | 81-90 | Vodka | | 91-100 | Gin |

7. Dungeon Room Descriptions

This table can be used to generate random descriptions for dungeon rooms. Simply roll a D100 and consult the table below.

1 Roll | Description | 1-10 | A small, windowless room with a stone floor and a heavy wooden door. | 11-20 | A large, open room with a high ceiling and a number of pillars supporting the roof. | 21-30 | A long, narrow room with a winding staircase at one end. | 31-40 | A circular room with a domed ceiling and a single window. | 41-50 | A rectangular room with a vaulted ceiling and a fireplace in one corner. | 51-60 | A square room with a mosaic floor and a fountain in the center. | 61-70 | A triangular room with a sloping ceiling and a number of alcoves. | 71-80 | A pentagonal room with a high ceiling and a number of stained glass windows. | 81-90 | A hexagonal room with a



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