

# 1191 AD PRESENTS: NPC Cards Collection

## Printer-friendly Edition: Volume I

### INCLUDES:

Medieval Fantasy I: Patricians and Plebians  
High Fantasy I: Creatures and Constructs  
High Fantasy II: Woodfolk and Warchiefs

### FOR GAME MASTERS

Enhance your roleplaying experience with these NPC Cards! Print them out and show them to your players as they meet new characters! If you are running an epic campaign with dozens, if not hundreds, of NPCs (non-player characters, that is), keeping track of all those imaginary people can get a bit bothersome. NPC Cards are here to help your players visualize your characters and connect with them more easily, and also to help game masters keep track of some basic stats. That you have prepared cards for some characters may hint at their importance in your campaign, and players might be more reluctant to ignore (or kill) them. Or perhaps not. But they \*will\* remember them more easily, as will you.

### THIS PUBLICATION IS FREE

This collection of 108 cards is compiled from three separate publications (see above) and is made to be more ink-conservative. This volume is also free. If you like the idea behind these cards and want to see more of them in the future, please consider purchasing the full-colour editions - to be found exclusively at DriveThruRPG.

### SEND US FEEDBACK

We invite you to leave comments on our blog, be it positive or negative. If you like the idea behind NPC Cards, but feel there can be improvement in some regard, let us know!

Also, feel free to suggest some types of characters we may have missed (though, of course, new publications are already under way, and maybe you'll find them there). We aim to cover as many fantasy archetypes as we can. Licenced characters and creatures (i.e. those protected by international copyright) will not be taken into consideration.

<http://1191ad.blogspot.com/>

### HOW TO USE THIS PDF

This is a PDF publication best accessed with the newest version of Adobe Acrobat™. Older versions (and other PDF readers) might exhibit problems. This document contains fillable Forms: text boxes that allow you to type in text (something that is generally unavailable in common PDF files).

Forms allow you to digitally edit your NPC Cards by inputting information about the characters (names, descriptions, statistics, inventory, quest markers, etc.), but they can also be ignored and the information be input by hand after printing.

Make sure you save the PDF after filling in any forms, otherwise you may lose all text after closing your PDF reader.

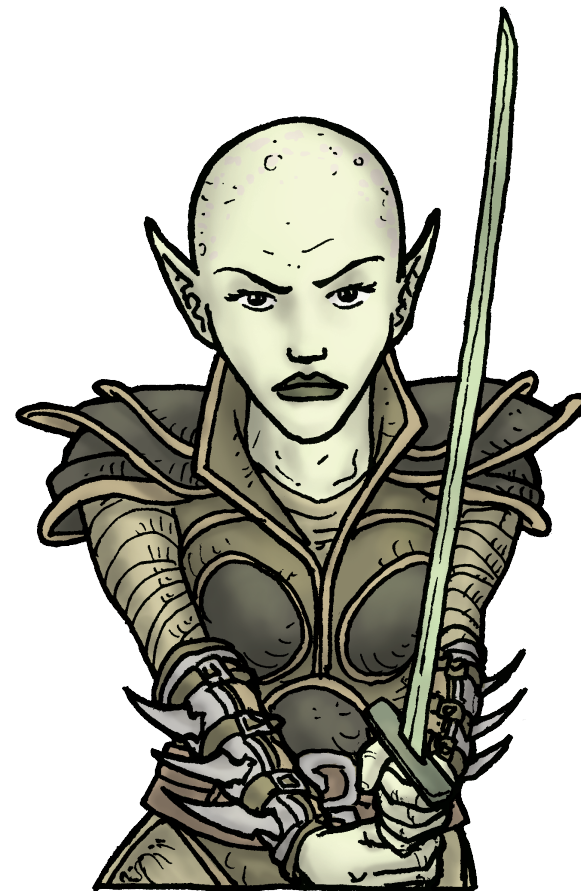
### MATCHING FRONT AND BACK

Each card can be printed with a front (includes the picture and two small text boxes) and the optional back (main stats and empty lines). This is why Front and Back pages alternate throughout this PDF - you can use a single sheet of paper to print on both sides. The layout already takes "mirroring" into account: the 1<sup>st</sup> Front Card now matches the 5<sup>th</sup> Back Card. The 2<sup>nd</sup> Front Card matches the 4<sup>th</sup> Back Card, etc. Depending on the printer you use, some trial and error may be required to get everything aligned and printer properly.

To make it easier to keep track of things, above (or below) each card there is a marker; for example "23 - Druid III", which means that it is the 23<sup>rd</sup> card in the set, and the 3<sup>rd</sup> representation of a druid on the same page. Each marker connects the front and back instances of a card.

