

2d20 System SRD: Adversaries and NPCs

System Resource Document for 2D20 System RPGs, 2022 Edition

This Chapter covers the ways in which non-player characters – NPCs – function in game terms, as well as providing guidance for how the GM can structure encounters and opposition.

NPC Allegiance

A crucial consideration when defining an NPC is best summed up as “whose side are they on?”. This not only helps define an NPC’s place within a scene, but also how they interact with several core rules of the **2D20 System**. Broadly, NPCs fall into one of three groups: **allies**, **adversaries**, and **bystanders**.

An NPC does not belong to only one of these groups; an NPC’s allegiance is determined at the start of a scene, and some may change as scenes and circumstances change. A security guard may be an adversary during a social conflict scene, but when violence breaks out, they may become a bystander or even fight alongside the PCs.

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Changing Allegiance

In any given scene, an NPC is either an adversary or an ally. The GM determines which is the case for each NPC. This is most likely to be the case where an NPC is regarded as an adversary for some purposes (such as social conflict), and an ally for others (physical challenges, combat). The Gamemaster should try and avoid situations where the NPC must be both adversary and ally simultaneously, to minimize confusion; if an NPC betrays the Player Characters (going from ally to adversary), maybe have this as a Threat spend to emphasize it, while an adversary becoming an ally might be a reward for the Players’ successes.

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Adversary

Adversaries are those NPCs whose role within the scene is to oppose, hinder, or interfere with the actions of the player characters. They are not necessarily evil, but they do represent something to be avoided or overcome by the player characters.

Adversaries are the NPCs who typically require the greatest amount of rules detail, as their opposition to the PCs means that Adversaries normally need attributes, skills, and so forth, to be used in their own skill tests and their own actions. For this reason, most of the rules in this chapter assume that an NPC will be an Adversary.

Ally

Allies are the NPCs whose role within a scene is to aid and support the actions of the player characters, as well as those who the PCs may be charged to assist or protect. They’re not necessarily good, or even friendly, but they are aligned with the player characters, at least for the moment.

Where an adversary NPC would spend points from Threat to perform an action or gain a bonus, Allied NPCs instead add to Threat. Similarly, if an adversary NPC would add to Threat, then an allied NPC

removes points from Threat instead. Allied NPCs may bank Momentum into the player characters' Momentum pool and may spend Momentum from that pool at the players' discretion.

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Supporting Characters

It may be useful to allow players to take direct control of allied NPCs from time to time, particularly if those players' own characters are not present in the current scene. At that point, the NPC is treated as a player character in all ways. This is a useful way to keep players involved and active during scenes where they might not otherwise be able to contribute.

If a Supporting Character is Defeated (or otherwise incapacitated, such as being overwhelmed in a social conflict), the player may immediately switch to their player character (if present) or another allied NPC who is not already under a player's control. Similarly, if a PC is Defeated, and there are allied NPCs present in the scene, the PC's player may immediately take control of an allied NPC for the remainder of the scene.

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In combat, allied NPCs may take any action that the GM determines for them, or they may be placed under the PCs' command. When under the command of the PCs, an allied NPC may only be able to perform a limited range of actions, as follows:

- **Conflict:** Commanded NPCs do not receive a Turn in a conflict; instead their actions (per the limitations below) are resolved as part of their actions of the PCs commanding them.
- **Free and Minor Actions:** A commanded NPC will perform whatever Free and Minor Actions are needed to keep up with the PCs, as well as any necessary to follow the orders of the PCs. They do not have to spend Momentum to perform extra Minor Actions.
- **Major Actions:** A commanded NPC cannot attempt a Major Action that requires a skill test with a Difficulty above 0, and they may not roll dice for the skill tests they attempt. If they are ever required to attempt a skill test for another reason, they automatically generate 0 successes. They may, however, use the Assist action to benefit PCs, though they can only aid one PC per Round in combat.
- **Reactions:** Commanded NPCs may not perform Reactions.
- **Direction:** A player character may spend a Major Action directing a commanded NPC to perform a Major Action. This is the only circumstance in which a commanded NPC may make a skill test with a Difficulty above 0, and the only circumstance in which they roll for the skill tests they attempt.

Bystander

Bystanders are everyone else. They are the NPCs who are neither aligned with, nor opposed to, the player characters. Bystanders almost never require individual rules, as they aren't often required to make skill tests, and they aren't typically the target of attacks.

Where bystander NPCs have rules, they will normally be abstracted into other elements of the system, such as a dense crowd acting as difficult terrain and cover within a zone, or they will be regarded as incidental.

Types of NPC

The many and varied characters and creatures that the PCs are likely to encounter come in many shapes and sizes, and they are typically grouped by their significance to the adventure and their power. The following categories exist for NPCs.

NPCs are normally described in rules terms first by their allegiance and their type, such as Minor Adversary, Major Ally, or Incidental Bystander.

Incidental NPCs

These characters barely have any significance, and they are likely to be relevant only very briefly. They are best thought of as the extras in a TV show or movie, populating the world around the adventure, but not really involved in it.

The GM doesn't need to plan for the existence of incidental NPCs – they exist as and when they're needed, normally only for as long as it takes to resolve a single skill test – and their rules are extremely simple to suit this role. An Incidental NPC does not have normal attributes and skills, nor do they have talents or other special abilities. They also have a maximum Stress of 0, and they are immediately Defeated if they suffer any Harm whatsoever. They cannot attempt Reactions.

An Incidental NPC has a single Attribute rating, and a single Skill rating, which relate to whatever it is the NPC exists to do. They are always considered to have an applicable Focus for that activity as well. The NPC's Attribute and Skill ratings are determined entirely by their quality, as displayed on the following table.

NPC Quality	Attribute	Skill
Poor	7	0
Basic	8	1
Proficient	9	2
Talented	10	3
Exceptional	11	4

An Incidental NPC also has a single Trait, describing in brief who they are and/or what they do. This shouldn't be too detailed – a word or short description is fine – but serves as the baseline for what the NPC is there to achieve.

Incidental NPCs may be added to a scene freely by the GM in any situations or locations where it makes sense for them to be present. In situations where the presence of an NPC would be unusual or unexpected, an Incidental NPC may be introduced by spending one Threat, though there should still be some logical reason for the NPC to be present.

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Defeated NPCs

Some types of NPC are Defeated only one or two Harms, rather than three as is the case for PCs. When an NPC is Defeated, the GM has free reign to determine whether the NPC is dying, dead, or in some other condition, based on the needs of the adventure and the method used to Defeat them.

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[Begin Sidebar]*NPCs, Stress, and Harm*

These rules assume that the standard rules for Stress and Harm are being used. If the game is using different rules for stress and injury, NPCs should be adjusted accordingly.

Regardless of the method used, Minor NPCs should be easy to defeat; in games using Avoid Injury rules, a Minor NPC should not be allowed to Avoid Injury.

[End Sidebar]**Minor NPCs**

Minor NPCs are only slightly more consequential Incidental NPCs, but they can still be thought of as equivalent to extras in a movie or TV show, perhaps with a line or two of dialogue. What differs is that, where an Incidental NPC isn't really part of the adventure, a Minor NPC has a role to play in the story.

