

NPC





NPC

Non-Playable-Character



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And what is that now?



An incomplete list of NPCs

-> Every non-playable character in your world

 └ Player character

-citizen

-Character in position of power

-Humanoid Character



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-> Every non-playable character in your world

 └ Player character

-citizen

-Character in position of power

-Humanoid Character

-Monster

-Mythical Creatures



An incomplete list of NPCs

-> Every non-playable character in your world

 └ Player character

-citizen

-Character in position of power

-Humanoid Character

-Monster

-Mythical Creatures

-Gods

-Mimics

-Weather

=> Everything you want to use as character



Key and Side Character

Key Character:

->Characters that do something in your mainplot

Side Character:

->Characters that enrich your world









Key and Side Charaktere

Key Character:

->Place around Character

Side Character:

->Character around place



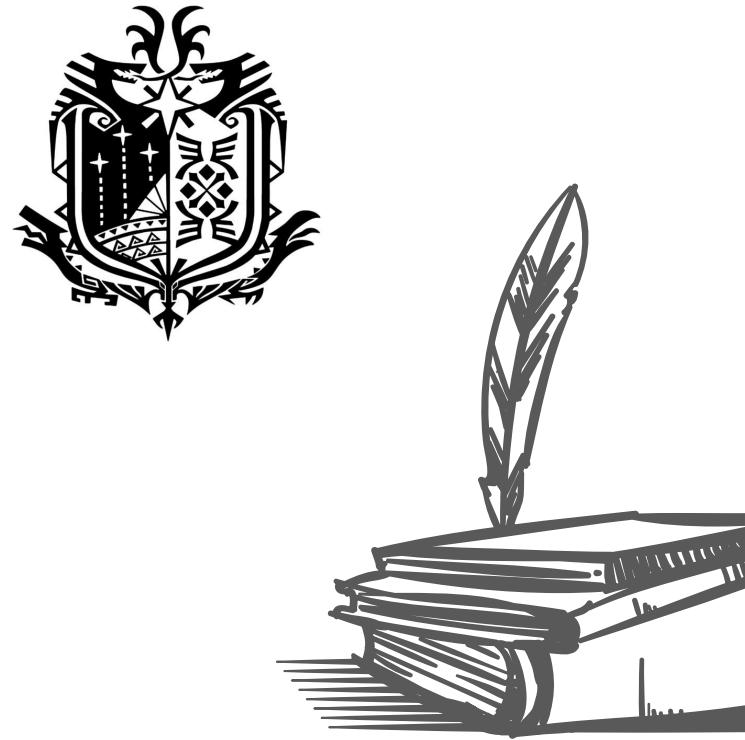
Key and Side Charaktere

Key Character:

- >Place around Character
- > Guildhall (Leader, important person)

Side Character:

- >Character around place
- > Works at the Guildhall (Job keeper)



ANGRY PALADIN

REPRESENTATIVE

J OBS
RUMORS
GUILD
EXIT

SHOPKEEPER, WHAT CAN I HELP YOU WITH?

GILDSMAN

Your world is only as real
as your least important
character

ANGRY PALADIN



REPRESENTATIVE



SHOPKEEPER, WHAT CAN I HELP YOU WITH?

JILDSMAN

Must haves Cheat Sheet for NPCs

- ❑ **Goal:**
Why do they do, what they do
- ❑ **Flaw:**
something negative about them
- ❑ **Belonging:**
Which group do they belong too
- ❑ **Believe:**
In what do they believe
- ❑ **Information:**
How does he enrich the world



“

We are so much more weird on
the inside, than we appear on the
outside

—Matt Bird

”



Cheat Sheet for NPCs people love.