### PRINTING TIPS

1. The cards are spaced at 5,6cm x 8,7cm and should fit in most medium-sized trading card sleeves. If your printer does not print them at those measurements, you might want to check its settings (like "zoom" or "fit to page", etc.).
2. Print out the cards on a thicker variety of paper - but first make sure your printer can handle it. You can also use glossy paper, but if you intend to write upon the cards you will need pencils or markers that will not smudge.
3. Save for professional cutters, the easiest way to cut the cards out is probably with a ruler and scalpel. They are faster and more precise tools than the average scissors. Work on a flat surface, and be careful not to cut yourself. In order to avoid unwanted scalpel marks on your surface, put some papers (or cardboard) underneath.



**1191 AD  
PUBLISHING**

A *DriveThruRPG* Exclusive Publication

© 1191 AD Publishing, 2013

Design and art by **Domigorgon**.

1 - Barbarian I



2 - Barbarian II



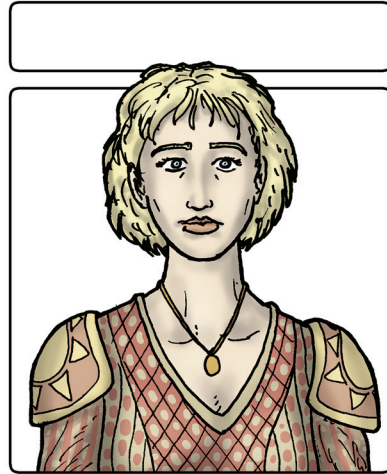
3 - Barbarian III



4 - Cleric I



5 - Cleric II



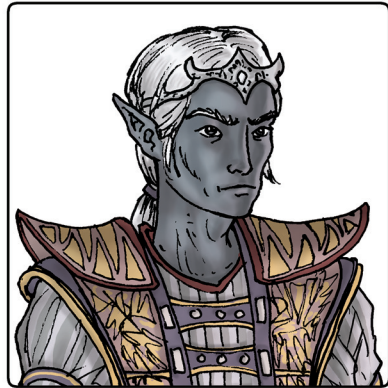
6 - Dark Elf I



7 - Dark Elf II



8 - Dark Elf III



9 - Alchemist I

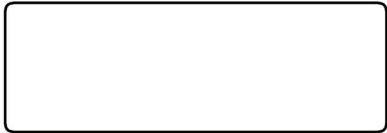


10 - Alchemist II



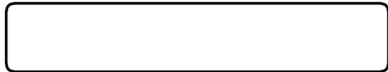


11 - Dwarf I



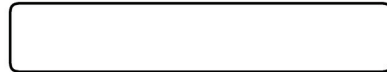
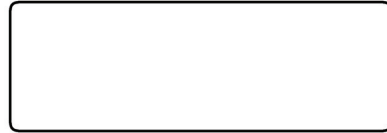
16 - Dwarf VI

12 - Dwarf II



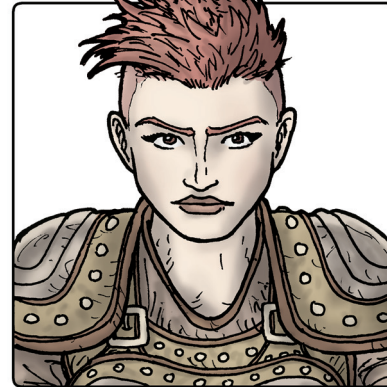
17 - Dwarf VII

13 - Dwarf III



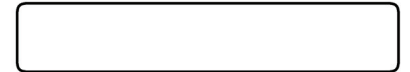
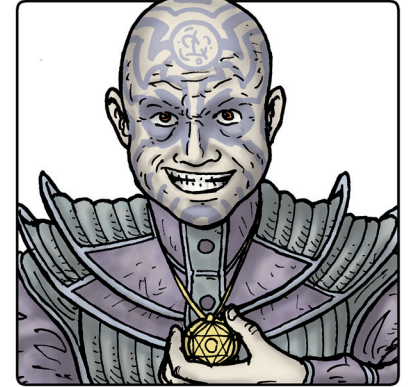
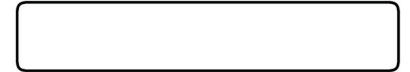
18 - Dwarf VIII

