### NPC Record Card

To make it easy to keep track of NPCs, all necessary data can be kept on a 3” × 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

**Appearance:** INCREDIBLY THREATENING

<table>
<thead>
<tr>
<th>ST</th>
<th>DX</th>
<th>IQ</th>
<th>HT</th>
</tr>
</thead>
<tbody>
<tr>
<td>12</td>
<td>12</td>
<td>10</td>
<td>11</td>
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</table>

**Fatigue:**

**Basic Damage**

<table>
<thead>
<tr>
<th>Thrust</th>
<th>Swing</th>
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<tbody>
<tr>
<td>1d-1</td>
<td>1d+2</td>
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</tbody>
</table>

**Hits Taken:**

**Basic Speed:** 5.75 **Move:** 5

**Encumbrance:** NONE

**Dodge:** 5 **Parry:** 8 **Block:** 0

**PD**

<table>
<thead>
<tr>
<th>Head</th>
<th>Body</th>
<th>Arms</th>
<th>Hands</th>
<th>Legs</th>
<th>Feet</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ø</td>
<td>Ø</td>
<td>Ø</td>
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<td>Ø</td>
<td>Ø</td>
</tr>
</tbody>
</table>

**DR**

| (2)  | Ø    | Ø    | Ø     | Ø    | Ø    |

**Reaction +/−:** 11 in combat **Point Total:** 75

**Advantages, Disadvantages, Quirks:**

- SENSE OF DUTY
- GIGANTISM

**Skills:**

- BROADSWORD - 16
- KNIFE - 16

**Weapons and Possessions:**

- SCIMITAR [Bastard sword] cut 1d+3 #650 5 lbs (2-hex reach) crush 1d
- KNIFE (large) cut 1d #40 1 lb imp 1d-1

**Weapon Ranges:**

- KNIFE imp 1d-1 SS:12 ACC:0 ½:10 Max:17