

# Sample NPCs

## Introduction

This document contains sample NPCs for a Shadowrun game. While major NPCs should be designed with the same detail as standard characters, minor NPCs need only a few sentences of description. For more information on NPC design, listen to Episode 5 on FearTheBoot.com.

## I. Major NPCs

<i>Name:</i>	<i>Councilman Trevor Langley</i>
<i>Appearance:</i>	<i>5'10", human. Middle-aged man with black hair, steely eyes, and a very powerful presence. Impeccably dressed in fashionable, formal clothing.</i>
<i>Personality:</i>	<i>Trevor is an excellent judge of character and very charismatic. He can come off as patient and kind, resolved and angry, or anything else the situation calls for. Trevor is hungry for power, believing that success in business or politics is the best measure of a man's worth. He is very prideful, mindful of his image, and easily embarrassed. He secretly despises himself for his own corruption, but is so afraid of the consequences of coming clean that he won't do it.</i>
<i>Background:</i>	<i>Trevor was raised in a poor neighborhood by hard working parents. In this regard, he is not unlike the player characters. From a young age, he was an over-achiever with great ambitions. He worked hard to excel in school, earning a full scholarship to a university and the high regard of his teachers. After graduation, he worked as a corporate PR consultant, eventually moving into politics on his skillfully refined image. Since election, he's found that public office pays only a modest sum, so he supports his lavish lifestyle with numerous bribes from corporations and criminal elements. His conscience has been gnawing at him for years, mostly over his greed and illegal endeavors.</i>
<i>Notes:</i>	<i>For Trevor's character stats, use the City Official contact archetype.</i>

<i>Name:</i>	<i>Crime Lord Alex McCruider</i>
<i>Appearance:</i>	<i>6'4", elven. He has long, whitish-blond hair and an ageless appearance. Though he prefers street and elven fashions to those of the business aristocracy, his clothing is no less expensive or elegant.</i>
<i>Personality:</i>	<i>Though far more direct and brutally honest than Trevor, Alex is still an expert manipulator. He'll prowl around, feeling people out, waiting for any sign of opening or weakness before moving in for the kill. He is an opportunist in every sense. Alex is a cynical man with a bitter view of the system, believing only the strong survive.</i>
<i>Background:</i>	<i>Alex was raised in an authoritarian family that believed he would not survive the harsh realities of the world unless toughened at home. Predictably, he faced a great deal of racial discrimination and mocking at a young age, mostly at the hands of the humans that dominated his daily life. His growing bitterness and rage made him an easy recruit for a local street gang that gave him a sense of fraternity he had never felt before. Out of loyalty to his gang, he promised to climb the ranks of organized crime, carving out a criminal empire that would be friendly to elven ambitions. He is now a lieutenant in Harvey Luchon's criminal syndicate, his eyes fixed firmly on Harvey's own position.</i>
<i>Notes:</i>	<i>For Alex's character stats, use the Former Company Man archetype, adjusted by elven stat modifiers. He will never be without bodyguards such as Mercenaries, Street Samurai, Gang Members, or Street Mages. The exact number should be balanced to create a tough fight for the players but not an impossible one.</i>

## Sample NPCs

### II. Minor NPCs

<i>Name:</i>	<i>Alderman Jack Hermann</i>
<i>Appearance:</i>	<i>6'2", human. A tall man with a striking appearance, though awkward and unbalanced. He has brown hair and a brown beard, and walks with a slight limp. He dresses in formal clothing befitting his office, but his fashion sense leaves something to be desired. Most of his clothing is a bit out-of-style and his choice of bright, clashing colors can raise a few eyebrows.</i>
<i>Personality:</i>	<i>Jack is gruff and uncertain of himself. He speaks in short, pointed sentences, pausing frequently to consider his words. Jack is a great negotiator who is interested in creating peace and stability. He'd rather see folks on the wrong side of the law change their ways and become decent members of society than send them to jail.</i>
<i>Notes:</i>	<i>For Jack's character stats, use the Media Producer contact archetype.</i>

<i>Name:</i>	<i>Crime Boss Harvey Luchon</i>
<i>Appearance:</i>	<i>5'6", human. Harvey is a short, bald, and fat man. He dresses in extremely expensive silk suits and polished shoes that shuffle when he walks.</i>
<i>Personality:</i>	<i>Harvey is a hard-working man, greedy and unscrupulous in his pursuits. After many years in his position, the toadies and yes-men has gone to his head, making him arrogant and out of touch. He expects to be revered and shown respect in every regard. The idea he could fall someday is simply inconceivable to him. As a result of his power lust, Harvey has sought magical instruction and is now a mage of modest skill.</i>
<i>Notes:</i>	<i>For Harvey's character stats, use the Street Mage (deceiver) archetype. He will never be without bodyguards such as Mercenaries, Street Samurai, Gang Members, or Street Mages. The exact number should be balanced to create a tough fight for the players but not an impossible one.</i>

<i>Name:</i>	<i>Jennifer</i>
<i>Appearance:</i>	<i>5'5", human. Jennifer is a young, pretty woman with brown hair. She's also a bit of a tomboy who prefers rugged, dark-colored clothing to anything she'd perceive as "girly".</i>
<i>Personality:</i>	<i>Despite inner pain and loneliness, Jennifer has crafted an impenetrable, hard-headed facade. She likes people to regard her as tough and independent, whether it's true or not. She's also an impatient woman, more of a doer than a thinker. Jennifer still has some love for Travis, but would rather find someone new than deal with the pain and disappointment she harbors from their relationship.</i>
<i>Notes:</i>	<i>For Jennifer's character stats, use the Mechanic contact archetype. She's currently working as a mechanic for an independent garage downtown.</i>

<i>Name:</i>	<i>Vladimir Grozy</i>
<i>Appearance:</i>	<i>5'8", human. A rotund, balding man with gray hair. He tends to dress in slacks, a nice shirt, and a white apron (obviously no apron when he's at home).</i>
<i>Personality:</i>	<i>Tough and strong-willed, but also patient and compassionate. Having been picked on a lot as a child, he's learned to look past appearances and judge by character. Deeply intuitive.</i>
<i>Notes:</i>	<i>Vladimir is the owner of Grozy's Groceries. He's also the employer of Bonnie Greenwich. He roughly conforms to the Bartender contact archetype.</i>