

# Chapter One: Introduction

*Once he had something in common with the figures crowding past him on the sidewalk; once, more than a century ago, he was one of them, part of the loathsome race that swarms over this planet. Now only the semblance remains, the organs, bones, and flesh. He has been washed clean of humanity; he feels no trace of kinship for these odious doomed beings, only a cold and unrelenting hatred.*

—T E D Klein, *The Ceremonies*

As a Storyteller, you've probably had to improvise many times the traits of NPCs such as a robber, a fireman, a club's bouncer or a corporation's receptionist – and surely in some situations you have been less than happy with the results. Forget about letting all to improvisation anymore: this collection contains about 200 generic NPC archetypes ready to populate your World of Darkness. Each NPC entry contains a Demeanor (giving you a general interpretation guide), Attributes, Abilities, Backgrounds, Humanity and Willpower ratings, and an Equipment list that includes any object or weapon that the NPC could carry. This list could, also, serve as a basis for the NPC's description.

Since these are 'nameless' NPCs, 'simple' background extras, they are all human (the author doesn't conceive a 'generic' supernatural character, except as an example) and few of their traits have ratings of 4 (and none of 5). As for Humanity and Willpower, its values serve to give a general idea of the action and reaction possibilities of each individual: the average Humanity lies between 6-7 and the average Willpower is 5.

## Character codes

There's a 1-to-5 rating next to each NPC archetype's name. This rating indicates how able and 'powerful' the character is, and lets the Storyteller get a general grasp of the challenge of the NPCs the PCs are encountering at any given time. This value depends on the how many free points were used in its creation, not counting the first point of each Attribute nor the Humanity and Willpower ratings, which have been assigned according only to the type of character and their behavior. The correspondence between the rating and these free points is detailed below.

- 85-100 total free points. An innocent, a victim, a scarcely important contact or pawn.
- 115-125 total free points. A contact or pawn of some importance.
- 150-155 total free points. A especially able, perhaps outstanding, member of society. A solid pawn on the board, or rather a knight.

.... 125-135 total free points, of which 12-15 are in Backgrounds. A brilliant member of his community, more interesting by his influence and relevance than for his personal skills. Perhaps a bishop on the board.

The Abilities list used here comes from **Vampire the Masquerade 3rd Edition**. Some Secondary Abilities of diverse origin are *always marked in italics*. The Secondary Abilities have been valued in half the equivalent points of the main ones.

Regarding Linguistics Ability, please remember that **3rd Edition rules** grant more languages to the characters than 2nd Edition. Languages spoken by each NPC are listed next to the the Ability rating: the first language that appears is the mother tongue, and the following are learnt later in life. If the NPC does not have Linguistics, the only language that speaks is English, considered to be the default language of the WoD setting. Of course, this can be easily changed if wanted to.

## NPCs with a name

Sometimes, during a Chronicle, a background character found by the PCs takes on a certain relevance and ends up being a 'named' NPC in their own right. The following pages make easy for you to perform this upgrade: just use as the appropriate archetype as a base and add a Nature (in addition to the Behavior), two points between the NPC's more useful Attributes and another two points to a somewhat less evident Ability, that represents their hobbies or personal interests. You could even add some Merit or Defect, or even a Mental Disorder, although not abusing these options will make your Storytelling easier.

## The Lists

The NPC archetypes in the next pages are organized into 23 lists, according to the environment or social level in which they can be found, making easier to search for them according to the type of scene you are Storytelling.

These lists can be consulted in index form in **Appendix One**, and are briefly explained here:

- **The Army.** Soldiers and officers.
- **The Common Delinquency.** Thieves, prostitutes, dealers.
- **The Corporation.** Lawyers, executives, financiers, white-collar workers.
- **The Factory.** Political activists, all kind of labourers, blue-collar workers.
- **The Government.** Politicians, bureaucrats and local and national officials.
- **The High Life.** Patrons, social arbiters, the rich and the famous, the beautiful people.
- **The Hospital.** Physicians, surgeons, sick people.
- **The Laboratory.** Biologists and researchers.
- **Luxury Hotel.** Concierges and servants.
- **Luxury Restaurant.** A great meeting place.
- **The Media.** Periodists, opinion leaders, the Fourth Power.
- **The Museum.** Curators of the past.
- **The Neighborhood.** Next door denizens.
- **The Night.** Bars, night clubs and its *habitués*.
- **The Occult.** Visionaries, esoterist researchers, priests and acolytes.
- **The Order and the Law.** Policemen, watchers, firemen.
- **Organized Crime.** The Crime Syndicate, international mafias, armed gangs.
- **The Psychiatric Center.** Modern alienists and its patients.
- **The Religion.** Pastors from different faiths, majority beliefs ministers.
- **The Servants.** Assistants, household keepers, bodyguards.
- **The Show Business.** Musicians, actors, models.
- **The Streets.** Urban workers, hustlers, street subculture members, beggars.
- **The University.** Professors, experts, students.