- Goal:**
Why do they do, what they do
- Flaw:**
something negative about them
- Belonging:**
Which group do they belong too
- Believe:**
In what do they believe
- Information:**
How does he enrich the world
- A specific personality/Universal Behavior:**
What makes them difference
- Secrets:**
Something mysterious about them (can be silly)
- Assertiveness:**
How does he present himself
- Specific tastes and professions:**
What do they prefer
- Hurt them:**
The most hurtful situation
- Special Skill:**
Give them a cool but very dumb quirk









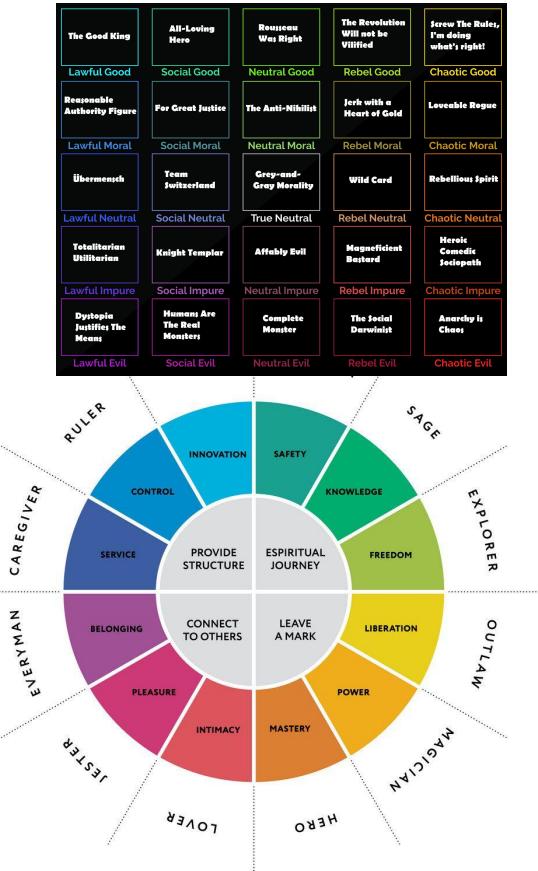
**“The King that was promised.
Who doesn't want to become King.”**



Character Types/Tropes/Archetypes



Character Types/Tropes/Archetypes



CHARACTERS FOR AN EPIC TALE



Lawful Good

Neutral Good

Chaotic Good

Lawful Neutral

True Neutral

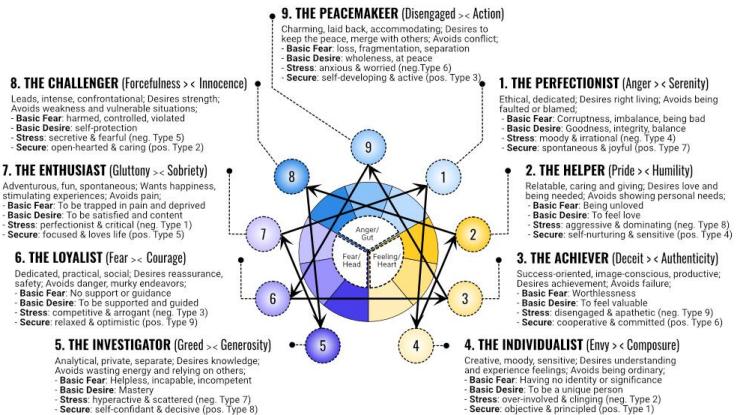
Chaotic Neutral

Lawful Evil

Neutral Evil

Chaotic Evil

CHARACTER TYPES



The 12 Jungian Archetypes

◆ EGO TYPES

1. The Innocent

- AKA: Utopian, traditionalist, naive, mystic, saint, romantic, dreamer.

2. The Everyman

- AKA: Regular guy/girl, the person next door, the realist, the working stiff, the solid citizen, the good neighbor, the silent majority.