Minor NPCs should be the most common type of NPC present in a scene, and they can be most effective in groups.

A Minor NPC has a single Trait, providing a brief description of who the NPC is and/or what they do. As with Incidental NPCs, this should be brief and not too detailed. They also have the normal Skills and Attributes, and up to two Focuses that relate to their role in the scene.

Minor NPCs have Stress equal to the higher of their Brawn or Will, plus their Survive score, divided by two (rounding up). They are Defeated if they suffer one or more Harm of any type. Minor NPCs cannot attempt Reactions.

Minor NPCs may be added to a scene by the GM in any situations or locations where it makes sense for them to be present, costing 1 Threat for each Minor NPC. This often represents reinforcements being called in from elsewhere, and the GM should be clear that the possibility exists for reinforcements to arrive when describing the scene.

Fighting in Groups

Minor NPCs often operate in groups, which might be defined as mobs, gangs, squads, hordes, or some other appropriate collective term.

A group consists of up to five identical Minor NPCs, acting as one. A group takes a single Turn during a conflict, and has only a single set of actions, regardless of the number of NPCs it contains. When a group attempts a Skill Test, a single NPC within the group – a leader – attempts the test. Each NPC in the group other than the leader then assists that test.

The dice gained as part of operating as a group, as a form of assistance, do not count towards the normal limits on buying d20s, and groups may still purchase dice in the usual ways. When a group makes an attack, it inflicts +1[CD] damage for each NPC in the group beyond the first.

When a group is attacked, they may not choose to make a Reaction. When they are affected by an attack, a single NPC within the group is affected, gains Stress, and suffers Harms. If enough damage is inflicted to inflict a Harm, that will Defeat a single NPC, and then any remaining damage is applied to the

next NPC. If this too was enough damage to inflict a Harm then that NPC is Defeated as well, and any remaining damage is carried over to the next NPC. Continue until either no damage remains, or until all NPCs in the group have been Defeated. If a single attack would inflict multiple Harms, then each Harm Defeats a single NPC in the group.

If a group would suffer a complication, it may be applied to the entire group equally, or it may be immediately negated by Defeating a single member of the group (the NPC is abandoned or left behind).

Groups receive the following additional uses for Threat:

Option	Threat Cost	Effect
Interpose	1	If an aligned NPC within Reach is targeted by an attack, the group may have that attack target them instead.
Disperse	2	The group immediately splits into individual NPCs. If the group has already acted this Round, then all the individual members of the group are considered to have acted already. If this is used at the start of the group's Turn, then choose a single member of the group to act when the group disperses.

Minor NPCs brought into a scene as reinforcements may arrive as a group rather than individually. A reinforcement group costs an amount of Threat equal to half the number of NPCs in the group, rounding up.

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Groups with Leaders

A group of Minor NPCs can be accompanied by a more significant NPC – or even a PC – as a leader. If this is the case, the leader always attempts the group's skill tests, with the rest of the group assisting. When a group with a leader is attacked, damage is applied to Minor NPCs in the group first, so the leader will always be the last to be harmed.

When attacking a group with a leader, the attacker may spend 2 Momentum from a successful attack to specifically target the leader and inflict damage to them; if this is done, then damage does not carry over to the rest of the group.

When a group arrives as reinforcements with a leader, the leader must be paid for separately from Threat.

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Notable NPCs

Notable NPCs are more dedicated and resourceful characters, often with extra training or useful abilities. They are often leaders or specialists alongside groups of minor NPCs, or they're the trusted (or not-so-trusted) lieutenants of a more important NPC. In a TV show or movie, they might be referred to by name or by some evocative description, and they may receive some dialogue.

A Notable NPC has a single Trait, providing a brief description of who the NPC is and/or what they do, and may have additional Traits to provide extra detail or description. They also have the normal Skills and Attributes, and 2-4 Focuses that relate to their role in the adventure. Notable NPCs may, at the GM's discretion, have a Feature.

Notable NPCs have Stress equal to the higher of their Brawn or Will, plus their Survive score. They are Defeated if they suffer two or more Harms of any type.

Notable NPCs may be added to a scene by the GM in any situations or locations where it makes sense for them to be present. It costs 2 Threat to bring in a Notable NPC as reinforcements, and this should be signalled to the players at the start of the scene, such as by noting that there's an enemy leader nearby who hasn't arrived yet.

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NPC Fortune

NPCs do not have Fortune like Player Characters do. Instead, some types of NPC may use Threat to replicate the effects of Fortune.

It costs 3 Threat to gain the benefits of a single point of Fortune. A Notable NPC may do this once per scene, while a Major NPC may do this as often as they want during a scene, though only once per Round.

If an NPC has a Feature (see page @@), the GM may invoke it, giving the NPC a Complication in exchange for gaining three Threat.

If the game is using Determination instead of Fortune, then NPCs may still use 3 Threat in place of a point of Determination as noted above: if they would gain Determination, they gain 3 Threat instead, while if they would spend Determination, they spend 3 Threat.

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Major NPCs

Major NPCs are the most important individuals, with a wide range of capabilities. They're named, have decent backstories, and may be a recurring presence in several adventures. As they will appear more often, they are treated like Player Characters in a lot of ways. In a TV show, they'd be a major guest star, or an important supporting cast member, such as a main antagonist or significant ally. They will often be the focal point of the scenes they are in.

A Major NPC has at least two Traits, providing a description of who the NPC is and what they do, and may have additional Traits to provide extra detail or description. They also have the normal Skills and Attributes, and four or more Focuses that relate to their role in the adventure and any other capabilities they may have. Major NPCs also have a Feature. They may also have special abilities comparable to a Player Character's Talents.

Major NPCs have Stress equal to the higher of their Brawn or Will, plus their Survive score. They are Defeated if they suffer three or more Harms of any type.

Major NPCs cannot be introduced to a scene by spending Threat – they are either present, or they aren't, and if they have a chance of arriving later, this should be handled in a way other than the use of Threat (such as having them arrive after a specific action or event has occurred, or after a set number of Rounds have passed).

Common NPC Abilities

The following are a selection of common rules and abilities possessed by NPCs. These abilities will be referred to by name only in entries and require the GM to refer here for the specifics of each rule. They tend to reflect exceptional, unusual, or even supernatural capabilities, or NPCs that may not fit a conventional definition of “character”.

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NPC Escalation

Many NPCs contain options or abilities marked **Escalation**. These represent common variations for that type of NPC that represent response to greater danger, or which themselves make the NPC more dangerous. It's commonly applied to better armour and more powerful weapons for this reason.

NPCs do not have access to **Escalation** options normally. Instead, when an NPC is brought into a scene – either at the beginning, or during the scene as reinforcements – the GM may spend 1 Threat to add a single Escalation option to one Minor NPC of that type (though some Escalation options on Minor NPCs may apply to whole groups rather than just individuals), or to a single Notable or Major NPC. If a type of NPC has multiple Escalation options, it costs 1 Threat for each Escalation option chosen.

