

A Cast of Thousands

The following table is meant to help the GM populate the planes with strange and interesting individuals. It does require some thought (and stats) if a more fleshed-out, or recurring, character is needed.

D 100	How do they LOOK?	What do they DO?	POWERS?	MOTIVATION?
1	Androgynous obsidian beauty	Tax collector	Magic (Capramancy)	Looking for purpose
2	Imperious and lion-headed	Baker/chocolatier	None	Looking for validation
3	A broken, bearded bum	Gong farmer	Magic (Diabolical)	Looking for secular power
4	Adroit and baby-faced	Assassin	Eyebeams	Looking for magical power
5	Alarmingly fat	Burglar	Magic (Illusions)	Looking for godhood
6	Alarmingly thin	Chamber hunter (vermin catcher)	None	A quiet life
7	Wings, horns, tail and red skin.	Peasant	Magic (Transportation)	Family
8	Wreathed in flame	Horse-thief	Surrenders at first opportunity	Class
9	Pock-marked and dead-eyed.	Carpenter	Magic (Food)	Species
10	Elemental (Air/gas)	Brigand	Spreads disease	Revenge (violent)
11	Hairy barbarian	Sailor	May change color (self and others)	Revenge (social)
12	Ostentatious and feeble	Military	Telekinesis	Revenge (metaphysical)
13	Blandly handsome and efficient	Merchant	Explosive!	Revenge (cosmic)
14	Ancient and wise	Peddler	Creates portals	Love (comradely)
15	Old fool	Black marketeer	Gasous form	Love (romantic)
16	Eight-limbed monkey	Brewer	Priestly powers	Love (divine)
17	Wide-eyed youth	Cobbler	Heavily armored	Love (serial)
18	Hairless and scarred	Beggar	Many attacks	Love (vocational)
19	Anthropomorphic animal (Roll 1D10) 1: Cat, 2: Dog/wolf, 3: Horse, 4: Goat, 5: Tardigrade, 6: Fish, 7: Tortoise, 8: Snake, 9: Spider, 10: Bee	Acrobat/Juggler/ Contortionist	Twice as many hit dice as one might guess.	Love (ideological)
20	Covered with eyes	Daylaborer	Acid urine	Death (hopelessness)
21	Turned out in ermine, silk, and gold brocade	On quest for deity	Rage-fueled strength	Death (ideological)
22	Pointy-eared and impish	On quest for secular employer	Filthy rich	Death (vindictive)
23	Elemental (Ooze)	Wizard	Magic (War)	Death (selfless)
24	Covered in armor	Agonist	Splits off into several copies	Death (avenue to afterlife)
25	Mangy and filthy	Musician	Closes portals	Duty
26	Elemental (Water)	Archer	Gray beams of absence	Violence (instinctual)

27	Kitsune	Musician (Cacophonist-cultist)	Invisibility at will	Violence (sadistic)
28	Mollusk-headed mystic	Apothecary	Detects portals	Violence (instrumental)
29	A humming sphere	Resurrectionist	Hypnotism	Violence (ideological)
30	Bent and bookish	Noble	Nauseating music	Violence (duty)
31	Olympian physique	Grifter	Regenerates	Violence (desperation)
32	Made from intricate clockwork	Drifter	All show. Has much less power than appearances suggest	I am lost and yearn for home
33	Cyclops	Shape-shifter	Massive attack	Food!
34	Sheep-goblin with 1D6 limbs	Penitent/flagellant	Returns from apparent death	Greed (money)
35	Dressed in layers of wispy veils	Barrister	Attacks of elemental force	Greed (collectibles of a certain kind)
36	Elemental (Earth/stone)	Mercenary	Swallows people whole	Fame (vocational)
37	Emaciated, pale and rat-like	Prostitute	Petrifying gaze	Fame (attribute)
38	Naked, blind and agile	Scholar (Enumerator)	Flings excrement	Fame (greed)
39	Imperious toad-demon	Scholar (Beliefs)	Sows madness	Fame (fear)
40	Fungus-person	Scholar (Cosmology)	Flies with wings	Fame (not fussed)
41	Sprite, small and winged	Scholar (A ridiculous specialty)	Flies on gust of wind	Fame (power)
42	A giant, a six-meter tall debased child of titans	Farmer	Flies, period	Addiction
43	A mutilated figure in rags.	Adventurer	Randomly cycles through planes	Justice (secular)
44	A regal slug	Jester	Contagious hallucinations	Justice (divine)
45	A dwarf, hewn from rock with a crystal beard	Marauder	Monstrous strength	Justice (individual)
46	Elemental (Fire, heat)	Warrior-priest	Has allies nearby	Advanced laziness
47	Anthropomorphic animal (Roll 1D10): 1: Parrot, 2: Duck, 3: Badger, 4: Mole, 5: Maggot, 6: Cow, 7: Crow, 8: Tiger, 9: Rat, 10: Swan	(insert animal) herder	Overkill ("if they pull a lighting bolt, you pull a sphere of annihilation. If they send one of you to the morgue, you have one of them retroactively erased from Creation")	Life is only worth living if one puts oneself in mortal peril
48	Skeletal and scorpion-tailed	Candlemaker	Force field	Prophecy must be fulfilled
49	Rotund, homely and hard-working	Sommerlier/wealthy wine-sot	Magic (Symbolism)	Prophecy must be averted
50	Well-armed and numerous (2D4)	Ghost-usher	Alchemical transformations	To create a perfect environment (for their kind, hobbies, belief etc)
51	Large-eyed troglodyte	Priest	A doppelgänger	Spreading chaos
52	Elemental (Steam, mist)	Warlock	None	Haunted by past failure
53	Lightly feathered and dressed in simple robes	Patrician	Camouflage	Blackmail