3. The Hero

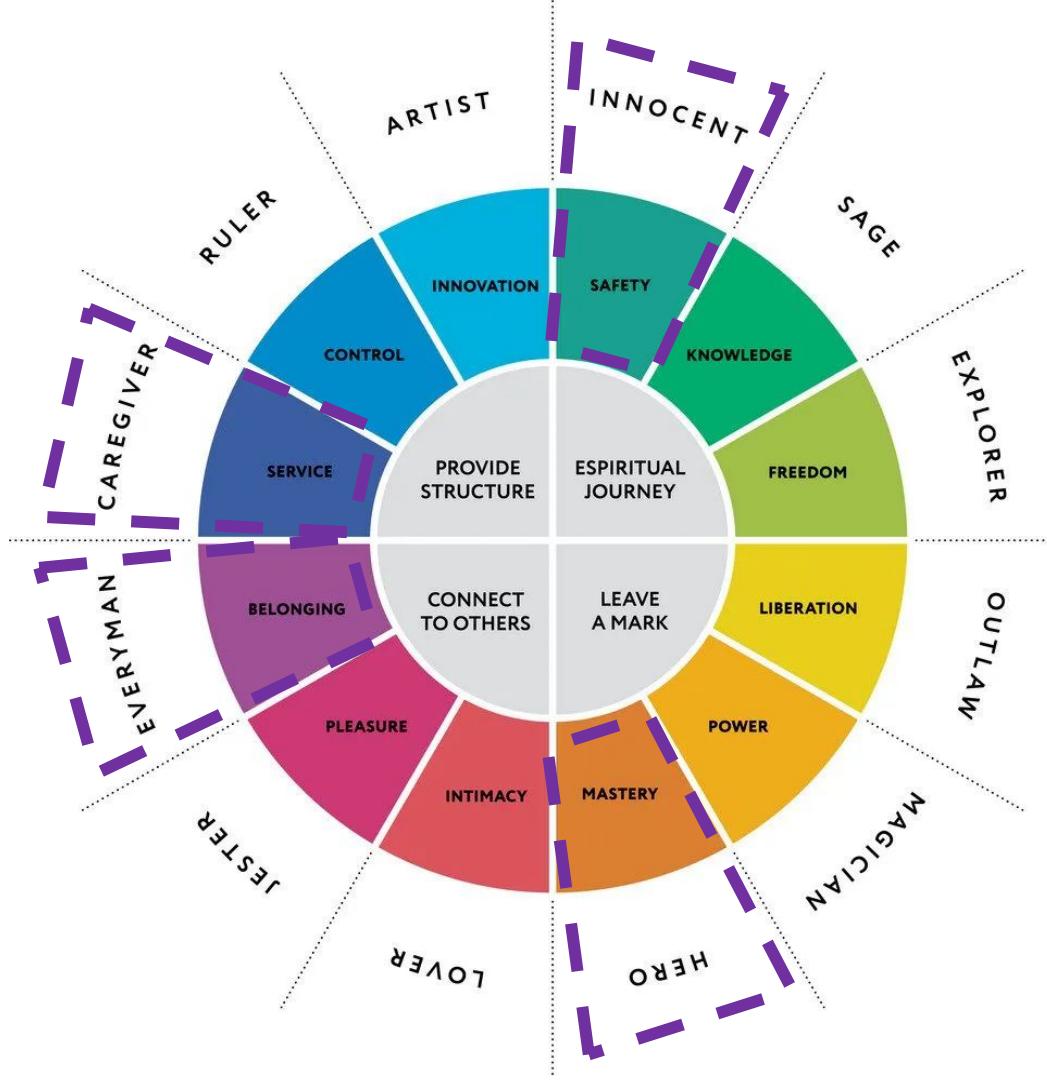
- AKA: The warrior, crusader, rescuer, superhero, the soldier, dragon slayer, the winner and the team player.

4. Caregiver

- AKA: The saint, altruist, parent, helper, supporter.

◆ SOUL TYPES

◆ SELF TYPES



The 12 Jungian Archetypes

◆ EGO TYPES

1. The Innocent
2. The Everyman
3. The Hero
4. Caregiver

◆ SOUL TYPES

5. The Explorer

- AKA: The seeker, iconoclast, wanderer, individualist, pilgrim.

6. The Outlaw/Rebel

- AKA: The rebel, revolutionary, wild man, the misfit, or iconoclast.

7. The Lover

- AKA: The partner, friend, intimate, enthusiast, sensualist, spouse, team-builder.

8. The Artist/Creator

- AKA: The artist, inventor, innovator, musician, writer, or dreamer.

