

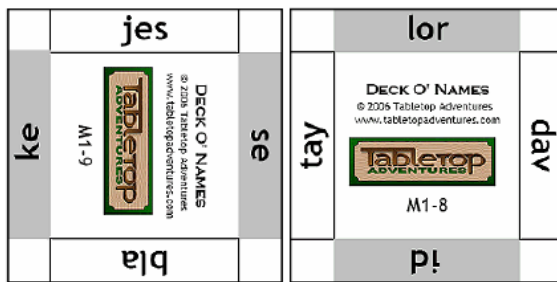
# On The Fly Naming

**The Problem:** Game Time. You're the GM and you're winging it for this one. No one wants to stop play while you think of NPC names. Adding to the pressure, your players are starting to refuse to talk to NPCs named Bob, Sven or Ollie. So what's a GM to do?

**The Solution:** *Deck.O'.Names* will help you generate names almost instantaneously.

This first installment is a set of American names, male and female. From these cards you can generate many new names, just by following a few simple guidelines.

- 1..Take two cards...
- 2..Match a white box with a gray box.



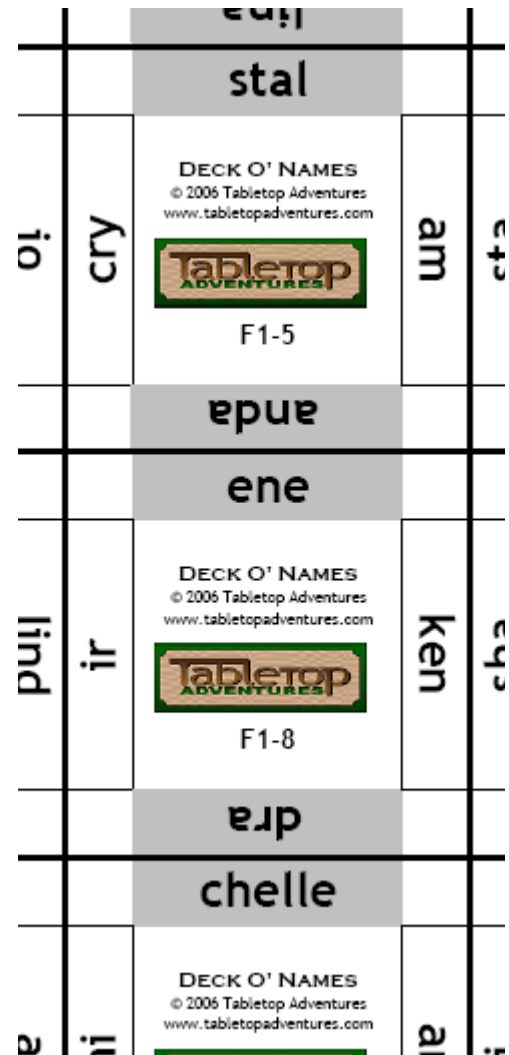
Shuffle the deck and draw two cards. Put one white box at the top. Do the same for one gray box. Using the sample cards in the above images, the new name is **Jeslor**.

Other naming possibilities with these two cards:

- Rotate the second card to get **Jesid**.
- Rotate the first card to get **Blalor** or **Blaid**.
- Swap the cards to get **Davke** or **Davse**, **Tayke** or **Tayse**.
- Use the names provided on the cards **Jesse**, **Blake**, **Taylor** or **David**.
- Use the white and gray boxes on each single card to get (first card) **Jeske** and **Blase**, (second card) **Tayid** and **Davlor**.

If those don't work for you, select new cards. With 34,600 unique possibilities for the deck of male names and 34,200 for the deck of female names, there's bound to be a combination that will work for you.

Sample Female Name Cards Shown Full Size:



## Look For

The *Deck.O'.Names* generator. Produce names from the *Deck.O'.Names* system with just the click of a button.

