

# Dragon Age Character Generator

## Start Physical Appearance

This is not meant to be a no-brainer generator but more rather a tool to help spark some ideas when creating PCs and NPCs. You'll have to use your judgment in order to guarantee things make sense when put together.

### A – Gender d100

1 -50	Female
51- 100	Male

**Go to B**

### B - Race d100

1 - 25	Elf
26 - 40	Dwarf
41 - 95	Human
96 - 100	Qunari

**Go to C**

Note: Qunari have default hair color of white and a complexion of pale / albino **Go to F**

**to F**

### C – Complexion d6

1	Pale	4	Brown (Honey)
2	Fair	5	Dark (Chocolate)
3	Tan (Mocha)	6	Olive or Yellowish

If Human or Dwarf **Go to D**, Elf **Go to E**

### D – Hair (Human or Dwarf) d100

1 - 25	Blonde, Sandy or Light Brown
25 - 50	Black or Chestnut
51 - 75	Medium or Dark Brown
76 - 97	Orange or Red
98 - 100	Gray, Silver or White

**Go to F**

### E – Hair (Elf) d10

1	Orange or Red	6	Light or Dark Purple
2	Light or Dark Blue	7	Medium or Dark
3	Light or Dark Green	8	Brown
4	Blonde, Sandy or Light Brown	9	Silver
5	Black or Chestnut	10	White
			None

**Go to G**

### F – Eyes (Human, Dwarf or Qunari) d100

1 -20	Blue
21 - 40	Green
41 - 60	Light Brown, Amber or Hazel
61 - 80	Dark Brown or Black
81 - 100	Gray

**Go to H**

### G – Eyes (Elf) d10

1	Blue	6	Dark Brown or Black
2	Green	7	Violet or Purple
3	Grey	8	Ruby
4	Silver	9	Always Changing
5	Amber or Hazel	10	Clear

**Go to H**

### H – Height (Average)

Human (male)	5'4" – 6'6"
Human (female)	5' – 6'
Dwarf (male)	4'9" – 5'2"
Dwarf (female)	4'6" – 5'
Elf (male)	5' – 5'7"
Elf (female)	4'10" – 5'5"
Qunari (male)	6'4" – 6'11"
Qunari (female)	6'2" – 6'9"

**Go to G**

### G – Weight & Build d8

1	Frail
2	Slim
3	Average
4	Athletic
5	Muscular
6	Stocky
7	Obese or Fat
8	Roll Over

Note: Elves tend to be Frail to Average build naturally.

**End Physical Appearance**

## Start Personality, Background & Values

### A – Personality d100

---

1 – 10	Shy & Secretive	51 – 55	Anti-social, Detached, Loner
11 – 15	Rebellious, Violent, Anti-social	56 – 60	Gung ho, Warrior, love combat
16 – 20	Arrogant, proud, aloof	61 – 65	Emotional, Hothead but nice
21 – 25	Moody, Rash, Headstrong	66 – 70	Schemer, Gambler, takes chances
26 – 30	Friendly & Outgoing	71 – 75	Blabbermouth, braggart, know-it-all
31 – 35	Picky, Fussy, Nervous	76 – 80	Wild man, over-confident, cocky
36 – 40	Stable & Serious	81 – 85	Tough guy, self reliant, stoic
41 – 45	Silly & Fluff headed	86 – 90	Parental & overbearing at times
46 – 50	Sneak & Deceptive	91 – 95	Complainer, Bitchy, Whiner
		96 - 100	Paranoid, trusts no one

**Go to B**

### B – Parents: Alive or Dead d10

---

1 – 5	Both parents living ( <b>Go to C</b> )
6 - 10	Something happened to one or both parents ( <b>Go to D</b> )

### C – Parents: Relationship d10

---

1 – 4	You get along with both parents
5 – 8	You get along well with one but not the other
9 - 10	You don't get along with either

**Go to E**

### D – Parents: Missing or Dead d10

---

1	Your parent(s) died in the war
2	Your parent(s) died in an accident
3	Your parent(s) were murdered
4	Your parent(s) have amnesia and don't remember you
5	You never knew your parents
6	Your parent(s) were lost on an expedition
7	Your parent(s) are in hiding to protect you
8	Your parent(s) defected to Orlais or converted to the Qun
9	Left with relatives for safe keeping
10	Your parent(s) were apostates and are on the run or dead

**Go to E**

### E – Family Standing d10

---

1 – 5	Your family standing is good (Go to H)
6 - 10	Your family standing is bad (Go to F)

### F – Family Standing: Reason for Collapse d10

---

1 – 2	Family lost all titles & lands through betrayal or bad management
3 – 4	Family was exiled or sent abroad and you returned under an alias
5 – 6	Family was imprisoned and you alone escaped
7 – 8	Family vanished. You are the only remaining member.
9	Family was slaughtered and you alone escaped
10	Family fortune lost during the war or a raider attack

**Go to G**

### G – Family Standing: You goal in life is to... d10

---

1 -2	Clear your name
3 – 4	Live it down and forget it
5 – 6	Hunt down those responsible and make them pay
7 – 8	Get what's rightfully yours
9 - 10	Save, if possible, your remaining family

