

NPC Reference

Introduction

To maintain consistency in the game, I kept a reference document of major NPCs. Before the first game, I sketched out the ones I expected to come up. I also left blanks for writing in new ones (such as Jack) when they entered the game. The descriptions were kept short, and more nuance was given to each character on the spot. The purpose of this reference was only to help me recall generally who an NPC was supposed to be.

Role	Name	Personality	Description
Grandfather	Major Thomas Wayne	Rigid, military, proud of reaching Major at such a young age. Somewhat secretive. Doer. Not taken seriously by others. Disappointed in his son.	Very old man, mobile with a cane, dressed in heavy clothing to keep his old body warm.
Sister	Susan Wayne	Gentle, quiet, caring. Naïve and vulnerable. Believes in people entirely too much.	Young woman. Thin brunette, somewhat waifish. Pale complexion.
Mother	Alice Wayne	Worry-wart. Cares deeply about her family. Extremely worried about Susan.	Rotund blonde woman with fierce eyes. Extremely energetic.
Father	Dylan Wayne	Loves his family. Needs their help. A bit oblivious to the problems in the world.	Middle-aged man, already going bald, looks a lot like his father. Born to his dad late in life.
Landowner of Mt. Tabor	Frederick Kane	A businessman obsessed with wealth and stature, very concerned with image. An elitist and objectivist in the worst sense.	Clean-shaven, graying black hair. Very well-groomed and well-dressed. Speaks in carefully enunciated words.
Owner of Bellows Bakery	Margaret Bellows	Compassionate but also self-involved. Desperately lonely and hurting since the death of her husband. Somewhat alone on the edge of town.	Surviving wife of John Bellows. Middle-aged woman. Brown hair, bedraggled appearance.
Resident of Mt. Tabor shack	Betty	A poor woman living in Mt. Tabor, against the wishes of Frederick Kane. Senile and tenacious.	Very old woman, gray hair, stooped body, ragged clothes.
Mayor of Cape Girardeau	Mayor Clint Sandoval	An otherwise charismatic man that's been playing politics a little too long for his own good. Basically decent but not always forthright.	Light brown hair that's excellently cut. Tends to wear nice clothing, though nothing too overtly "rich". Carries a golden pocket watch.
Priest of Old St. Vincents church in Cape Girardeau	Father Grit Buchanan	Even-keeled and compassionate. He's not blind to the realities of life, but his altruism and pacifism set him apart from the norm.	A middle-aged, balding man with hawkish features. He dresses in clerical garb. A friendly looking smile is almost always on his face.
chief lawman of Cape Girardeau	Sheriff Paul Norton	A good friend of the Mayor, but unlike Sandoval, he has no interest in politics or public opinion. He's extremely pragmatic and a bit boorish.	A barrel-chested man with thick, brown hair. Typically dressed in heavy boots and thick clothing. He wears a badge.
proprietor of York's General Wares	Bill York	Once jovial, York is becoming increasingly wary of local events and tired of local politics. However, his pub keeps him quite popular with the locals.	Pure white hair and a thick beard that make him look older than he is. York dresses in heavy, functional clothing with many pockets.

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wife of Bill York	Deborah York	A caring woman that has more hope than York does. However, much of her life is tied up in him, and she'll feel lost if he should die.	Older, middle-aged woman with spectacles. Black hair with gray streaks. Still very mobile and in excellent health.
head of Arena Park hooligans	Jack Hagen	Cruel, bullying, and spiteful. Jack enjoys the thrill of doing whatever pleases him, and is well aware that Curt's presence in his gang protects him.	Roughly 20 years old. Wearing stolen clothing and light armor made from scraps. Dark hair and heavy features.
Arena Park hooligan	Philip Hagen	More of a follower than a leader, but he has no hesitation in pursuing his brother's sick ambitions.	Looks much like his brother, though a bit younger and slighter in build.
Arena Park hooligan; nephew of Mayor Sandoval	Curt "Box" Green	Curt left home to escape his abusive, drunkard father. He's not the brightest boy, but also more desperate than truly evil.	Pale hair and deep set eyes. He's young but built like a linebacker. Ponderous in his movements, but not as clumsy as he first seems.
Arena Park hooligan	Olivia Howell	A good kid at one time that just fell in with a bad crowd. However, she's been corrupted to be just as evil as the company she keeps.	A 17-year-old girl with raven hair and a scar going down her face from a knife wound. She dresses in leathers and other "punk" clothing.