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Brutal X

The NPC relies on overwhelming brute force in melee.

The NPC adds X[CD] and the *Knockdown* effect to the damage of its melee attacks, and it may use its Brawn attribute when making or defending against a melee attack, instead of Agility or Coordination. In addition, the Difficulty of enemy Reactions to defend against the NPC's melee attacks increase by X.

Extraordinary Attribute X

One or more of the NPC's Attributes are far beyond the normal abilities of a human.

The NPC gains X automatic successes on skill tests that use that Attribute. For example, an NPC with Extraordinary Brawn 1 gains one extra success on all skill tests using Brawn. Extraordinary Attributes, in addition to being noted in an NPC's Special Abilities, will be noted next to the Attribute as an extra score in parentheses.

When determining bonuses derived from a high attribute, add any points of Extraordinary Attribute to the attribute's normal score.

Fast Recovery X

The NPC recovers from stress and harm quickly.

At the end of each of its Turns, the NPC removes X Stress. If the NPC has any Harms at the start of its Turn, it may spend two Threat to remove that Harm completely. This ability stops functioning if the NPC is Defeated.

Fearsome X

The NPC's form, nature, or raw presence inspires fear.

The NPC adds X[CD] and the *Piercing X* effect to the damage of its mental attacks when face-to-face, and it may use its Survive skill when making a mental attack face-to-face, and for determining the damage of the attack, instead of Talk. In addition, the Difficulty of enemy Reactions to defend against the NPC's mental attacks when face-to-face increase by X.

Further, the first time each scene that a character sees an enemy NPC with Fearsome X, the character must immediately attempt a **Will + Survive Test** with a Difficulty of X, or suffer the damage of the NPC's basic mental attack (noted in its profile).

Feed Upon Fear

The NPC relishes the fear of others, becoming bolder and more dangerous in the presence of panic.

Whenever a character suffers a Trauma within Medium range of the NPC, add 2 to Threat.

Flight

The NPC can move freely through the air.

The NPC can move through "empty" zones above ground level. It must spend at least a Minor Action moving each Turn; if it cannot make this move, it will fall, suffering damage as a result. It will also fall if it is knocked Prone.

If the NPC wishes to carry another creature, or something similarly heavy, while flying, this will require a **Brawn + Move Test**, with a Difficulty determined by the GM based on size, convenience, and portability, as well as the NPC's means of carrying the creature or object.

Grasping

The NPC often seeks to grab its foes, and its equipped to do just that.

The NPC may spend 1 Threat when it succeeds at a melee attack to gain the *Snare* damage effect. While it has a target entangled, the NPC may not attempt a melee attack against any other target but reduces the Difficulty of any melee attacks against the entangled enemy by 1.

Immune to X

The NPC is unperturbed by conditions and effects caused by one or more sources of difficulty or hindrance, such as vacuum, extremes of temperature, poison, disease, etc. The most common sources of these conditions are described below:

- **Cold:** The NPC is unaffected by damage, fatigue, or effects derived from extreme cold.
- **Disease:** The NPC is immune to the effects of diseases, and will never suffer the symptoms of any disease, infection, or virus. If the NPC is exposed to a disease, it may become a carrier, however: able to spread the disease if it is contagious, but personally unaffected.
- **Fear:** The NPC is incapable of feeling fear. The creature cannot be intimidated or threatened, and cannot suffer Traumas.
- **Pain:** The NPC is incapable of feeling pain, continuing undeterred despite horrific agony. The creature is unaffected by any penalties or hindrances caused by pain, suffers no penalties caused

by Wounds (though Wounds still count towards determining if the NPC has been Defeated), and ignores the *Stun* damage effect.

- **Poison:** The NPC is unaffected by all forms of poison, venom, or toxin.
- **Heat:** The NPC is unaffected by damage, fatigue, and effects derived from extreme heat, including damage caused by fire.
- **Vacuum:** The NPC suffers no damage, fatigue, or other effects from being exposed to hard vacuum, or other extremes of atmospheric pressure, and cannot suffocate.

Implacable X

The NPC can take much more punishment than most.

The number of Harms the NPC can withstand before being Defeated is increased by X.

Incorporeal X

Incorporeal NPCs – also including gaseous and fluid creatures, and “creatures” composed of a swarm of tiny creatures – are only partially of the physical universe, and they do not fully interact with it physically.

The NPC gains X Armour Resistance, where X is the rating of the ability. This is ignored entirely by supernatural attacks, or some unusual form of physical attack or weapon that exists within the setting. The NPC may move freely through rough or difficult terrain, but they cannot move through larger or heavier physical barriers.

Invulnerable

The NPC is impervious to harm, and cannot be injured in any way. Attacks against the NPC can still be made, and the NPC still suffers Stress from damage, but they cannot suffer Wounds. This may take different forms, as described below, and these variations can be combined.

- **Specific Weakness:** The NPC has a specific weakness – a weak spot, a certain material, a specific type of energy, or something similar – which can overcome its invulnerability. If this weakness is discovered and employed, then the NPC can suffer Wounds which exploit that weakness (this also bypasses the effects of other Invulnerable options). The GMs discretion applies as to how the weakness may be discovered.
- **Staggered:** The NPC cannot suffer Wounds, but they can be hurt. If the NPC would suffer a Wound, it instead loses the ability to take any Actions or Reactions until the end of its next Turn. This effect is not cumulative – multiple Wounds in one Round do not apply this effect multiple times.
- **Wrathful:** The NPC grows angry when challenged; if it would ever suffer a Wound, it instead adds 2 to Threat.

Keen Senses

One of the NPC’s senses is especially keen.

Choose one of the following: sight, hearing, or scent. The NPC reduces the Difficulty of skill tests made to sense or detect creatures or objects using that sense by 2. The NPC may also attempt skill tests to sense or detect things using that sense which other characters cannot.

Menacing

The NPC is dangerous, heralding a greater problem for those who confront it.

When an NPC with this ability enters a scene, immediately add 1 to Threat. This functions this way even if the NPC is an Ally: regardless of what side they're on, the NPC's arrival is a sign of something getting worse.

Mindless

The NPC is an unintelligent being, driven purely by instinct or rudimentary programming.

Unless it is commanded to do something specific, it will mindlessly move towards, and attack the nearest enemy with any weapons it possesses. If it cannot detect an enemy, it will move towards the nearest source of bright light or loud noise, or otherwise move around randomly if no such source exists. A Mindless NPC cannot attempt Reactions, cannot be affected by any mind-influencing effect, cannot suffer Trauma, and cannot be persuaded, influenced, or suffer any effects from social conflict.

Natural Armour X

The NPC has some innate resistance to physical damage.

The NPC has X Armour Resistance. This stacks with any from any armour that the NPC wears.

Natural Courage X

The NPC has some innate resistance to mental damage.

The NPC has X Courage Resistance. This stacks with any from another source.

Night Vision

The NPC has some way of perceiving their environment even in complete darkness.