14 - Dwarf IV



19 - Dwarf IX

15 - Dwarf V



20 - Dwarf X



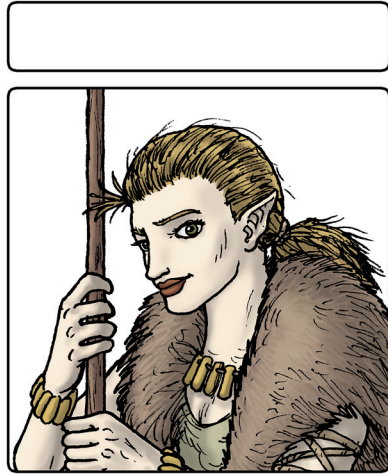
21 - Druid I



22 - Druid II



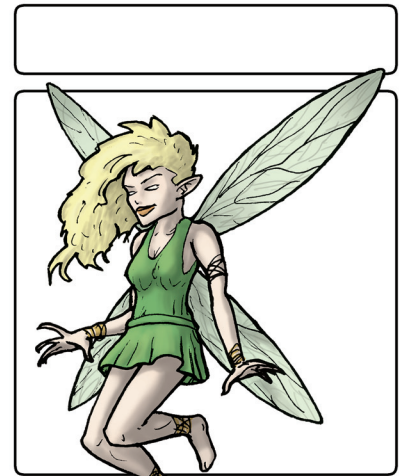
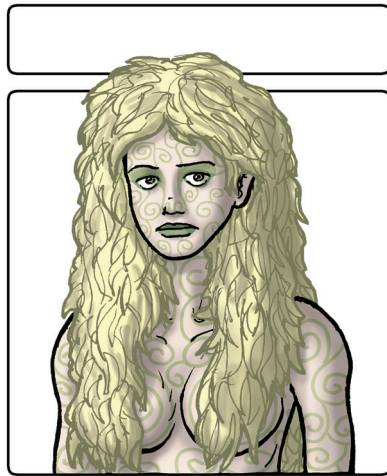
23 - Druid III



