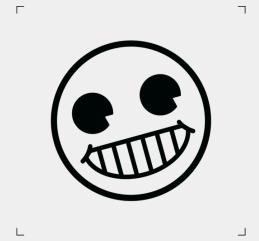
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// NPC_GUIDE //

Cheat sheet

Just as there will be active characters, there will also be inactive characters that are mostly in the background and while they can interact with the main cast, they don't have a prominent role in the story.

Of course, we're talking about **NPCs**.

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_NPC_GUIDE

Upon joining, a player receives 1 free NPC/Companion Card slot.

Everyone gains one free NPC/companion card slot when they join, this is only per MEMBER. NPC's are free to rp and interact but should NOT replace main character, they can't take part in story missions or prompts without permission!

How tied to fortune/Remnant does my NPC need to be?

An NPC should be tied in some way to either faction, either as support or working within either organisation. There are no 'civilians' in this conflict, even in not protesting Fortune they support Fortune.

Can I enter my character as an NPC and make them a character later?

Of course! Make sure to have their bounty hunter's license purchased and ready to go when they make the transition!

What limits are there to an NPC?

Naturally, you cannot make your NPC an all-powerful deity or have heavy ties to Fortune's story! Follow the guidelines as you would with a hunter, but keep in mind an NPC would not have the same prevalent role your hunter has!

Can my NPC's become a Companion?

Yep! Every NPC can become a companion provided you buy the right item's for them. (for any long term members a reminder that a companion can be ANYTHING, from pet to sidekick!) This will grant the ability to take part in events/prompts WITH your character.

How do I use my Companion in events?

For your character to gain the benefits your companion gives, you need to apply a reason as to why they'd give that benefit so you should explain how your companion would help your character! Here's some loose examples:

ATK: Your companion fights alongside you!

DEF: Your companion provides you with a shield.

DEX: Your companion gives you a boost to your jump!

INT: Two brains are better than one!

CHA: Your companion adds to your intimidation factor by standing behind them and looking super scary.

Remember that these are loose examples and you can take a more creative take as long as it makes sense! If you're ever unsure how to narratively describe your companion assisting your hunter in a way that makes sense to give them the boost, don't hesitate to reach out to a helper/mod to check!