Skill tests the NPC attempts ignore any penalties (Difficulty increases or Complication Range increases) caused by darkness, and may attempt any skill tests that would normally be made impossible by darkness.

Resilient

The NPC is especially hardy and difficult to harm.

Whenever the NPC suffers Harm, roll 1[CD]. On an Effect, that Harm is not inflicted.

Some NPCs may have a version of this ability that applies only to Wounds or only to Traumas.

Scale X

The NPC is larger than most characters. Normal characters are assumed to have a Scale of 0. Each point above 0 signifies that the NPC is approximately twice the size of the Scale below.

The NPC's size means that they interact with damage slightly differently. When the NPC suffers damage from a physical attack (ranged or melee), add X to the amount of damage needed to inflict a Wound – so, for a Scale 2 character, 7+ damage inflicts a Wound, instead of the normal 5+.

In addition, the NPC suffers +1 Difficulty on any skill test where their size or mass would be a problem. They may also be prohibited from entering specific places that are too small for them.

Threatening X

The NPC is powerful, dangerous, and takes control of situations.

The NPC begins each scene with a personal pool of X Threat, which can only be used to benefit itself, and which are not drawn from the general Threat pool.

Adversary NPCs with this ability can spend points from Threat instead of spending them from normal Threat pool. Allied NPCs may spend points from this personal pool instead of adding points to Threat. NPCs with Features may add 3 points to this personal pool – instead of the main Threat pool – by voluntarily suffering a Complication.

Unliving X

The NPC is not a living being, but a machine, some form of cybernetic organism, or something not made of living flesh and blood.

The NPC is highly resistant to environmental conditions, reducing the Difficulty of skill tests to resist extremes of heat or cold by two, and they are immune to the effects of suffocation, hard vacuum, starvation, and thirst. Further, the NPC's solid construction (or unfeeling, unliving substance) grants it X Armour Resistance.

NPC Creation

Creating Incidental NPCs

Incidental NPCs are trivial or insignificant NPCs, who are likely to be present in-game for as long as it takes to resolve a single Skill Test, and as a result, they are extremely simple as a result.

To create an Incidental NPC:

- Begin by defining a single Trait for the NPC, which provides a brief and basic description of the NPC's origins, role, job, or purpose.
- Select one of the following NPC Quality ratings. This will determine the NPC's Attribute and Skill ratings.

NPC Quality	Attribute	Skill
Poor	7	0
Basic	8	1
Proficient	9	2
Talented	10	3
Exceptional	11	4

Creating Minor NPCs

Minor NPCs are often rank-and-file members of factions and organisations. They form the nameless extras in adventures, often as groups of allies or adversaries in a Conflict, or as guards or minions for a Notable or Major NPC.

To create a Minor NPC:

- Begin by defining a single Trait for the NPC, which provides a brief and basic description of the NPC's origins, role, job, or purpose.
- Select the NPC's Attributes: distribute scores of 7, 8, 8, 9, 9, 10 in any order amongst the character's Attributes.

- Select the NPC's Skills: Choose one Skill to set at 3, two Skills to set at 2, two Skills to set at 1, and one to set at 0.
- If desired, select up to two Focuses.
- Add one or two talents or special abilities.
- Determine final details:
 - Derive Stress by combining the highest of their Brawn or Will with their Survive Skill, then dividing that total by 2 (round up).
 - Select weapons (if any) and determine their damage (weapon [CD], plus Fight Skill).

Creating Notable NPCs

Notable NPCs are a cut above Minor NPCs, and they are often lieutenants to Major NPCs. And if encountered in numbers, or with several Minor NPCs, can form a more formidable obstacle and drain the Player Characters' resources.

The create a Notable NPC:

- Begin by defining a single Trait for the NPC, which provides a brief and basic description of the NPC's origins, role, job, or purpose. If the NPC requires additional Traits, add them at this stage too.
- Select the NPC's Attributes: distribute scores of 7, 8, 8, 9, 10, 11 in any order amongst the character's Attributes.
- Select the NPC's Skills: Choose one Skill to set at 4, two Skills to set at 3, two Skills to set at 2, and one Skill to set at 1.
- Select two, three, or four Focuses.
- Add two or three talents or special abilities.
- If desired, add a single Feature.
- Determine final details:
 - Derive Stress by combining the highest of their Brawn or Will with their Survive Skill.
 - Select weapons (if any) and determine their damage (weapon [CD], plus Fight Skill).

Creating Major NPCs

Major NPCs are the GM's equivalent of a Player Character. A lot more thought and creativity should be put into creating a Major NPC, giving them names, backgrounds, and qualities comparable to the Player Characters at your table that fit with the story they are part of.

The create a Notable NPC:

- **Concept:** Decide on the role your Major NPC will play in the adventure, maybe based on their origins, role, or job.
- **Choose the character's role:** Think about their role in the story and in any factions or organisations they are part of, and their rank or status. Major NPCs should command some authority, even if it's only recognised informally. Even the least of Major NPCs commands respect from others, and most tend to gather followers.
- **Describe Traits:** Begin by defining a single Trait for the NPC, which provides a brief and basic description of the NPC's origins, role, job, or purpose. If the NPC requires additional Traits, add them at this stage too.

- **Assign Attribute Scores:** Begin each Attribute at a score of 6, and then freely assign 23 more points, with an upper limit on Attributes as 12.
- **Assign Skills:** Begin each Skill at a score of 0, and then freely assign 16 points, with an upper limit of 5.
- **Choose Focuses:** Create up to six Focuses for the NPC.
- **Talents:** Choose or creature up to four Talents or special abilities for the NPC
- **Feature:** Select a Feature for the NPC.
- **Determine final details:**
 - Derive Stress by combining the highest of their Brawn or Will with their Survive Skill.
 - Select weapons (if any) and determine their damage (weapon [CD], plus Fight Skill).

NPC Talents

NPC Talents can be created using the rules for Talents in Chapter 2, or from the list below. When a Talent calls for a “specific Skill Test” or “acting in a certain way”, it is asking for a limiting factor to the rule. As NPC Adversaries only use Threat, rather than Momentum and Threat, some Talents that are normally distinct for PCs may be identical for NPCs.

Also, because NPCs appear in-game for less time overall than Player Characters, NPC Talents can be more potent or flexible than those available to PCs, especially for Major NPCs who are meant to be a serious challenge to face.

- **Proficiency:** When performing a specific Skill Test, in a certain way, the cost to buy the first bonus d20 is reduced to 0.
- **Threatening:** When performing a specific Skill Test, or acting in a certain way, and buying additional d20s with Threat, you may re-roll a single d20.
- **Guidance:** Whenever you assist an ally in a certain way, re-roll your d20.
- **Substitution:** Whenever you perform a specific Skill Test, you may use a different Attribute or Skill instead of the normal one required.
- **Familiarity:** Whenever you attempt to perform a specific Skill Test, you may reduce the Difficulty by one, to a minimum of 0.
- **Additional Threat Option:** You can gain a specific or unique benefit by spending 1 or more Threat.