In addition, **Appendix Two** presents an alphabetical index organized by NPC archetype names.

# Chapter Two: NPCs with No Name

*I want to live like common people  
I want to do whatever common people do  
—Pulp, Common People*

## 1 The Army

### **Communications Officer (●●●)**

**Demeanor:** Director

**Attributes:** Dexterity 3, Stamina 3, Perception 3, any other 2

**Abilities:** Alertness 3, Athletics 3, Brawl 2, Dodge 2, Empathy 1, Expression (Eloquence) 1, Instruction 1, Intimidation 1, Leadership 3, Subterfuge 3, Drive 2, Firearms 2, Melee 1, Security 2, Academics 2, Bureaucracy 2, Computer 1, Cryptography 3, Investigation 1, Law 1, Linguistics 3 (English, Arabic, French, Russian, Spanish) Medicine 1, Science 2

**Backgrounds:** Allies 2, Resources 3

**Virtues:** Humanity 6, Willpower 5

**Equipment:** Uniform, radio equipment, headset with microphone, multitool pocketknife, toolbox, army vehicle with radio signal repeater, light pistol.

### **General (●●●)**

**Demeanor:** Traditionalist (or Autocrat)

**Attributes:** Charisma 3, Intelligence 3, Perception 3, Physical Attributes 3, any other 2

**Abilities:** Alertness 1, Athletics 1, Brawl 2, Dodge 2, Intimidation 3, Leadership 3, Drive 2, Etiquette 3, Firearms 3, Melee 1, Security 3, Survival 1, Finance 1, Law 2, Politics 3, Science 2

**Backgrounds:** Allies 3, Influence 3, Resources 4

**Virtues:** Humanity 6, Willpower 6

**Equipment:** Uniform, aviator sunglasses, seal ring, personal role radio, high-end smartphone, smartwatch, leather Mont Blanc briefcase (with hidden GPS tracker), multitool pocketknife, heavy pistol, official state car with chauffeur and police motorcade.

### **Soldier (●●)**

**Demeanor:** Conformist

**Attributes:** Physical 3, any other 2

**Abilities:** Alertness 1, Athletics 3, Brawl 2, Dodge 2, Intimidation 1, Drive 3, Firearms 3, Melee 2, Security 1, Survival 2, Computer 1, Law 1, Medicine 1, Science 2

**Backgrounds:** Allies 2, Resources 2

**Virtues:** Humanity 6, Willpower 5

**Equipment:** Training uniform, multitool pocketknife, 1 quart canteen, backpack (with blanket, rope and civil clothes), second hand car, light pistol.

## **Soldier: Elite (●●●)**

**Demeanor:** Soldier (or Rogue)

**Attributes:** Dexterity 3, Stamina 4, Strength 4, Wits 3, Perception 3, any other 2

**Abilities:** Alertness 2, Athletics 3, Brawl 3, Dodge 3, Intimidation 2, Leadership 1, Drive 3, Firearms 4, Melee 4, Security 2, Stealth 2, Survival 3, Computer 1, Finance 1, Law 1, Medicine 1, Science 1,

**Backgrounds:** Allies 2, Contacts 1, Resources 2

**Virtues:** Humanity 5, Willpower 5

**Equipment:** Uniform, personal role radio, digital microcamera, Bowie knife, heavy pistol, assault rifle with tactical light and laser, Kevlar ballistic vest (protection 3).

**Note:** This traits represent an experienced professional soldier, well equipped and very well trained, that could be in the elite corps of almost any national army –or in a security contractors company that offers him as mercenary at the a State's service, a megacorporation, or even a State at a megacorporation's service.

## **2 Common Delinquency**

### **Computer Criminal**

Use the *Hacker* Traits and Equipment.