24 - Treefolk



25 - Forest Spirit



26 - Goblin

27 - Hobgoblin

28 - Bugbear

29 - Nymph

30 - Wood Fairy

25 - Forest Spirit

CHARACTER \_\_\_\_\_

STR  HP: \_\_\_\_\_

DEX  Init: \_\_\_\_\_

CON  Spd: \_\_\_\_\_

INT  AC: \_\_\_\_\_

WIS  Att: \_\_\_\_\_

CHA  \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

24 - Treefolk

CHARACTER \_\_\_\_\_

STR  HP: \_\_\_\_\_

DEX  Init: \_\_\_\_\_

CON  Spd: \_\_\_\_\_

INT  AC: \_\_\_\_\_

WIS  Att: \_\_\_\_\_

CHA  \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

23 - Druid III

CHARACTER \_\_\_\_\_

STR  HP: \_\_\_\_\_

DEX  Init: \_\_\_\_\_

CON  Spd: \_\_\_\_\_

INT  AC: \_\_\_\_\_

WIS  Att: \_\_\_\_\_

CHA  \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

22 - Druid II

CHARACTER \_\_\_\_\_

STR  HP: \_\_\_\_\_

DEX  Init: \_\_\_\_\_

CON  Spd: \_\_\_\_\_

INT  AC: \_\_\_\_\_

WIS  Att: \_\_\_\_\_

CHA  \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

21 - Druid I

CHARACTER \_\_\_\_\_

STR  HP: \_\_\_\_\_

DEX  Init: \_\_\_\_\_

CON  Spd: \_\_\_\_\_

INT  AC: \_\_\_\_\_

WIS  Att: \_\_\_\_\_

CHA  \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

CHARACTER

STR  HP: \_\_\_\_\_

DEX  Init: \_\_\_\_\_

CON  Spd: \_\_\_\_\_

INT  AC: \_\_\_\_\_

WIS  Att: \_\_\_\_\_

CHA  \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

CHARACTER

STR  HP: \_\_\_\_\_

DEX  Init: \_\_\_\_\_

CON  Spd: \_\_\_\_\_

INT  AC: \_\_\_\_\_

WIS  Att: \_\_\_\_\_

CHA  \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

CHARACTER

STR  HP: \_\_\_\_\_

DEX  Init: \_\_\_\_\_

CON  Spd: \_\_\_\_\_

INT  AC: \_\_\_\_\_

WIS  Att: \_\_\_\_\_

CHA  \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

CHARACTER

STR  HP: \_\_\_\_\_

DEX  Init: \_\_\_\_\_

CON  Spd: \_\_\_\_\_

INT  AC: \_\_\_\_\_

WIS  Att: \_\_\_\_\_

CHA  \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

CHARACTER

STR  HP: \_\_\_\_\_

DEX  Init: \_\_\_\_\_

CON  Spd: \_\_\_\_\_

INT  AC: \_\_\_\_\_

WIS  Att: \_\_\_\_\_

CHA  \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

30 - Wood Fairy

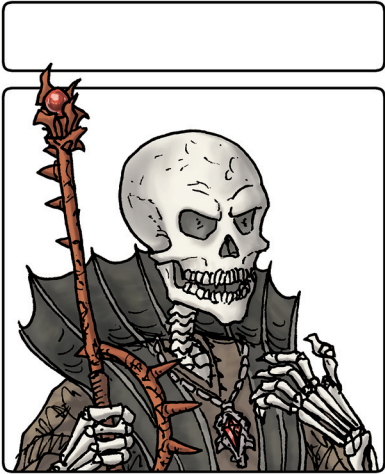
29 - Nymph

28 - Bugbear

27 - Hobgoblin

26 - Goblin

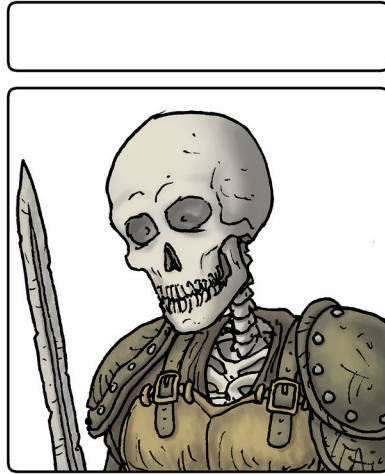
31 - Lich



32 - Skeleton King



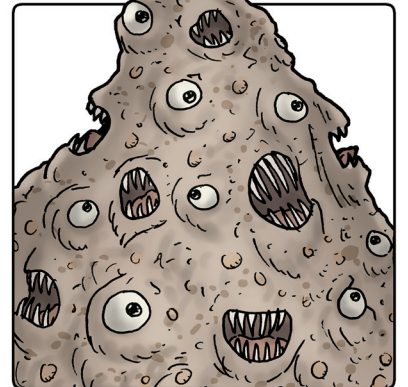
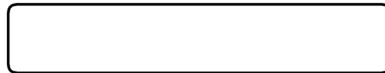
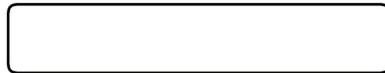
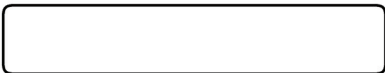
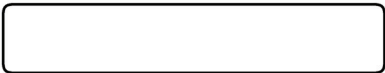
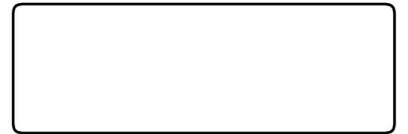
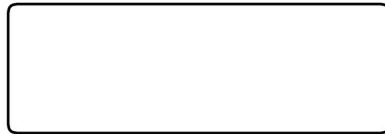
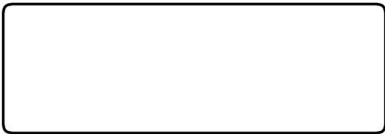
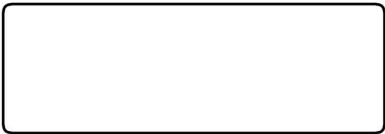
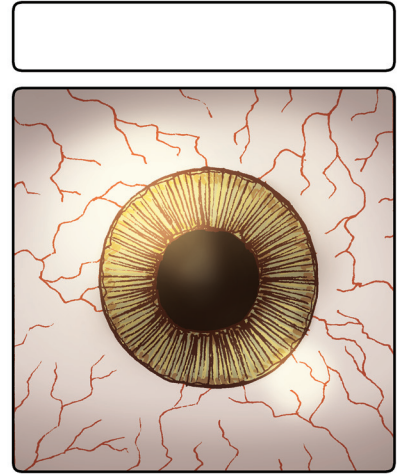
33 - Skeleton



34 - Star-spawn



35 - The Eye



36 - Ghost

37 - Ghost King

38 - Spectre

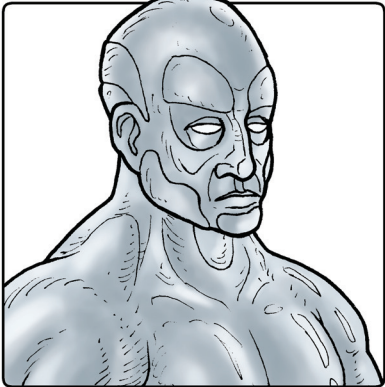
39 - Shadow

40 - Shoggoth



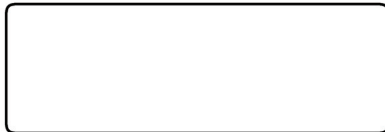
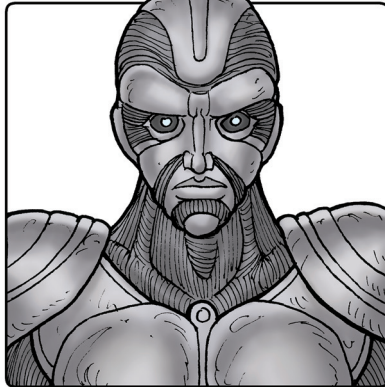
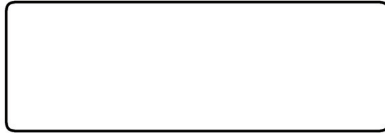
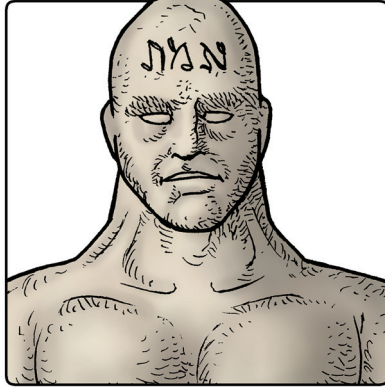