For more exceptional, unusual, or even supernatural NPCs, characters may also make use of the Special Abilities listed elsewhere in this chapter.

Example NPCs

Not all the NPCs in this section adhere absolutely to the guidelines for NPC creation, above. This is deliberate – some NPCs don’t fit those patterns as easily, especially if those NPCs are animals or monstrous beings.

Bounty Hunter

Notable NPC

While “bounty hunter” itself is something of an archaic term, the practice of hunting fugitives and other criminals (normally those who have failed to appear in court) in exchange for money is still alive and well in some parts of the world.

Traits:

- Bounty Hunter

Agility	Brawn	Coordination	Insight	Reason	Will
8	9	11	10	8	7
Fight	Know	Move	Operate	Survive	Talk
3	1	4	3	2	2

Focuses: Driving, Shooting, Tracking, Wilderness Survival

Combat

Stress: 11 **Armour:** 3 **Courage:** 2

- **Unarmed Strike:** Melee, 4[CD], Non-Lethal
- **Baton:** Melee, 5[CD] Knockdown, Subtle
- **Pistol:** Ranged, Range C, 6[CD] Burst 2, Close Quarters
- **Intimidate:** Mental, face-to-face, 3[CD] Stun

Special Abilities & Talents

- **Courageous:** The NPC has Courage Resistance equal to their Survive score.
- **Subdue:** When making a melee attack with an unarmed strike or baton, reduce the cost of the Subdue Momentum option to 0.
- **Warrant:** When making a mental attack against a fugitive or criminal, add +1[CD] and the *Intense* damage effect to the attack’s damage.

Equipment

Tactical Vest (Armour 3, Ablative), Pistol and 3 Reloads, baton, handcuffs, several warrants

Con Artist

Notable NPC

Con artists – also known as grifters – are thieves who rely on social and personal manipulation to get what they want, playing on their greed of their targets, or “marks” to steal fortunes. Some con artists rely on quick scams and tricks, known as “short cons” to steal a little from several marks in a short time, while others engage in elaborate “long cons” that may take days, weeks, or months of work but have much larger rewards.

Traits:

- Con Artist
- Numerous Aliases

Agility	Brawn	Coordination	Insight	Reason	Will
8	7	8	11	10	9
Fight	Know	Move	Operate	Survive	Talk
1	3	3	2	2	4

Focuses: Cold Reading, Deception, Languages, Sleight of Hand

Feature: Ambitious and Egotistical

Combat

Stress: 11 **Armour:** 0 **Courage:** 0

- **Unarmed Strike:** Melee, 2[CD], Non-Lethal
- **Veiled Threat:** Mental, face-to-face, 5[CD] Stun

Special Abilities & Talents

- **A Thousand Faces:** When a Con Artist enters the scene, choose what identity or persona they have adopted. They receive a new Trait which represents who they appear to be; this replaces their “Numerous Aliases” trait until such a point as they are discovered or choose to drop their disguise. If, during a scene, a Con Artist needs to change alias, they may take a Major Action and spend 2 Threat when out of sight of others to quick-change.
- **Consummate Liar:** When attempting to deceive a target, if they buy one or more additional d20s, they may re-roll a single d20.
- **The Blow Off:** A Con Artist knows when a con has hit a dead end, and they are adept at making a swift exit. When an opponent successfully catches the Con Artist lying, they may spend 3 Threat to create a distraction that allows them to escape. The nature of this distraction is at the GM’s discretion.

Equipment

Alias-appropriate clothing, fake ID

[Begin Sidebar]

Different Con Artists

The basic Con Artist entry can easily be adjusted to different levels, becoming Minor NPCs if they are less significant, or Major NPCs if they are serious foils.

Some Con Artists work in teams, taking on different roles in the con, such as “ropers” who find and bring in the target, or “inside men” who present themselves as part of legitimate businesses to convince a mark. Minor Con Artists reduce their Insight and Reason by 1 each, and reduce each of their Skills by 1, and adjust their damage and Stress accordingly. They will also drop two of their Focuses, and their Feature, and they lose “The Blow Off” Talent.

Major Con Artists see themselves as criminal royalty, whose aliases have their own reputations and life histories, and whose scores are the stuff of legend. A Major Con Artist should be built from scratch, as a unique and evocative individual, but the Notable NPC version can be used as a baseline.

[End Sidebar]

Crime Scene Investigator

Minor NPC

Forensic investigators and scientists, Crime Scene Investigators are known by various titles, but all are support personnel who aid police forces and other law enforcement agencies in collecting and studying evidence from crime scenes.

Traits:

- Crime Scene Investigator

Agility	Brawn	Coordination	Insight	Reason	Will
8	7	9	9	10	8
Fight	Know	Move	Operate	Survive	Talk
0	3	2	2	1	1

Focuses: Forensic Analysis

Combat

Stress: 5 **Armour:** 0 **Courage:** 1

- **Unarmed Strike:** Melee, 1[CD], Non-Lethal
- **Intimidate:** Mental, face-to-face, 2[CD] Stun

Special Abilities & Talents

- **Courageous:** The NPC has Courage Resistance equal to their Survive score.
- **Thorough Search:** When searching an area for evidence, the Crime Scene Investigator generates one bonus Momentum on a successful skill test, which may only be used to *Obtain Information*. If the Crime Scene Investigator is assisting another character to find evidence, then the character they assist receives the bonus Momentum if they succeed, to a maximum of three bonus Momentum from this Talent.

Equipment

Evidence kit (tools for collecting evidence)

*Crocodile***Notable NPC**

Deadly aquatic predators, crocodiles are seemingly heavy and slow on land, but they are capable of startling speed in the water. They lay in wait beneath the surface of lakes and rivers, waiting for their prey to approach before striking with terrifying swiftness. Few things can escape their crushing jaws.

Traits:

- Crocodile

Agility	Brawn	Coordination	Insight	Reason	Will
10	10	3	9	4	8
Fight	Know	Move	Operate	Survive	Talk
3	1	2	0	4	0

Focuses: Ambush, Swimming

Combat

Stress: 14 **Armour:** 2 **Courage:** 0

- **Snapping Jaw:** Melee, 5[CD] Snare, Vicious 1

Special Abilities & Talents

- **Aquatic:** A crocodile can hold its breath for up to fifteen minutes before requiring a skill test to avoid drowning.
- **Ambush Predator:** When submerged beneath a body of water, a crocodile reduces the cost of the first bonus d20 it purchases for an attack to 0.
- **Brutal 1**
- **Drowning:** When in water, if a crocodile successfully grabs its prey, subsequent attacks gain the *Drain* damage effect, as it begins to drown the grabbed prey.
- **Natural Armour 2**
- **Scale 1**
- **Sluggish Gait:** A crocodile cannot take the Rush Major Action unless in water.

Dog

Minor NPC

The animal most associated with humanity, dogs were amongst the first creatures domesticated, and they are commonly encountered wherever there are people. This profile represents a dog bred for work, such as a guard dog or police dog.