### **Dealer (●)**

**Demeanor:** Loner

**Attributes:** Wits 3, Perception 3, any other 2

**Abilities:** Alertness 3, Athletics 2, Brawl 1, Dodge 2, Streetwise 2, Crafts (chemistry) 1, Drive 1, Firearms 1, Gambling 1, Security 2, Stealth 1, Medicine 1, Toxicology 1

**Backgrounds:** Contacts 2, Resources 1

**Virtues:** Humanity 6, Willpower 4

**Equipment:** Hooded sweatshirt, baggy drop-crotch pants, baseball cap, polarized sunglasses, neck gaiter, military boots, smartphone, cutter, light revolver.

## **Document Forger (●)**

**Demeanor:** Loner

**Attributes:** Dexterity 3, Strength 1, Perception 3, Intelligence 3, any other 2

**Abilities:** Alertness 1, Scrounging 2, Crafts (printing) 2, Crafts (repair) 1, Forgery 4, Security 3, Bureaucracy 2, Computer 2, Law 2, Linguistics 1 (Russian, English), Politics 2

**Backgrounds:** Contacts 2, Resources 1

**Virtues:** Humanity 7, Willpower 5

**Equipment:** Cheap suit, worn shoes, baseball cap, anti-design glasses, faux leather wristwatch, stolen official seals and paper, forged foreign official seals, digital SLR camera, desktop computer with laser printer and a couple of digital storage devices, menthol candies.

## **Fencer / Loan Lender (●)**

**Demeanor:** Rogue (or Survivor)

**Attributes:** Manipulation 3, Wits 3, any other 2

**Abilities:** Alertness 1, Intimidation 1, Scrounging 1, Streetwise 2, Subterfuge 2, Crafts (repair) 1, Firearms 1, Forgery 2, Security 2, Accounting 3, Finance 1, Computer 1, Investigation 1, Law 1, Science 1

**Backgrounds:** Contacts 2, Resources 2

**Virtues:** Humanity 5, Willpower 6

**Equipment:** Anorak jacket, tracksuit pants, rings, wristwatch, t-strap sneakers, handbag (with foldable pocket magnifier, notepad, bill pad, gold ballpoint pen, smartphone and brass knuckles). At shop, pocket calculator, cash register, hidden cash (in diverse shop's points), crates full of stuff (pawned watches, sports equipment and a little jewelry, robbed smartphones, videogame consoles and home sound systems), heavy revolver under the counter.

**Note 1:** A Wits + Forgery roll alloys her to value any object. For sure, she hasn't true knowledge about objects d'art or antiquities (it isn't her field).

**Note 2:** She's always with 1-2 Thugs.

## **Fixer/“Cleaner” (●●●)**

**Demeanor:** Conniver

**Attributes:** Charisma 3, Manipulation 3, Stamina 3, Mental Attributes 3, any other 2

**Abilities:** Alertness 3, Empathy 3, Dodge 1, Scrounging 3, Streetwise 3, Subterfuge 2, Crafts (domestic) 2, Crafts (repair) 3, Drive 3, Firearms 2, Forgery 2, Security 3, Stealth 2, Investigation 3, Law 1, Medicine 1, Police

Procedure 1, Science 2

**Backgrounds:** Allies 1, Contacts 4, Resource 3

**Virtues:** Humanity 5, Willpower 6

**Equipment:** Black suit with quilted vest over it (such *garment accumulation* grants protection 1), cheap Trilby style hat, submersible watch, smartphone, fanny pack (at shoulder, with false identity papers, cash, a Zippo lighter, a pocketknife and whiskey flask), gym bag (with plastic garbage bags, insulating tape, a saw and a hammer), estate car with radar detector (in the trunk, toolbox, blankets, gas can and domestic cleaning products).

## Gambler (••)

**Demeanor:** Bon-Vivant

**Attributes:** Manipulation 3, Wits 3, Perception 3, any other 2

**Abilities:** Alertness 2, Empathy 2, *Fortune Telling* 1, Intimidation 1, Leadership 1, *Seduction* 1, Streetwise 2, Subterfuge 2, Drive 1, Etiquette 1, *Gambling* 4, Stealth 1, Finance 2, Investigation 2, Law 2, Linguistics 1 (Mandarin Chinese, English), Politics 2

**Backgrounds:** Allies 1, Contacts 2, Resources 2

**Virtues:** Humanity 6, Willpower 4

**Equipment:** Black pilot jacket, light chino trousers, leather coat (when necessary, design tuxedo without lapels and bow tie), wallet with nice amount of cash, gold watch, ring with a single brilliant, card deck.

