**Non Player Characters**

**All NPC**

Animation

Can Die

Can Walk

Can enter walking states controlled by the Game Manager

Can enter animation states controlled by the Game Manager

Calls cops

**Desperado**

Buy/Sell guns

Start fights (if barstool is taken etc.)

Get arrested

Do not call cops

**Sheriff**

Arrest characters

Only one

Sharif movement (stays around station until deputy spots something)

Will actively kill suspects

**Deputy**

Arrest characters

Patrol randomly tries to be as far away from other Deputies

When a character dies, they will focus on this area and will alert the Sheriff

Will arrest suspects and take them to jail cell

**Non Player Characters**

**Damsel/Man**

Low chance to buy firearms

Do not start fights

Generic, not bound by any roll

**Shopkeep**

Stays in store sales stuff

May have a gun

**Whore**

Stays in brothel

Can be banged (taken to a “safe” room)

**Miner**

Will not buy firearms

Will stay in bar

Will start fights

Has a job

**Scum**

Pick-pocket

Do not have guns

Do not call cops

Can buy guns

If you assault, people will not call cops (unless you are a desperado)

**Non Player Characters**

**Doctor**

Comes to scene when people are assaulted or die

Will mostly stay in their office

Can be paid for checkups

**Pastor**

Comes to scene when people die

Stays in churchmaintains church

Accepts prayer requests

**Psychic**

Makes cryptic statements about your target (where they are, where they have been)

If killed (by a player) all players know where the killer is at all times

Will always stay in their room

**Player**

**Generic Player**

Move

Interact with surroundings and other Players

Mark suspected players

Can interact with Anything

Can rob stuff with a gun

Killing targets will make you money

Killing other players (that aren’t targets) gives you their target

Killing NPCs will alert all players to your location for 2 seconds

**Desperado**

Starts with gun

Second highest amount of starting money

Deputies will follow you

**Scum**

No starting money

Can pickpocket

**Miner**

Work for money

Third highest starting money

**Player**

**Damsel/Man**

Highest starting money

No roles to make money

No cap on player characters

**Whore**

Can dance for tips

Can bang for money

**Buildings (Shops)**

**Generic Shops**

Contain specific shopkeep

Has a cash register that can be robbed

If a robbery happens, shopkeep will go buy guns

**General Store**

Sales Stuff

Sales clothing

Damsels and Men will come here to buy clothes

**Company Store**

Minors get discounts here so there will be a lot of them here

Can buy dynamite

**Snake Oil Salesman**

Sales “Potions” which have a chance to do what they say (show target, fake death, change role etc)

Shopkeep has gun

Potions can make you sick

**Gun Store**

Buys and sells guns

Shopkeep has gun

**Tavern**

Shopkeep has gun

Sells alcohol and rooms for whores

Alcohol will impair you vison

**Buildings (Other)**

**Jail**

Sheriff and deputies will be here

Jail for rapscallions

Warden is here, he runs cells

**Homes**

Houses for random NPCs

**Mine Station**

Boss is here

Minors come here to go to work

Boss has gun

**Psychic’s House**

Open 24/7

NPCs rarely come here

Just home for Psychic

**Church**

Everyone will go here

Can pray here and donate

**Hospital**

Doctor is here

Can get checked up if sick or not