



NPCC STRATEGY CARDS

Rodney Sloan

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This is a free e-book.



Battle Strategy Sheets

These strategy sheets let you record tactics for monsters and combat NPCs in your role-playing games. Fill them out when you do your campaign prep and have them on hand to help with snap decisions in the heat of battle



Key

- **Role:** a keyword to describe the monster's tactics, such as sniper, assassin, wrestler or guard.
- **Morale:** If the creature tends to be brave, cowardly, or anything in-between.
- **Ease:** How the creature acts when not under threat.
- **Alert:** What the monster or NPC does when they become aware of enemies.
- **Melee:** How the creature fights in melee combat.
- **Range:** How the creature handles ranged combat.
- **Blood:** What the monster or NPC does when they fall to or below half their hit points.

Sample Card

NAME	<i>Goblin Sentry (Fighter 1)</i>	REF	<i>Goblin Codex Pg 15</i>
AC	<i>16</i>	HP	<i>13</i>
ROLE	<i>Guard</i>	MORALE	<i>Cautious</i>
EASE	<i>Hangs around the chief's hut, but will move off to investigate anything of interest.</i>		
ALERT	<i>Sound alarm and moves to prevent entrance into the hut.</i>		
MELEE	<i>Attacks using his spear's reach. Uses 5' step to keep out of reach of enemy.</i>		
RANGE	<i>Attacks using short bow from the cover of the hut's entrance.</i>		
BLOOD	<i>Attempt to flee and call for reinforcements.</i>		

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ROLE		MORALE	
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ALERT			
MELEE			
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BLOOD			
NOTE			

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