## Hired Thug (••)

**Demeanor:** Child

**Attributes:** Strength 3, Stamina 3, Wits 3, any other 2

**Abilities:** Alertness 1, Athletics 1, Brawl 2, Dodge 2, Streetwise 1, Intimidation 2, Drive 3, Firearms 1, Melee 3, Security 1, Survival 1, Finance 1, Investigation 1, Law 1, Medicine 1

**Backgrounds:** Allies 1, Contacts 1, Resources 1

**Virtues:** Humanity 5, Willpower 5

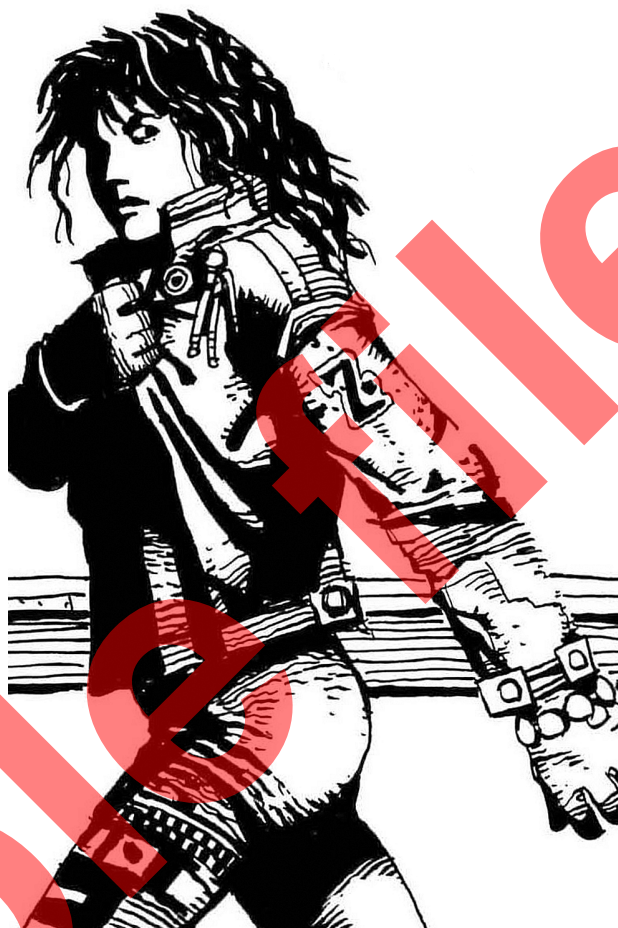
**Equipment:** Tactel tracksuit, elastic t-shirt with 'Chinese letters', gold chain and rings, sunglasses, fanny pack (with balisong knife and light revolver).

## Offshore Betting Bookie (•)

**Demeanor:** Rogue

**Attributes:** Intelligence 3, Perception 3, any other 2

**Abilities:** Alertness 1, Streetwise 3, Subterfuge 2, Firearms 1, *Gambling* 2, Security 2, Accounting 3, Computer 3,



Finance 2, Law 2, Sciences 1

**Backgrounds:** Contacts 3, Resources 2

**Virtues:** Humanity 5, Willpower 6

**Equipment:** Hooded jacket, soccer team t-shirt, tracksuit pants, sneakers, various rings, smartwatch, smartphone, tabletop computer with headphone-microphone, some recent sports magazines, bourbon flask, pistol (Philippine copy of an American model).

## Pickpocket (template)

Use the *Housewife*, *Robber*, *Teenager (rascal)*, *Prostitute* or *Junkie* characteristics, adding +1 to Stealth, +2 to Scrounging (this ability will be used, along with Wits or Dexterity, to pick something from a person without being noted), and removing any weapon from its Equipment.

## Pimp (•)

**Demeanor:** Martyr (or Deviant)

**Attributes:** Dexterity 3, Strength 3, any other 2

**Abilities:** Alertness 2, Athletics 1, Brawl 2, Dodge 1,

Streetwise 2, Intimidation 1, Subterfuge 1, Drive 1, Firearms 2, Security 1, Stealth 1, Survival 1, Investigation 1, Law 1 **Backgrounds:** Allies 1, Resources 1

**Virtues:** Humanity 5, Willpower 5

**Equipment:** Flannel shirt, quilted vest, tracksuit pants, military boots, gold chain and rings, fanny pack (with antiquated cellphone and sunglasses) and balisong knife.