41 - Flesh Golem



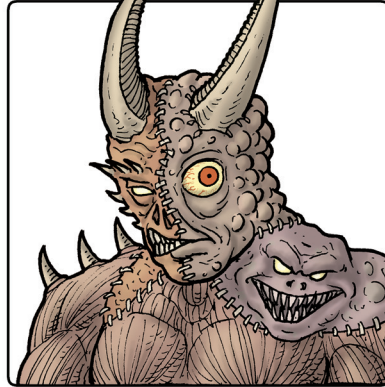
46 - Metal Golem

42 - Clay Golem



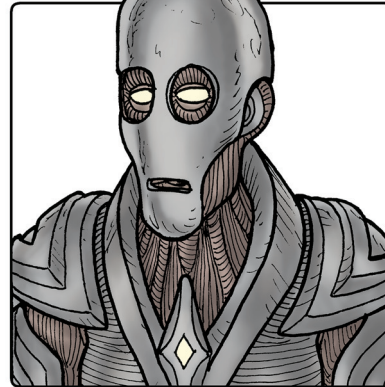
47 - Construct I

43 - Demon Golem



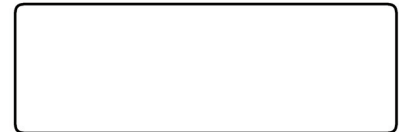
48 - Construct II

44 - Stone Golem



49 - Construct III

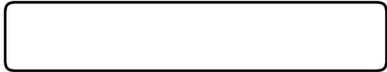
45 - Wood Golem



50 - Mad Scientist

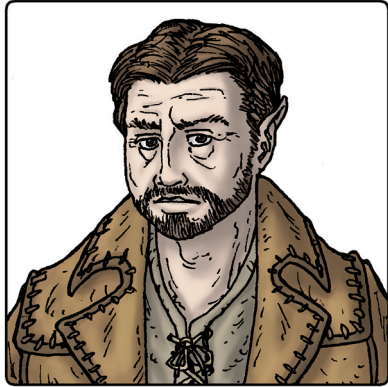


51 - Metal Bard



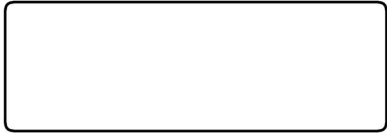
56 - Smith

52 - Private Eye



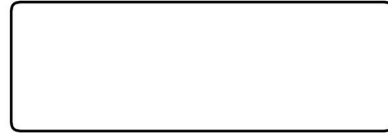
57 - Beggar

53 - Innkeeper



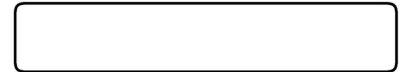
58 - Herald

54 - Barmaid



59 - Illusionist

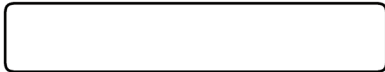
55 - Bar Wench



60 - Clairvoyant

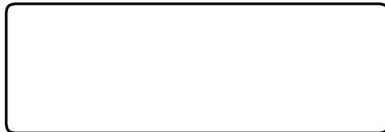


61 - King



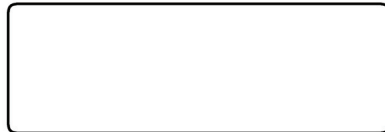
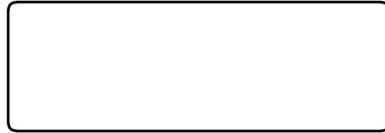
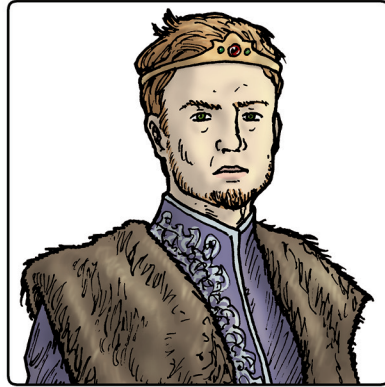
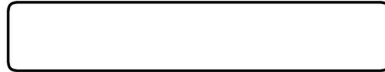
66 - Yng. Prince

62 - Queen



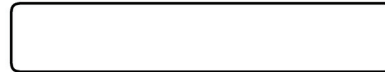
67 - Count

63 - Prince



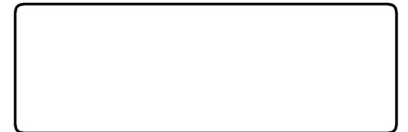
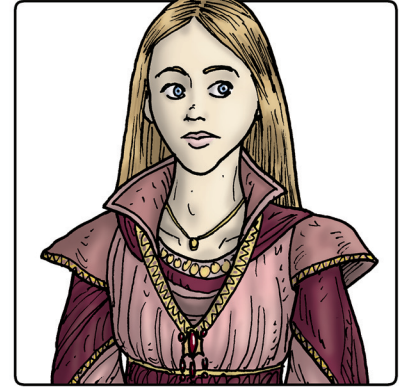
68 - Countess