◆ SELF TYPES



The 12 Jungian Archetypes

◆ EGO TYPES

1. The Innocent
2. The Everyman
3. The Hero
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◆ SOUL TYPES

5. The Explorer
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7. The Lover
8. The Artist/Creator

◆ SELF TYPES

9. The Jester

- AKA: The fool, trickster, joker, or comedian.

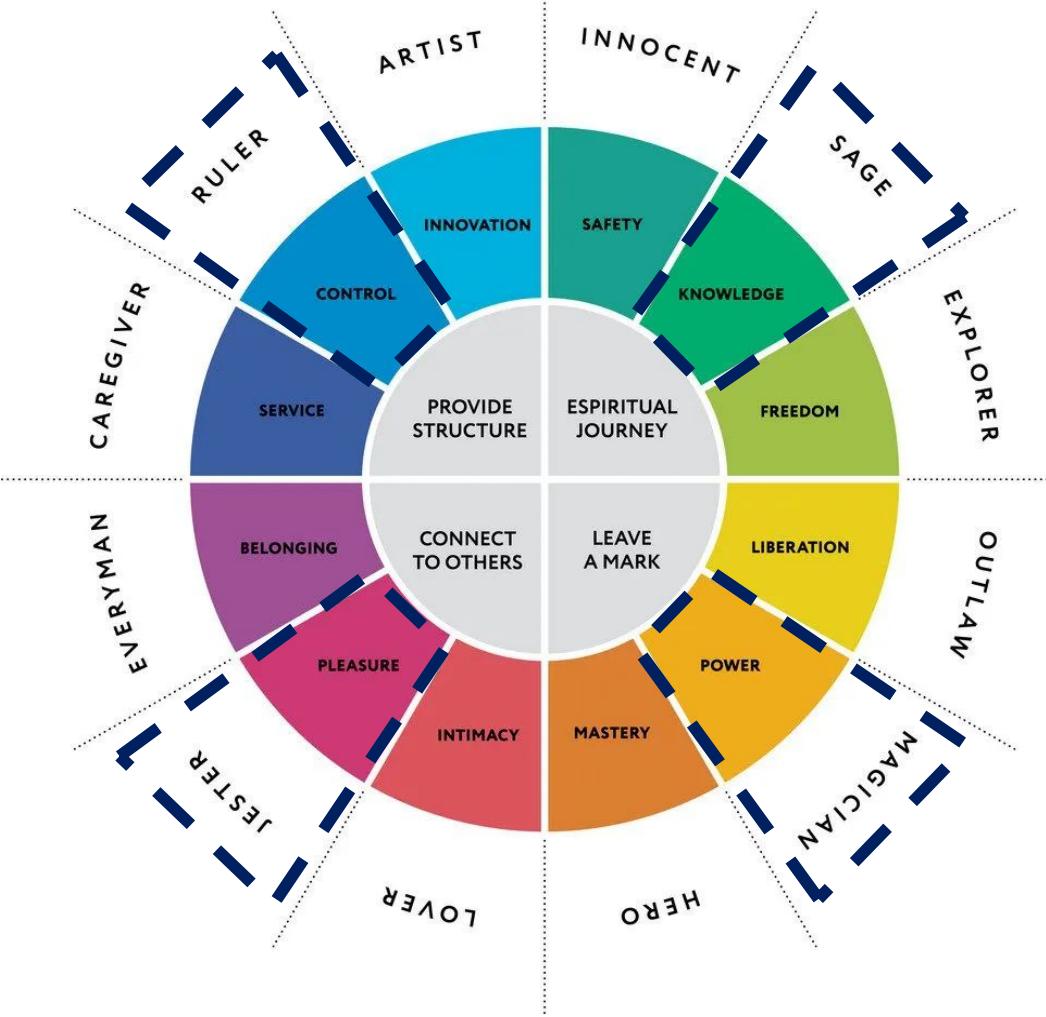
10. The Sage

- AKA: The expert, scholar, detective, advisor, thinker, philosopher, mentor, and teacher.

11. The Magician

- AKA: The visionary, shaman, healer, medicine man

12. The Ruler



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◆ SELF TYPES

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POLAR OPPOSITES

Good v Evil

