

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 +/-: ^{-2 ordinarily} _{+1 in combat} _____ 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

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 Weapon Ranges: _____
 DR

(2)	Ø	Ø	Ø	Ø	Ø

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