64 - Princess



69 - Duke

65 - Yng. Princess



70 - Duchess

65 - Yng. Princess

CHARACTER \_\_\_\_\_

STR  HP: \_\_\_\_\_

DEX  Init: \_\_\_\_\_

CON  Spd: \_\_\_\_\_

INT  AC: \_\_\_\_\_

WIS  Att: \_\_\_\_\_

CHA  \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

64 - Princess

CHARACTER \_\_\_\_\_

STR  HP: \_\_\_\_\_

DEX  Init: \_\_\_\_\_

CON  Spd: \_\_\_\_\_

INT  AC: \_\_\_\_\_

WIS  Att: \_\_\_\_\_

CHA  \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

63 - Prince

CHARACTER \_\_\_\_\_

STR  HP: \_\_\_\_\_

DEX  Init: \_\_\_\_\_

CON  Spd: \_\_\_\_\_

INT  AC: \_\_\_\_\_

WIS  Att: \_\_\_\_\_

CHA  \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

62 - Queen

CHARACTER \_\_\_\_\_

STR  HP: \_\_\_\_\_

DEX  Init: \_\_\_\_\_

CON  Spd: \_\_\_\_\_

INT  AC: \_\_\_\_\_

WIS  Att: \_\_\_\_\_

CHA  \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

61 - King

CHARACTER \_\_\_\_\_

STR  HP: \_\_\_\_\_

DEX  Init: \_\_\_\_\_

CON  Spd: \_\_\_\_\_

INT  AC: \_\_\_\_\_

WIS  Att: \_\_\_\_\_

CHA  \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

CHARACTER \_\_\_\_\_

STR  HP: \_\_\_\_\_

DEX  Init: \_\_\_\_\_

CON  Spd: \_\_\_\_\_

INT  AC: \_\_\_\_\_

WIS  Att: \_\_\_\_\_

CHA  \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

CHARACTER \_\_\_\_\_

STR  HP: \_\_\_\_\_

DEX  Init: \_\_\_\_\_

CON  Spd: \_\_\_\_\_

INT  AC: \_\_\_\_\_

WIS  Att: \_\_\_\_\_

CHA  \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

CHARACTER \_\_\_\_\_

STR  HP: \_\_\_\_\_

DEX  Init: \_\_\_\_\_

CON  Spd: \_\_\_\_\_

INT  AC: \_\_\_\_\_

WIS  Att: \_\_\_\_\_

CHA  \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

CHARACTER \_\_\_\_\_

STR  HP: \_\_\_\_\_

DEX  Init: \_\_\_\_\_

CON  Spd: \_\_\_\_\_

INT  AC: \_\_\_\_\_

WIS  Att: \_\_\_\_\_

CHA  \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

CHARACTER \_\_\_\_\_

STR  HP: \_\_\_\_\_

DEX  Init: \_\_\_\_\_

CON  Spd: \_\_\_\_\_

INT  AC: \_\_\_\_\_

WIS  Att: \_\_\_\_\_

CHA  \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

70 - Duchess

69 - Duke

68 - Countess

67 - Count

66 - Yng. Prince

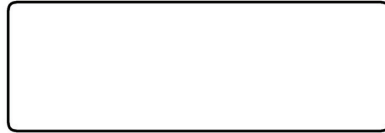
71 - Courtier I



72 - Courtier II



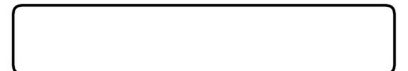
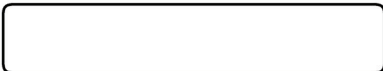
73 - Courtier III



74 - Courtier IV



75 - Courtier V



76 - Dame I

77 - Dame II

78 - Dame III

79 - Dame IV

80 - Dame V





81 - Guildmistress



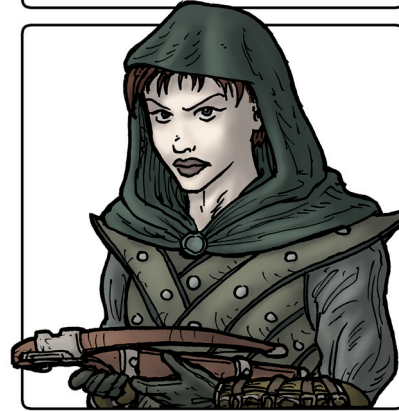
82 - Swashbuckler



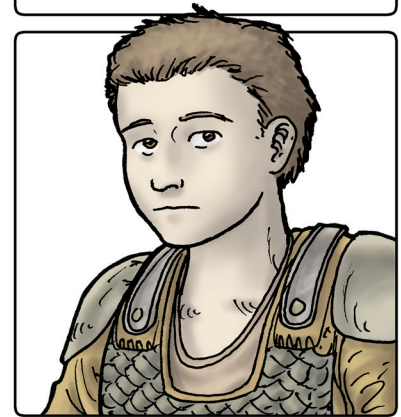
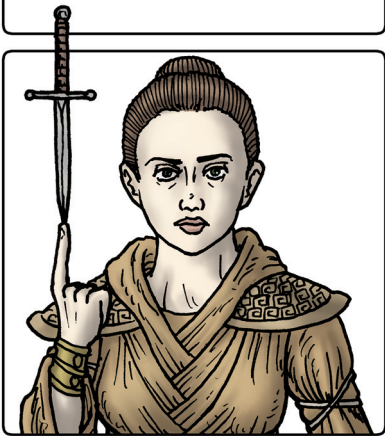
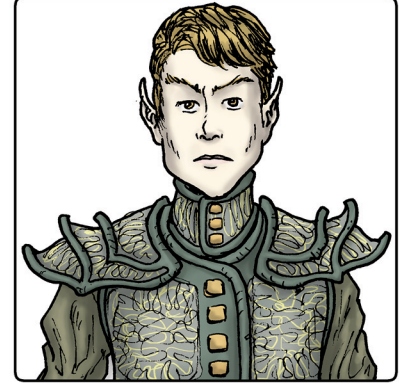
83 - Rogue I