Traits:

- Trained Dog

Agility	Brawn	Coordination	Insight	Reason	Will
11	9	5	10	5	8
Fight	Know	Move	Operate	Survive	Talk
2	1	2	0	3	1

Focuses: Guarding, Tracking

Combat

Stress: 6 **Armour:** 0 **Courage:** 0

- **Bite:** Melee, 3[CD] Snare, Vicious 1
- **Barking and Snarling:** Mental, face-to-face only, 4[CD] Area, Perilous, Stun

Special Abilities & Talents

- **Good Boy:** Dogs are extremely loyal and devoted to their trainers and handlers. When a dog enters a scene, select a single other NPC (a person, rather than another animal). While that NPC remains in the scene, the dog gains +2 Courage. If that NPC is Defeated, the dog will move as fast as possible to the NPC's side, and will defend them from anyone unfamiliar who gets too close.
- **Keen Senses (Scent)**

Gang Leader

Notable NPC

Gang Leaders are those who've risen to the top of a criminal gang. This gang may be a small, local group, or it may be a small part of a much larger, more widespread organisation. Gang Leaders – whether the true leaders of that gang, or merely local bosses or lieutenants – are amongst the toughest and most ruthless people in the gang.

Traits:

- Gang Leader
- Only the Ruthless Survive

Agility	Brawn	Coordination	Insight	Reason	Will
8	11	9	8	7	10
Fight	Know	Move	Operate	Survive	Talk
3	2	1	2	3	4

Focuses: Intimidate, Local Knowledge, Pistols, Stubborn

Combat

Stress: 14 **Armour:** 0 **Courage:** 3

- **Unarmed Strike:** Melee, 4[CD], Non-Lethal
- **Brass Knuckles:** Melee, 5[CD] Stun, Hidden 2
- **Pistol:** Ranged, Range C, 6[CD], Burst 2, Close Quarters
- **Dangerous Reputation:** Mental, face-to-face, 6[CD] Stun

Special Abilities & Talents

- **Courageous:** The NPC has Courage Resistance equal to their Survive score.
- **Scarier Than the Enemy:** The Gang Leader may spend 2 Threat to add 2[CD] Morale to all Gang Members (belonging to the same gang) in the scene.
- **Threatening 2**

*Gang Member***Minor NPC**

Ranging from angry or desperate youths caught up in something beyond their control, to hardened criminals loyal to their superiors, gang members are the ordinary members of criminal organisations, whether local groups or part of the criminal establishment. They engage in the normal criminal activities of their gang – moving illegal goods like drugs, threatening rivals, extorting protection, and so forth.

Traits:

- Gang Member

Agility	Brawn	Coordination	Insight	Reason	Will
9	10	8	8	7	9
Fight	Know	Move	Operate	Survive	Talk
2	0	1	1	2	3

Focuses: Intimidate, Local Knowledge

Combat

Stress: 6 **Armour:** 0 **Courage:** 0

- **Unarmed Strike:** Melee, 3[CD], Non-Lethal
- **Knife:** Melee, 3[CD] Piercing 1, Hidden 1, Subtle
- **Pistol:** Ranged, Range C, 5[CD], Burst 2, Close Quarters
- **Intimidate:** Mental, face-to-face, 4[CD] Stun

Special Abilities & Talents

- **Bravado:** The Gang Member has 2[CD] Fragile Morale at the start of each scene. Any additional Morale they receive also has the Fragile effect.

*Grizzly Bear***Notable NPC**

These large beasts are particularly dangerous and aggressive. Mostly active at dusk, night, and at dawn, they range across wide territories, often wandering into human settlements to feed, and they will drive off other predators after a kill.

Traits:

- Grizzly Bear
- Territorial

Agility	Brawn	Coordination	Insight	Reason	Will
9	14	5	10	4	8
Fight	Know	Move	Operate	Survive	Talk
3	1	2	0	4	0

Focuses: Melee, Tracking

Combat

Stress: 18 **Armour:** 1 **Courage:** 0

- **Claws:** Melee, 5[CD] Vicious 1
- **Roar:** Mental, face-to-face only, 6[CD] Piercing 1, Stun

Special Abilities & Talents

- **Brutal 1**
- **Fearsome 1**
- **Implacable 1**
- **Keen Senses (Scent)**
- **Natural Armour 1**
- **Scale 1**

*Mechanic***Minor NPC**

Skilled with engines and similar machines, Mechanics can be found on both sides of the law, and in all sorts of organisations.

Traits:

- Mechanic

Agility	Brawn	Coordination	Insight	Reason	Will
8	9	10	8	9	7
Fight	Know	Move	Operate	Survive	Talk
1	2	0	3	2	1

Focuses: Negotiate, Repair

Combat

Stress: 6 **Armour:** 0 **Courage:** 0

- **Unarmed Strike:** Melee, 2[CD], Non-Lethal
- **Heavy Wrench:** Melee, 4[CD] Knockdown
- **Intimidate:** Mental, face-to-face, 2[CD] Stun

Special Abilities & Talents

- **Fix-It:** When attempting a skill test to repair a damaged or broken machine, reduce the cost of the first bonus die to 0.

Equipment

Mechanic's tools (including heavy wrench)

Police Officer (Beat Cop)

Minor NPC

Ordinary police officers, often referred to as “patrolmen”, “uniforms”, “beat cops” and similar terms. They patrol the streets to watch for trouble, and they are typically the first on the scene when a crime is reported. They're also relied upon for crowd control – keeping civilians out of crime scenes – and other routine activities.

Traits:

- Uniformed Police Officer

Agility	Brawn	Coordination	Insight	Reason	Will
9	8	9	10	7	8
Fight	Know	Move	Operate	Survive	Talk
2	0	1	1	2	3

Focuses: Investigate, Local Knowledge

Combat

Stress: 5 **Armour:** 3 **Courage:** 0

- **Unarmed Strike:** Melee, 3[CD], Non-Lethal
- **Nightstick:** Melee, 4[CD] Knockdown, Subtle
- **Pistol:** Ranged, Range C, 5[CD], Burst 2, Close Quarters
- **Escalation - Shotgun:** Ranged, Range C, 6[CD] Knockdown, Burst 1
- **“Police, Freeze!”:** Mental, face-to-face, 5[CD] Stun

Special Abilities & Talents

- **Uniform and Badge:** A Police Officer always counts as having authority or status when pursuing criminals or investigating criminal activity, granting them +1[CD] on mental attacks.
- **Radio for Backup:** A Police Officer may spend a Minor Action to use their radio to call for assistance. This immediately adds 2 to Threat and allows the GM to spend Threat to bring in reinforcements for the Police Officer.

Equipment

Tactical Vest (Armour 3, Ablative), Pistol and 3 Reloads, nightstick, handcuffs, radio, flashlight

*Police Officer (Detective)***Notable NPC**

Dressed in civilian clothing – though never entirely inconspicuous – Detectives are those police officers who have taken additional training and testing to serve as investigators. They're required to be versatile, as they need to be good with people, observant and insightful, calm under pressure, and knowledgeable about a few different subjects.