## Pool Player (••)

**Demeanor:** Bon-Vivant

**Attributes:** Dexterity 3, Charisma 3, Wits 3, any other 2

**Abilities:** Alertness 2, Athletics 2, Brawl 1, Dodge 2, Empathy 2, Streetwise 2, Subterfuge 1, Drive 2, Etiquette 1, Firearms 2, *Gambling* 1, *Pool* 3, Stealth 2, Investigation 2, Law 2, Medicine 1

**Backgrounds:** Contacts 2, Resources 1

**Virtues:** Humanity 6, Willpower 4

**Equipment:** Biker jacket, skinny pants, gold pendant, fanny pack (with cash, hair comb and switchblade knife), two-piece cue in its case.

## Prostitute: Professional (•)

**Demeanor:** Conformist (or Survivor)

**Attributes:** Charisma 3, Manipulation 3, any other 2

**Abilities:** Alertness 2, Empathy 2, *Seduction* 2, Streetwise 2, Subterfuge 2, Firearms 1, *Gambling* 1, Security 1, Stealth 2, Survival 2, Law 1, *Lips Reading* 1, Medicine 1

**Backgrounds:** Allies 1, Contacts 1, Resources 1

**Virtues:** Humanity 6, Willpower 3

**Equipment:** Flashy colored mini dress, worn quilted jacket, platform shoes, little purse (with some make-up and a little knife).

**Note:** Although she is usually considered a sex industry worker, the street Prostitute is usually a real victim, under the control of a Pimp or a mob organization. Perhaps a careful Narrator would want to reach this idea to that players willing to consider she a simple easy prey for their Kindred, especially for those who want to keep their Humanity.

## Prostitute: Situational one (template)

Unlike the previous archetype, this one represents a person (most times a woman, but not always) who voluntarily practices prostitution, usually, with much more freedom and in a safer environment, perhaps as a

secondary source of incomes. Although it is easier to associate this activity with professions related to sex, it is practiced by people of very diverse origins and backgrounds. Use the Traits of *Porn Actress/Actor*, *Dominatrix*, *Stripper/Gogo*, *Housewife*, *Student*, *Office Clerk*, *Model* or *Modern Primitive*, adding +1 to *Appearance* and +1 to *Seduction*.

## Pyromaniac (template)

Use the *Gardener*, *Hired Thug*, *Street Gang Member*, *Labourer/Dockworker* or *Pimp* characteristics, adding +1 to Dodge, +1 to Stealth and the following

**Equipment:** Hooded jacket, black jeans, filtering half mask, black sneakers, fanny pack (with little multitool knife and Zippo lighter), backpack (with two liter kerosene bottles, old newspapers and a portable gas blowtorch).

## Serial Killer (template)

If a serial killer appears in your Chronicle, surely it isn't a background extra but an important person with some weight in the plot. If you need to improvise the appearance of one, use the *Literary Author*, *Executive*, *Nuts Ex-Combatant*, *Thug* or *Tramp* archetype adding +1 to Brawl, +1 to Torture, +1 to Toxicology and +1 to Subterfuge. Keep in mind that, in addition to its archetype's usual Equipment, it will have in its lair everything necessary not only for commit, but also to hide its misdeeds.

## Smuggler (•••)

**Demeanor:** Curmudgeon

**Attributes:** Strength 3, Stamina 3, Manipulation 3, Mental Attributes 3, any other 2

**Abilities:** Alertness 2, Athletics 2, Brawl 2, Intimidation 1, Leadership 1, *Scrounging* 2, Streetwise 3, Subterfuge 2, Animal Ken 1, Crafts (mechanics) 2, Drive 3, Firearms 2, *Forgery* 1, *Navigation* 1, Security 2, Stealth 2, Survival 2, *Accounting* 2, Investigation 1, Law 1, Linguistics 2 (Spanish, English, Polish), Occult 1, Politics 1

**Backgrounds:** Contacts 3, Resources 3

**Virtues:** Humanity 6, Willpower 5

**Equipment:** Second hand pilot jacket, shirt, camouflage cargo pants, skipper cap without any badges, gold watch, banknote clip attached to belt with a chain, multitool pocket knife, rum flask, standard toolbox, submachine gun (Philippine copy of an American model), van, river boat.