84 - Rogue II



85 - Sorcerer



86 - Merchant

87 - Assassin I

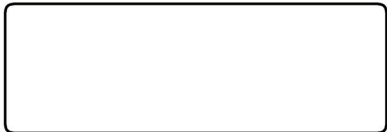
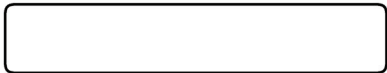
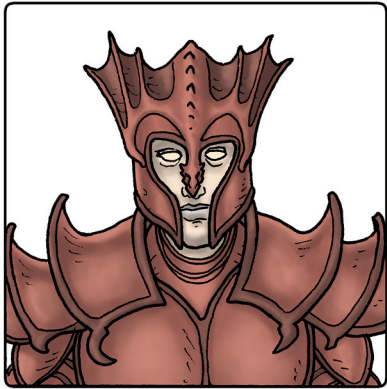
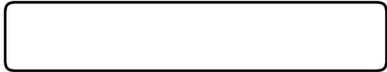
88 - Assassin II

89 - Sellsword

90 - Cutpurse

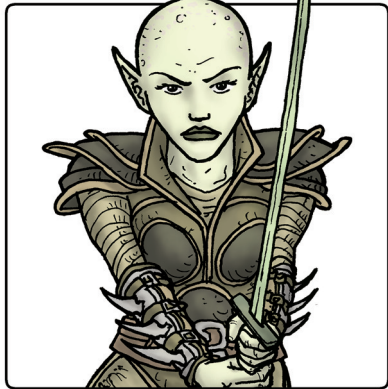
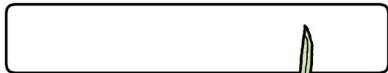
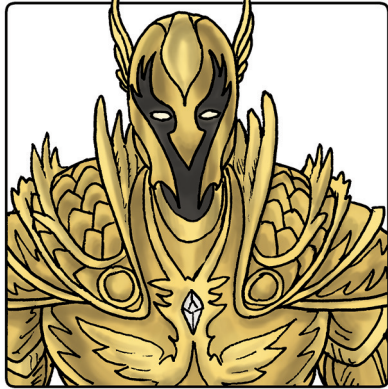
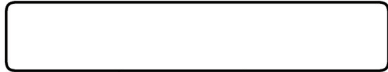


91 - Dragonknight



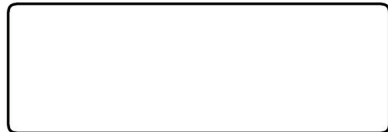
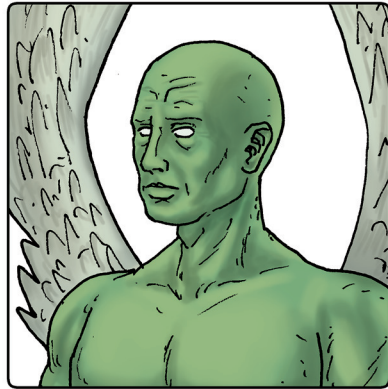
96 - Planewalker I

92 - Angelknight



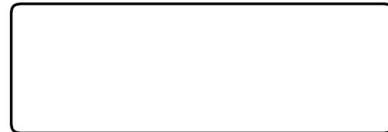
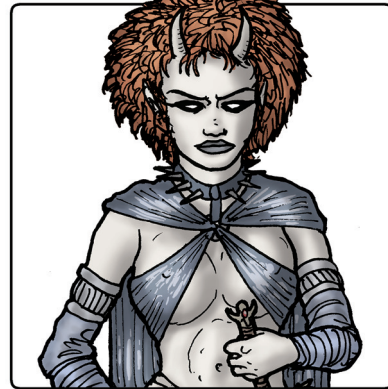
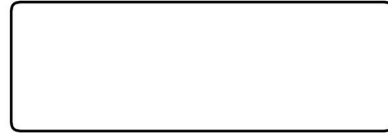
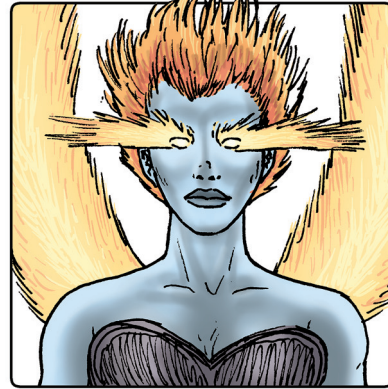
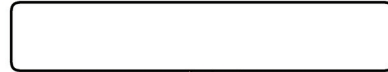
97 - Planewalker II

