

Non-Playable Character

In the widest sense, a non-playable character (NPC) is some character on the game that actually is a separate entity, so not part of the map's geometry (like walls, buildings, trees, or trenches). It can act, but not necessarily does. It differs from a [bot](#) in, that bots *do* participate in the game, while NPCs can also be simply spectators on the side-lines.

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