Adjectives	s for NPC's					
Build	Hair	Eyes	Clothes	Face	Skin	Other
Small	Wavy	Squinty	Clean	Square	Wrinkled	Plain
Slim	Frizzy	Bulging	Dirty	Oval	Silky	Beautiful
Thin	Bushy	Deep-set	Loose	Round	Rough	Scruffy
Lean	Silky	Close-set	Close Fitting	Triangular	Leathery	Tattooed
Skinny	Loose	Bright	Elegant	Thin	Dark	Attractive
Chubby	Straight	Dull	Comfortable	Wide	Deep	Young
Large	Thick	Piercing	Casual	Freckled	Rich	Middle-aged
Round	Thin	Haunted	Formal	Expressionless	Tan	Old
Stout	Shaved	Gentle	Light	Swollen	Warm	Pierced
Broad	Wiry	Bright	Heavy	Contorted	Pale	Hairy
Burly	Receding	Sorrowful	Sensible	Downcast	Cool	Scaly
Muscular	Balding	Warm	Fashionable	Fierce	Fair	Slimy

Persona	lity
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Arrogant	Stoic	Moronic
Lazy	Self-assured	Maternal
Ferocious	Unassuming	Sincere
Cheery	Diplomatic	Cheerful
Barbaric	Motivated	Artistic
Resourceful	Condescending	Kind
Paranoid	Humorous	

Adjectives for Locations
•
Dangerous
Narrow
Clammy
Humble
Maintained
Inviting
Unwelcoming
Gloomy
Ominous
Eerie
Cozy
Rough
Creepy
Crude
Mundane
Intriguing
Majestic

Adjectives for Senses				
Smell	Sight	Hearing	Feel	Taste
Foul	Dingy	Blaring	Bristly	
Delicious	Dazzling	Melodic	Bumpy	
Fresh	Shadowy	Deafening	Velvety	
Burnt	Shimmering	Shrill	Hairy	
Rotten	Gloomy	Faint	Gooey	
Vile	Twinkling	Muffled	Dusty	
Smoky	Radiant	Hoarse	Silky	
Dank	Faded	Soft	Moist	
Decayed	Blurred	High-pitched	Slippery	
Pungent	Dim	Hushed	Fluffy	
Stagnant	Hazy	Thundering	Sticky	
Reeking	Glowing	Raspy	Limp	
Musty	Streaked		Spongy	

Quick Activities

Describing Things - Show players images of locations, items, and or NPC's and have them describe them to the other players.

Following Directions: Provide a map handout and have an NPC provide directions for them to follow.

Stringing words together to make a rich descriptive sentence during combat. Allow players advantage on their attacks if they can string vocabulary you have provided them with together to make fully descriptive sentences of their moves.

Investigation: Get players to ask each other's characters questions to find out relevant information to a situation they are in.

Interesting Topic Questions

What made your character become who they are today?

What is your characters favorite/worst childhood memory?

Is your character good at making friends?

Does your character get lost easily?

Is your character nervous when meeting new people?

What makes your character happy/sad?

Is your character happy with who they are? Is your character introverted/extroverted?

What makes your character angry?

What event in your characters childhood put

them on the path they are on today?

What is your characters morning routine?

How does your character feel on long journeys?

How does your character prepare for long journeys?

Does your character get angry/sad/exceited easily?

What does your character think of (societal structure being experienced)?

How does your character like to help those in need?

What music would your character listen to?

What books would your character read?
What movies would your character watch?

Where would your character want to live in our world?

Would you be friends with your character?

Common Idioms				
A blessing in disguise				Str
Beat around the bush				lmp Blo
Better late than r	Better late than never			
Call it a day				Sla Sha
Easy does it				Stu
Get out of hand				Pie
Get something o	ut of your system			Thr Cru
Get your act toge	ether			Ske
Give someone th	ne benefit of the doubt			Rip
Go back to the d	Go back to the drawing board			Stu
Hit the sack			Sta	
Let someone off the hook				Gro Do
Pull yourself together			Par	
So far so good				Bla
Speak of the devil			Scr	
To make matters	worse			Imp Exp
Under the weath	Under the weather			
We'll cross that b	We'll cross that bridge when we come to it			
Wrap your head around something				Gra Pur
Your guess is as				Slic
				Gla
Adverbs	Crazily	Lazily	Selfishly	Arc Ove
Awkwardly	Defiantly	Madly	Shakily	Un

Mysteriously

Nervously

Powerfully

Politely

Rapidly

Rudely

Silently

Wildly

Unexpectedly

Victoriously

Dramatically

Foolishly

Happily

Hastily

Kindly

Gracefully

Boldly

Bravely Angrily

Blindly

Anxiously

Cheerfully

Combat Descriptors
Strike
Impale
Blow
Slash
Shatter
Stun
Pierce
Thrust
Crush
Skewer
Rip
Stumble
Stagger
Groggy
Dodge
Parry
Blade
Scratch
Impact
Exposed
Gap
Graze
Puncture
Slice
Glance
Arcs Overhead
Underhand
Backswing