93 - Angel



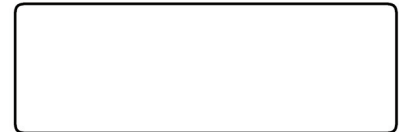
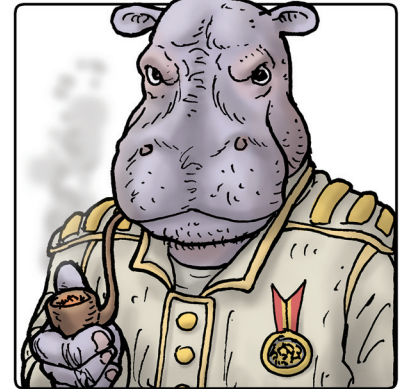
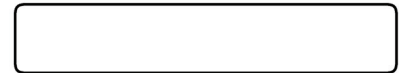
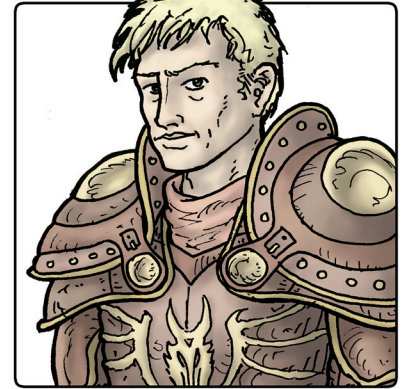
98 - Half-fiend

94 - Archangel



99 - Succubus

95 - Paladin



100 - Admiral



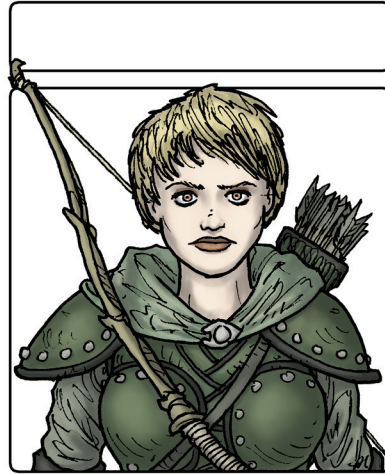
101 - Ranger I



102 - Ranger II



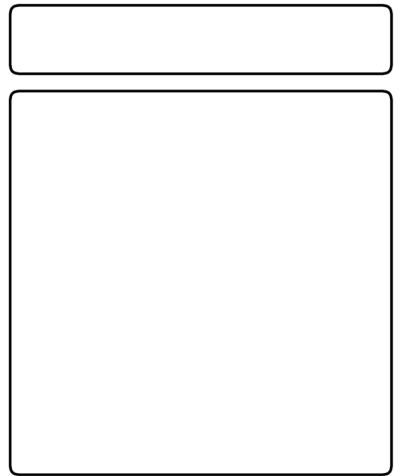
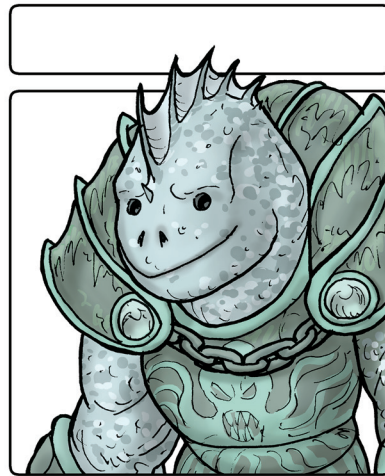
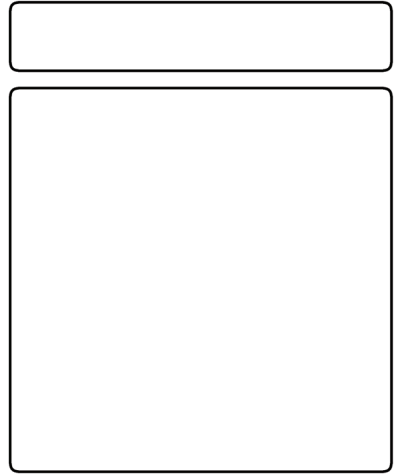
103 - Ranger III



104 - Lizardling



105 - Blank



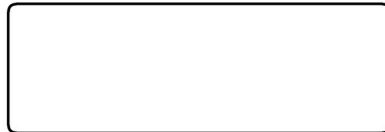
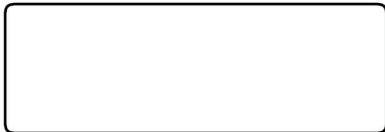
106 - Birdman

107 - Catman

108 - Eelman

109 - Wolfman

110 - Blank





111

112

113

114

115

116

117

118

119

120