**Go to H**

**H – Siblings** (You can have up to 7 siblings) d10

---

1 – 7	equals the number of siblings ( <b>Go to I</b> for each sibling)
8 – 10	only child ( <b>Go to K</b> )

**I – Siblings: Feelings towards you** d10

---

1 – 2	They dislike but love you
3 – 4	They like you
5 – 6	Neutral
7 – 8	They worship or admire you
9 – 10	They despise you to the point of hostility

**Go to K** once you have rolled for each sibling

**K – Friends** d10

Roll 1 d10 and divide by 2 for number of friends (round low)

Roll 1 d10 for each friend - odds equals male, even equals female

---

1	Grew up with you
2	Is a childhood friend
3	Is an old family friend
4	Is like a big brother / sister to you
5	Is like a little brother / sister to you
6	Is like a teacher / mentor to you
7	Is like a foster parent to you
8	Is a partner or co worker
9	Is an old lover
10	Is an former enemy

**Go to L**

**L – Enemies** d10

Roll 1 d10 and subtract 2 for number of enemies (if 0 go to P)

Roll 1 d10 for each enemy - odds equals male, even equals female

---

1 - 3	Orlesian, Tevinter, Chasind or Avvaran warrior
4	Ex-friend
5	Ex-lover
6	Relative
7	Childhood enemy
8	Noble, Ban, Guild master or Freeholder
9	Person who works under you or a street rat
10	Ex-partner or co worker

**Go to M** for each enemy

**M – Enemies: Motives for rivalry** d10

---

1	Caused the other to lose face
2	Caused the loss of a friend, lover or relative
3	Caused a major humiliation
4	Accused the other of cowardice, treason or betrayal
5	Caused physical disability ( 1-2 eye, 3-4 arm, 5-6 leg, 7-10 scar)
6	Deserted or betrayed the other
7	Caused imprisonment or exile for the other
8	Was a romantic rival
9	Foiled the other's plans
10	Turned down the other's offer of a job or romantic involvement

**Go to N**

**N – Enemies: Level of rivalry** d10

---

- 1 – 4 They hate you
- 5 – 7 You hate them
- 8 - 10 Neutral

**Go to O****O – Enemies: Reaction upon contact** d10

---

- 1 – 2 Go into a murderous rage
- 3 – 4 Avoid one another
- 5 – 6 Cause injury (mental or physical) in an indirect way
- 7 – 8 Ignore each other
- 9 - 10 Verbally attack

**Go to P** once you have rolled for all enemies**P – Romantic Life** d10

---

- 1 – 3 You are currently in a romantic relationship (**Go to R**)
- 4 – 7 You are uninvolved (**Go to Q**)
- 8 - 10 You are single and recovering from a tragic love affair (**Go to S**)

**Q – Romantic Life: Motivation** d10

---

- 1 – 2 Date anything that moves
- 3 – 4 You're waiting for the right one
- 5 – 6 You're on a personal mission and have no time for romance
- 7 – 8 You just don't want to get serious
- 9 - 10 Sex? Romance? What's that?

**Go to U****R – Romantic Life: Relationship** d10

---

- 1 Your lover's friends / relatives dislike you
- 2 Your lover's friends/ relatives want to be rid of you by any means
- 3 Your friends / relatives dislike your lover
- 4 One of you have a romantic rival
- 5 You are separated in some way
- 6 You fight constantly
- 7 One of you is insanely jealous
- 8 One of you is seeing someone on the side
- 9 - 10 Everything is great between you and your families and friends

**Go to U****S – Romantic Life: Lost Romance** d10

---

- 1 They died in the war
- 2 They were killed in an accident
- 3 They mysteriously vanished
- 4 It just didn't work out
- 5 A personal mission came between you
- 6 They were kidnapped or imprisoned
- 7 They committed suicide or went insane
- 8 Relatives or social pressures kept you apart
- 9 The defected to Orlais or Tevinter
- 10 A rival cut you out of the action

**Go to T**

**T – Romantic Life: Lost Romance Feelings** 1d10

---

- 1 They still love you
- 2 You still love them
- 3 You still love one another
- 4 You hate them
- 5 They hate you
- 6 You hate each other
- 7 You are good friends
- 8 No feelings either way
- 9 You like them, they hate you
- 10 They like you, you hate them

**Go to U**

**U – Values: You value...** d10

---

- 1 Money
- 2 Honor
- 3 Your word
- 4 Honesty
- 5 Knowledge
- 6 Vengeance
- 7 Love
- 8 Power
- 9 Fun or Excitement
- 10 Friendship

**Go to V**

**V – Values: Most valued possession is...** d10

---

- 1 a weapon
- 2 a tool
- 3 a piece of clothing
- 4 a picture
- 5 a book or diary
- 6 a magical item
- 7 a musical instrument
- 8 a piece of jewelry
- 9 a toy
- 10 a letter

**Go to W**

**W – Values: Most valued person in your life is...** d10

---

- 1 a parent
- 2 a sibling
- 3 a lover
- 4 a friend
- 5 yourself
- 6 a pet
- 7 a teacher or mentor
- 8 a student or underling
- 9 a public figure or personal hero
- 10 no one

**End Personality, Background & Values**