### Thief: Burglar (••)

**Demeanor:** Bon-Vivant (or Child)

**Attributes:** Strength 3, Wits 3, Perception 3, any other 2

**Abilities:** Alertness 2, Athletics 3, Brawl 1, *Scrounging* 1, Streetwise 2, Subterfuge 3, Crafts (mechanics) 3, Drive 2, *Escapology* 1, Finance 2, Security 3, Stealth 2, Investigation 1, Law 1

**Backgrounds:** Contacts 3, Resources 2

**Virtues:** Humanity 7, Willpower 5

**Equipment:** Very discreet casual clothes, black mechanic overall, neck gaiter, black backpack (with rope, pocket lantern, a set of lock picks and glass cutter), stolen car. For very specific jobs, security glasses, thermal lance, different kind of blowtorches, and so.

### Thief: Robber (•)

**Demeanor:** Loner (or Child)

**Attributes:** All 2

**Abilities:** Alertness 2, Athletics 2, Dodge 2, *Scrounging* 1, Streetwise 2, Firearms 2, *Gambling* 1, Intimidation 1, Security 1, Stealth 2, Investigation 1, Law 1

**Backgrounds:** Contacts 1, Resources 1

**Virtues:** Humanity 6, Willpower 4

**Equipment:** Hooded denim jacket, all-the-way-up buttoned shirt, track bottoms, neck gaiter, baseball cap, fanny pack, switchblade knife, light revolver.

### Thief: Gentleman burglar (•••)

**Demeanor:** Director

**Attributes:** Dexterity 3, Manipulation 3, Perception 3, Mental Attributes 3, any other 2

**Abilities:** Alertness 3, Athletics 4, Brawl 2, Dodge 2, Streetwise 3, Subterfuge 3, Crafts (electronics) 1, Drive 2, *Etiquette* 3, *Forgery* 1, Security 4, Stealth 3, Academics 4, Computer 2, Linguistics 1 (Dutch, English)

**Backgrounds:** Contacts 4, Resources 3

**Virtues:** Humanity 6, Willpower 6

**Equipment:** When not working, modern design suit, gold watch, smartphone, museums guide. When working, biker jacket, leather gloves, rubber sole shoes, balaclava, gym bag (with nylon rope, carabiner shackles, gymnastic anti-skid powder, night vision goggles, alarm inhibitor kit, glass cutter and a very nice set of lock picks.

## 3 The Corporation

### Accountant (•)

**Demeanor:** Jobsworth

**Attributes:** Charisma 1, Mental Attributes 3, any other 2

**Abilities:** Empathy 1, Subterfuge 2, Drive 2, *Etiquette* 2, Security 1, Stealth 2, *Accounting* 3, *Bureaucracy* 3, Computer 1, Finance 1, Investigation 1, Law 2

**Backgrounds:** Allies 1, Resources 2

**Virtues:** Humanity 6, Willpower 5

**Equipment:** Cheap but formal clothes (following the corporation dress code), rubber sole shoes, wayfarer eyeglasses, printed forms, fountain pen, red marker, big desktop stapler, desktop computer, personal low-end smartphone.

### Bank Teller (•)

**Demeanor:** Conformist

**Attributes:** Appearance 3, Intelligence 3, any other 2

**Abilities:** Alertness 1, Empathy 1, Drive 1, *Etiquette* 2, Security 2, Stealth 2, *Accounting* 2, *Bureaucracy* 2, Computer 2, Finance 1, Investigation 1, Law 1, Linguistics 2 (Mandarin Chinese, English, French)

**Backgrounds:** Contacts 1, Resources 2

**Virtues:** Humanity 8, Willpower 5

**Equipment:** Dark skirt suit, light shirt, pocket calculator, pocket stapler, paperclips, forms, diverse colored markers and ball pens, smartphone (with very decorated case), a little eau de cologne spray, a little pepper spray, desktop computer.

### Broker (••)

**Demeanor:** Competitor

**Attributes:** Manipulation 3, Appearance 3, Wits 3, any other 2

**Abilities:** Athletics 2, Dodge 2, Empathy 1, Expression (eloquence) 1, Subterfuge 3, *Etiquette* 2, Security 2, Academics 1, Computer 2, Finance 4, Investigation 2, Law 1, Linguistics 1 (English, French), Politics 1

**Backgrounds:** Contacts 2, Resources 3

**Virtues:** Humanity 6, Willpower 4

**Equipment:** Pinstripe suit with tailored shirt, smartphone, smartwatch, headset with microphone, trifold document holder with tablet and notebook, pencil, fountain pen, cigarettes and lighter, Nissan Infiniti.