

UNWILLING

2013

TOP SECRET TOP SECRET TOP SECRET

*Web Supplement*

**NPCs**



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# **CREDITS**

## **G-1 (ADMINISTRATION)**

**Design:** Keith Taylor

## **G-2 (INTELLIGENCE)**

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## **G-3 (OPERATIONS)**

**Written By:** Various Writers

## **G-4 (LOGISTICS)**

**Production Director:** Keith Taylor

**Editing:** Keith Taylor

**Layout & Typesetting:** Keith Taylor

## **G-6 (COMMUNICATION)**

Additional downloads can be found at the 93 Games Studio website

<http://www.93gamesstudio.com>

**Seeds** - are small story elements which GMs can use to either fill down time in their campaigns or to start whole new ones based off of them. Each seed also provides possible complications to further develop these new possibilites.

**NPCs** - are character backgrounds which can serve as the basis for NPCs or Player Characters.

## **DOWNED COMBAT AIRMAN**

**Author: Simon Pratt**

Whether due to lack of fuel or enemy action this pilot was forced to eject from his fighter. He suffers from back pain and an occasional limp from injuries suffered as he bailed out. In the air he was a god, but down here he's just one of a million other survivors with few skills of use now that technology is falling apart. The pilot clings to the remains of his survival gear like a link to the past; proof that once he was someone. This NPC could either be spoiling to get back in the fight or could be looking for a quiet life having done his duty.

## **LOST TOURIST**

**Author: Simon Pratt**

When the end fell, thousands of people were trapped thousands of miles from home. Some were on business and are lucky to be in the same country, others were on far flung holidays with thousands of miles of ocean between them and the place they called home. Some of these people have had to rapidly pick up enough language skills to survive and to scavenge a living where they can. Because of this they often make for good translators and local guides for foreigners. Still more have decided to begin walking, packing up what belongings they have and setting off in the rough direction of home. These types can be a good source of information for players traveling in the other direction about what lies ahead.

## **LOCAL POWERBROKER**

**Author: Kristen Clark**

“Bongo” is news reporter code for “trouble”. “Major Bongo” is reporter code for “Major trouble”. When the PCs have “Major Bongo”, more often than not more firepower, money or gold will do little to save their skins. What they really need is a phone number, or a name, of that one person who can pull the right strings at a high enough level to save their ass. The PCs may never meet this NPC, who works behind the scenes to get lower level NPCs to obey his/her sometimes cryptic orders.

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## RESOURCEFUL STREET KID

**Author: Kristen Clark**

In any populated towns or cities (maybe even village), there are always homeless and disowned kids looking to survive. Street kids are living off scraps, seeking shelter, and barely scratching to survive. The resourceful street kid is one who capable in all of the above and is also able to help the PCs in some way. They know the streets, the personalities and how the local “system” works. The kid may be young, but he’s grown up through the school of hard knocks and is a graduate of the *University of Life*.

## THE GOOD OL' BOY

**Author: Danny Darsey**

The Good ol' Boy has been hunting since he could walk. He knows all about wood craft, and has been living off the land most of his life. He would have been a great soldier but had no interest in someone else's fight. He trades local wild life meat to towns throughout the area. He may have a family out in the woods some where but no one really knows.

## FERAL CHILD

**Author: Paul Barret**

These are the young ones who found themselves orphaned and alone during the war. With no one to depend on, they learned to fend for themselves through whatever means necessary. They have developed mistrust for anybody but themselves and perhaps a pet dog that they loved before the war. They may accept offers of kindness and even hang with a group for a day or two, but they will eventually depart, knowing they are better off on their own.

## RELIGIOUS ZEALOT

**Author: Paul Barret**

While many had their faith destroyed by the war, the zealot sees it the opposite way. The war, much like the flood, was a sign from God to start over and get it right this time. It was a punishment for wickedness and sinful ways. Now if people will put their trust in the Divine Word, the lord will care for all his sheep. The zealot will seek to make converts of any whom cross his path, preaching to them about how things will get better as soon as mankind understands his rightful place in the holy plan of the creator.

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## **DRUG SELLER**

**Author: Paul Barret**

Just because the world is ending doesn't mean that people don't want to get high. If anything, drug use is probably more prevalent. Someone needs to handle all the extra product and these low level thugs are the ones to do it. Everything from marijuana to crack and maybe even some prescription drugs scrounged from some abandoned pharmacy. If you're looking to see the world in a different way, this is the person to give you the chemicals to do it.

## **DISBELIEVER**

**Author: Paul Barret**

These poor individuals are under the delusion that the war didn't happen. There was a widespread earthquake, a terrorist attack, or maybe even an alien invasion, but there was no way that people did this brutal thing to each other. The government will take care of everything soon. The power will be restored, buildings rebuilt, the trains running on time. Disbelievers will doggedly refuse to listen to anything to the contrary, calling people liars and alarmists. Unless cared for by friends or family, disbelievers usually don't last long.

## **AID WORKER**

**Author: Paul Barret**

These are the people who used to work for national, international or local relief agencies, providing the basic necessities where possible. Although such things are now more difficult to come by, aid workers are still there ready to assist with whatever they can, be it building a new house, setting up a garden, or digging a well. These people are the backbone of the reconstruction effort and the few "good Samaritans" left in the world. Since they refuse to carry weapons themselves, they are often accompanied by militiamen or hired bodyguards.

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