

Name: \_\_\_\_\_ Reaction +/-: \_\_\_\_\_ Point Total: \_\_\_\_\_  
 Appearance: \_\_\_\_\_ Advantages, Disadvantages, Quirks: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
**ST** Fatigue: \_\_\_\_\_  
**DX** Basic Damage \_\_\_\_\_ Skills: \_\_\_\_\_  
**IQ** Thrust: \_\_\_\_\_  
**HT** Swing: \_\_\_\_\_  
 Hits Taken: \_\_\_\_\_  
 Basic Speed: \_\_\_\_\_ Move: \_\_\_\_\_ Weapons and Possessions: \_\_\_\_\_  
 Encumbrance: \_\_\_\_\_  
 Dodge: \_\_\_\_\_ Parry: \_\_\_\_\_ Block: \_\_\_\_\_  
 Head Body Arms Hands Legs Feet  
 PD 


 Weapon Ranges: \_\_\_\_\_  
 DR 


 \_\_\_\_\_

# NPC Record Card

To make it easy to keep track of NPCs, all necessary data can be kept on a 3" x 5" card. A boxful of foes is easy to use; you can even use a paper clip to fasten the appropriate *Cardboard Heroes* figures to each card.

Name: MAX the guard Reaction +/-: <sup>-2 ordinarily</sup> <sub>+1 in combat</sub> \_\_\_\_\_ Point Total: 75  
 Appearance: INCREDIBLY THREATENING Advantages, Disadvantages, Quirks: SENSE OF DUTY  
GIGANTISM  
12 ST Fatigue: \_\_\_\_\_  
12 DX Basic Damage \_\_\_\_\_ Skills: BROADSWORD -16  
10 IQ Thrust: 1d-1 KNIFE -16  
 Swing: 1d+2  
11 HT Hits Taken: \_\_\_\_\_  
 Basic Speed: 5.75 Move: 5 Weapons and Possessions: SCIMITAR [Bastard sword] cut 1d+3 #650 5 lbs.  
 Encumbrance: NONE (2-hex reach) crush 1d  
 Dodge: 5 Parry: 8 Block: 0 KNIFE (large) cut 1d #40 1 lb.  
 Head Body Arms Hands Legs Feet imp 1d-1  
 PD 

Ø	Ø	Ø	Ø	Ø	Ø
(2)	Ø	Ø	Ø	Ø	Ø

 Weapon Ranges: \_\_\_\_\_  
 DR 

(2)	Ø	Ø	Ø	Ø	Ø

KNIFE imp 1-1 SS:12 ACC:0 1/2:10 Max:17