Traits:

- Police Detective

Agility	Brawn	Coordination	Insight	Reason	Will
8	7	10	11	9	8
Fight	Know	Move	Operate	Survive	Talk
3	3	1	2	2	4

Focuses: Investigate, Local Knowledge

Combat

Stress: 10 **Armour:** 0 **Courage:** 0

- **Unarmed Strike:** Melee, 4[CD], Non-Lethal
- **Pistol:** Ranged, Range C, 6[CD], Burst 2, Close Quarters
- **"Police, Freeze!":** Mental, face-to-face, 6[CD] Stun

Special Abilities & Talents

- **Detective's Badge:** A Detective always counts as having authority or status when pursuing criminals or investigating criminal activity, granting them +1[CD] on mental attacks.
- **Radio for Backup:** A Detective may spend a Minor Action to use their phone (or a nearby police radio) to call for assistance. This immediately adds 2 to Threat and allows the GM to spend Threat to bring in reinforcements for the Police Officer.
- **Why Do They Always Run?** When attempting a skill test to pursue a criminal, if a Detective buys one or more bonus dice, they may reroll a single d20 in their dice pool.

Equipment

Pistol and 3 Reloads, handcuffs, phone, flashlight, **Escalation** Undercover Vest (Armour 2, Ablative, Hidden 1)

*Police Officer (SWAT Officer)***Minor NPC**

Wearing heavier armour and carrying more powerful weaponry than other police officers, SWAT teams are trained and equipped for extremely dangerous situations where force is necessary.

Traits:

- SWAT Team Member

Agility	Brawn	Coordination	Insight	Reason	Will
9	9	10	8	7	8
Fight	Know	Move	Operate	Survive	Talk
3	0	1	2	2	1

Focuses: Combat Tactics, Shooting

Combat

Stress: 6 **Armour:** 3 **Courage:** 0

- **Unarmed Strike:** Melee, 4[CD], Non-Lethal
- **Knife:** Melee, 4[CD] Piercing 1
- **Ballistic Shield*:** Melee, 4[CD] Knockdown, Parrying, Shield 2
- **Sub-Machine Gun*:** Ranged, Range C, 6[CD], Burst 4, Inaccurate
- **Shotgun*:** Ranged, Range C, 7[CD] Knockdown, Burst 1
- **Assault Rifle*:** Ranged, Range M, 7[CD], Burst 3, Escalation
- **Sniper Rifle*:** Ranged, Range L, 8[CD], Burst 1, Accurate, Escalation, Heavy
- **Pistol:** Ranged, Range C, 6[CD], Burst 2, Close Quarters
- **Stun Grenade:** Ranged, Range C, 6[CD] Area, Stun, Burst 1M, Nonlethal
- **"Police, Freeze!":** Mental, face-to-face, 3[CD] Stun

Special Abilities & Talents

- **Breacher:** A single SWAT Officer may carry a portable ram. This allows the NPC to make a **Brawn + Fight Test** with a Difficulty of 1 to break open a single locked door within reach. Particularly sturdy doors may increase this Difficulty.
- **Police Presence:** A SWAT Officer always counts as having authority or status when pursuing criminals or investigating criminal activity, granting them +1[CD] on mental attacks.
- **Radio for Backup:** A SWAT Officer may spend a Minor Action to use their radio to call for assistance. This immediately adds 2 to Threat and allows the GM to spend Threat to bring in reinforcements for the SWAT Officer.
- **Varied Armament:** Each SWAT Officer carries a single weapon from the following list: Ballistic Shield, Sub-Machine Gun, Shotgun, Assault Rifle, Sniper Rifle.

Equipment

Tactical Vest and Helmet (Armour 3, Ablative, +1[CD] Cover), Chosen weapons (see Varied Armament) and 4 Reloads, Pistol and 3 Reloads, handcuffs, radio, flashlight, stun grenade (1 Reload).

Politician

Notable NPC

Elected officials of all kinds, whose daily lives are spent tending to their constituents' needs, discussing important matters with their colleagues, and trying to ensure their re-election.

Traits:

- Politician

Agility	Brawn	Coordination	Insight	Reason	Will
7	8	8	10	9	11

Fight	Know	Move	Operate	Survive	Talk
1	3	2	2	3	4

Focuses: Finance, Law, Politics, Public Speaking

Combat

Stress: 14 **Armour:** 0 **Courage:** 0

- **Unarmed Strike:** Melee, 2[CD], Non-Lethal
- **Intimidate:** Mental, face-to-face, 5[CD] Stun

Special Abilities & Talents

- **Cash for Access:** When engaged in Social Conflict with a Politician, gain two Advantages instead of one when Negotiating, if the offer is something which would help the Politician achieve their own goals (a specific campaign promise, a personal goal, or simply staying in office for another term).
- **Rhetoric:** When speaking to a crowd, if a Politician buys any bonus dice, they may re-roll a single d20.

Equipment

Multiple phones (at least one for business and one for personal use), briefcase full of research, memos, and other important paperwork

[Begin Sidebar]

Political Aides

Many politicians will be surrounded and supported by a group of aides and assistants. These can be treated as Minor NPCs based on the Politician profile.

Minor Politicians reduce their Insight and Will by 1 each, reduce each of their Skills by 1, and adjust their damage and Stress accordingly. They will also drop two of their Focuses, and they lose the “Rhetoric” Talent.

[End Sidebar]

Private Investigator

Notable NPC

People who investigate crimes, disappearances, and other mysterious activities on a private basis. Most of their job is likely to be a mixture of missing persons’ cases that the Police are too busy for or snooping on unfaithful spouses. They tend to be tough, if only because they often find themselves in trouble with those they’re investigating.

Traits:

- Private Investigator

Agility	Brawn	Coordination	Insight	Reason	Will
10	9	8	11	8	7
Fight	Know	Move	Operate	Survive	Talk
1	3	2	3	2	4

Focuses: Information Gathering, Photography, Stealth

Feature: Either Drunk or Destitute

Combat

Stress: 11 **Armour:** 0 **Courage:** 0

- **Unarmed Strike:** Melee, 2[CD], Non-Lethal
- **Intimidate:** Mental, face-to-face, 5[CD] Stun

Special Abilities & Talents

- **Blackmail:** When attempting a mental attack against someone the Private Investigator has gathered incriminating evidence on, add +1[CD], Intense, and Vicious 1 to the attack.
- **Hidden Surveillance:** When attempting a skill test using Move to remain hidden or unnoticed, the cost to buy the first additional d20 is reduced to 0. If, while hidden, the Private Investigator observes some event or gains some information that would incriminate the Player Characters, add 2 to Threat.

Equipment

Camera, notebook, phone

Reporter

Notable NPC

A journalist working for a newspaper, TV or radio news program, website, or similar organisation, journalists have a drive to get the next big story. This might be based on a devotion to truth and transparency, or on some more cynical drive.