54	A knight in shining armor	Roofer	Combat origami	To return to the earliest days, before ideology and consciousness.
55	Vapid and foppish	Serf	Rainbow breathweapon	Spreading order
56	Foppish, yet archly insightful	Slave	Magic (Elementalism)	Cure (genuine ailment)
57	Wears a heavy encounter suit	Bodyguard/hired muscle	Causes uncontrollable hideous laughter	Cure (imagined ailment)
58	Scholarly and distracted	Blacksmith	Summons extra-planar reinforcements	Lust (specific)
59	Rattling metal person	Alchemist	None	Lust (general)
60	Bleary-eyed and disheveled	Reporter	Largely non-corporeal	Spreading happiness
61	Has plant features (Roll 1D12) 1: Orchid, 2: Cactus, 3: Apple, 4: Venus flytrap, 5: Kudzu, 6: Rose, 7: Lily-of-the-valley, 8: Sunflower, 9: Oak, 10: Fir, 11: Brimstone hyacinth, 12: Pumpkin	Thief-taker	Witnesses and rubbernecks always seem to be around	Immortality. And end to fear, powerlessness, urgency, and pain. To always be as they are now.
62	Warty, tusked and brutish.	Bureaucrat (petty)	Others ignore the fracas	Freedom from bondage
63	Lithe and statuesque.	Bureaucrat (powerful)	None	Getting rid of someone
64	Aggressively drab	Law enforcement	Teleportation	Getting rid of something
65	Elemental (Ash, dust)	Chaos enforcement	Jinx	Return to a state of innocence
66	Uniformed and officious	Barge-skipper	Lamprey entrails	Return to a state of rightness with deity
67	Singing mouths in the abdomen	Miner	Anti-magic presence	Winning back love or affection
68	Extravagantly pierced and serene	Prisoner	Aggressive fleshcrafting	Settling this mess
69	Branded (Roll 1D8) 1) With the Infernal sigil for 'traitor'. 2) 'Thief' in a swirling script that appears to be in the onlooker's native tongue. 3) A stick figure with wings. 4) A rose. 5) 'S' (for sycophant) across the lips. 6) 'H' (for heretic) across the forehead. 7) The brand is a sentient entity, controlling the body, like a hand in a glove. 8) 'Failure to transcend' across the chest'	Dope fiend	Wall-crawler	Returning a favor

70	Golem	Artist (painter)	None	MacGuffin: the object our heroes are pursuing too!
71	Quadroplegic and verbose	Artist (fleshcrafter)	Turns into immovable object	Fear (other plane)
72	Red-furred primate	Architect	Never surprised	Fear (all-encompassing)
73	Exquisitely muscled	Telepath	Magic (Adiposomancy)	Fear (specific individual or group)
74	Masked and elegant	Sorcerer	Ignores armor	Fear (phobia)
75	Saw-toothed and tattooed	Goat groomer	Only harmed by silver	Recognition as a 'real person'
76	Of unstable shape	Dreamweaver	None	Suffering (penance)
77	Ifrit	Thespian	Only harmed by fire	Suffering (has become pleasure)
78	Afflicted with horrid boils	Executioner	Fake magic	Suffering (to feel something)
80	Congeaed memory (an idealized phantom)	Tourist guide	Screams loudly	Suffering (to force a deity's hand)
81	Stinking drunk	Consulting detective	X-ray vision	Evil for its own sake
82	Attired in the ghastly couture of Hell	Engineer (civil)	Dust of confusion	Knowledge for its own sake
83	A slowly-spinning spiral shape	Engineer (war)	Secretly undead	Art for its own sake
84	A house-sized talking tigress	Bull-fighter	None	Getting out of a Faustian bargain
85	Unusual skin (Roll 1D8) 1: Sleek seal-like, 2: Bright blue, 3: Burnt orange, 3: Pink (Weathered red to you) 4: Burnished gold scales 5: Leather straps covering skinless form, 6: Tarnished silver, 7: Covered with moving images, 8: Covered with unholy litanies.	Blacksmith	Magic (Sanguinous)	Sleep after toil, port after stormy seas
86	Elephant-headed and jewelled	Builder	Banishes others to the Shroud	To pass something worthwhile on to the children
87	Conspicuously armed	Locksmith	Turns into insect and flies off	Finding the perfect mate
88	A multitude of gelatinous globes	Gemcutter	Miasma of deadly stench	Creating something that will outlast them
89	A dragon	Gunsmith	None	Personal honor
90	A swarm of mother-of-pearl insects	Tailor	Just a novice	Utter alienation
91	Tall, gaunt, and dressed in mirror-plate	Weaver	Regurgitates former victims as minions	To shrug off the material
92	Djinn	Gladiator	Liquid form	Just do my job
93	A massive rat wearing a crown	Commisar (officer of ideological purity)	Has trapped the area extensively	A yearning for the new
94	Piloting a methane-	Armorer/Gunsmith	Cloud of darkness	Compelled to help everyone, all

	belching bio-mecha.			the time
95	Cone covered in stolen skins	Silversmith/Goldsmith	Magic (Several schools)	A few stolen moments of joy. To go fishing now and then
96	Fetal princeling in walking iron womb	Gemcutter/Jeweller	Corrosive touch	The thrill of taking from others
97	Starfish-person	Gangster	Immune to non-magical attacks	To appease the Things from Pre-Creation
98	Skulking and sneering	Rumor-monger	None	Limitless freedom
99	Elemental (Exotic) (paper, cake, absence etc)	Mortician	None	Total cosmic destruction (end of all things)
100	Skull-faced and robed	Divine imposter	A deity in disguise	Total cosmic destruction (new multiverse)