Traits:

- Reporter

Agility	Brawn	Coordination	Insight	Reason	Will
8	7	9	11	8	10
Fight	Know	Move	Operate	Survive	Talk
1	3	2	3	2	4

Focuses: Investigation, Research, Persuade, and one of: Public Speaking or Writing

Combat

Stress: 12 **Armour:** 0 **Courage:** 0

- **Unarmed Strike:** Melee, 2[CD], Non-Lethal
- **Intimidate:** Mental, face-to-face, 5[CD] Stun

Special Abilities & Talents

- **Unerring Pursuit of a Story:** When a Reporter finds a story to pursue, they may spend up to 4 Threat, to gain an equal number of Morale [CD]. This Morale has the *Sturdy* and *Uncertain* effects. This benefit lasts until the Reporter has either been convinced to leave the story alone or it has been published.

- **Read Between the Lines:** When attempting a skill test using Insight to determine if someone is lying or hiding the truth, the cost for the Reporter to buy their first additional die is reduced to 0.
- **Reliable Sources:** When a character suffers a Complication on a skill test to lie to a Reporter, the Reporter may use the Complication and spend 2 Threat to immediately declare that they have some information that contradicts that lie. How a character responds to this is up to them...

Equipment

Camera, notebook, phone

[Begin Sidebar]

Other Reporters

Many Reporters, particularly those who work on TV, work in small groups, covering different parts of the job. For example, a TV Reporter in the field may be a correspondent, accompanied by an editor and a camera operator, while any journalist may be accompanied by a photographer. These assistants can be treated as Minor NPCs based on the Reporter profile.

Minor Reporters reduce their Insight and Will by 1 each, reduce each of their Skills by 1, and adjust their damage and Stress accordingly. They will also drop two of their Focuses, and they lose all but one of their Talents.

[End Sidebar]

Soldier

Minor NPC

Professional military personnel, trained to fight for their countries. This profile represents ordinary rank-and-file infantry.

Traits:

- Soldier

Agility	Brawn	Coordination	Insight	Reason	Will
9	10	9	8	7	8
Fight	Know	Move	Operate	Survive	Talk
3	1	2	1	2	0

Focuses: Combat Tactics, Discipline

Combat

Stress: 6 **Armour:** 4 **Courage:** 2

- **Unarmed Strike:** Melee, 4[CD], Non-Lethal
- **Knife:** Melee, 4[CD] Piercing 1
- **Assault Rifle:** Ranged, Range M, 7[CD], Burst 3, Escalation
- **Pistol:** Ranged, Range C, 6[CD], Burst 2, Close Quarters
- **Frag Grenade:** Ranged, Range C, 6[CD] Area, Knockdown, Burst 1M
- **Intimidate:** Mental, face-to-face, 1[CD] Stun

Special Abilities & Talents

- **Courageous:** The NPC has Courage Resistance equal to their Survive score.
- **Fire Discipline:** When a Soldier fires as part of a group, add the *Vicious* damage effect to the attack.

Equipment

Combat Body Armour and Helmet (Armour 4, Ablative, Uncomfortable, +1[CD] Cover), Assault Rifle and 4 Reloads, Pistol and 3 Reloads, frag grenades (2 Reloads), knife, gas mask, flashlight

*Soldier (Squad Leader)***Notable NPC**

A more experienced soldier, given the responsibility of leading a squad of soldiers into battle.

Traits:

- Experienced Soldier
- Non-Commissioned Officer

Agility	Brawn	Coordination	Insight	Reason	Will
8	10	9	8	7	11
Fight	Know	Move	Operate	Survive	Talk
4	1	2	2	3	3

Focuses: Combat Tactics, Discipline, Leadership, Logistics

Feature: Leave No-one Behind

Combat

Stress: 13 **Armour:** 4 **Courage:** 3

- **Unarmed Strike:** Melee, 5[CD], Non-Lethal
- **Knife:** Melee, 5[CD] Piercing 1
- **Assault Rifle:** Ranged, Range M, 8[CD], Burst 3, Escalation
- **Pistol:** Ranged, Range C, 7[CD], Burst 2, Close Quarters
- **Frag Grenade:** Ranged, Range C, 7[CD] Area, Knockdown, Burst 1M
- **Intimidate:** Mental, face-to-face, 4[CD] Stun

Special Abilities & Talents

- **Courageous:** The NPC has Courage Resistance equal to their Survive score.
- **Form Up:** The Squad Leader may spend a Minor Action to cause up to four Soldiers within Close range to form a group with the Squad Leader as the group's leader. In subsequent Rounds, they may spend a Minor Action to cause that group to disperse.
- **Threatening 2**

Equipment

Combat Body Armour and Helmet (Armour 4, Ablative, Uncomfortable, +1[CD] Cover), Assault Rifle and 4 Reloads, Pistol and 3 Reloads, frag grenades (2 Reloads), knife, gas mask, flashlight

*Taxi Driver***Minor NPC**

Normally knowledgeable about the ins-and-outs of their city, Taxi Drivers can offer both transport and information. People from all walks of life sit in the back of a taxi and may pay the driver little heed except to pay at the end of the journey, often giving the driver a front-row seat into a stranger's life as they overhear important conversations.

Traits:

- Taxi Driver

Agility	Brawn	Coordination	Insight	Reason	Will
7	8	10	9	8	9
Fight	Know	Move	Operate	Survive	Talk
1	2	0	3	1	2

Focuses: Driving, Local Knowledge

Combat

Stress: 5 **Armour:** 0 **Courage:** 0

- **Unarmed Strike:** Melee, 2[CD], Non-Lethal
- **Pistol:** Ranged, Range C, 4[CD], Burst 2, Close Quarters
- **Intimidate:** Mental, face-to-face, 3[CD] Stun

Special Abilities & Talents

- **Familiar with Strangers:** If a character succeeds on a skill test to get a Taxi Driver to provide information about the people they have driven around, gain one bonus Momentum, which must be used to *Obtain Information*.
- **Follow that Car:** If given sufficient incentive (such as being paid extra) to pursue another vehicle at any cost, a Taxi Driver may re-roll a single d20 on a **Coordination + Operate Test**.

Equipment

Pistol and 2 Reloads, Taxi (Car)

Zombie

Minor NPC

Whether created by supernatural forces, or a strange plague, these creatures are little more than walking corpses, driven by instinct or simple imperatives.

Traits:

- Animated Corpse

Agility	Brawn	Coordination	Insight	Reason	Will
7	10	6	7	4	9
Fight	Know	Move	Operate	Survive	Talk
2	0	1	0	1	0

Focuses: None

Combat

Stress: 6 **Armour:** 1 **Courage:** N/A

- **Clawing Hands:** Melee, 3[CD] Vicious 1
- **Horrific Presence:** Mental, face-to-face only, 4[CD] Drain, Piercing 2

Special Abilities & Talents

- **Fearsome 2**
- **Grasping**
- **Mindless**
- **Resilient**
- **Unliving 1**

[Begin Sidebar]

Extra-tough Zombies

For much tougher zombies, replace their Resilient ability with Invulnerable (Specific Weakness, Staggered), with the specific weakness being head shots. Exploiting this weakness, once known, adds +1 Difficulty to attacks against the zombies.

[End Sidebar]