#### 1191 AD PUBLISHING PRESENTS

# NPC Cards

# High Fantasy III : Heroes & Halfbreeds

#### 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. That you have prepared cards for some characters will also give them a hint of 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.

#### FOR PLAYERS

You may want to print out a portrait of your character (or companion/cohort/minion) for all your co-players to admire. NPC Cards offers a variety of stock characters, and this particular publication (Heroes & Halfbreeds) focuses on pointy-eared races: elves, gnomes, halflings, half-orcs, etc. (in most cases, the card illustrations can apply to a race of your choosing).

# What about <insert character archetype here>? WATCH OUT FOR NEW PUBLICATIONS!

Further editions of NPC Cards are to follow, and will thematically cover other fantasy archetypes! Meanwhile, make sure you also get our previous publications: Patricians & Plebians, Creatures & Constructs, and Woodfolk & Warchiefs (for a total of 144 cards all included)!

## Visit our blog! http://1191ad.blogspot.com/

#### 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.

#### **GUIDELINES**

This is a PDF publication best accessed with the newest version of  $Adobe\ Acrobat^{**}$ . Older versions (and other PDF readers) might exhibit problems.

This PDF file contains Layers and Forms.

LAYERS are available in the Layers option menu (shown as an icon in the left-hand side bar by default). The basic layer, Cards, contains everything you would want to print. The Text layer contains the small character sheets that are entirely optional and can be printed on the card's back. If you do not use this system in your game, feel free to turn the text layer off. Finally, the Lines layer contains blank lines.

FORMS are areas of a PDF that can be filled in with text. This publication features forms that can be filled in before printing: you can insert characters' names, description, and stats. Or, you can ignore forms altogether and do it later by hand.

#### **PRINTING**

Pages with cards are labeled with Arabic numerals (1-8). This particular page is labeled in a Roman numeral (I) and is therefore not considered to be within the same range (think of it as page 0). Your printer should ignore page I, and print only those that you manually designate with Arabic numerals.

For example: you want to print out the four pages with the character cards and ignore the rest. In your Print Options (in the "Print Only Page" field) you should then manually insert "1-4" (without quotations) and press OK. Note that these options may vary from printer to printer.

If you then want to print the backs of the cards, insert the papers back into the printer (mind the side and orientation of the paper) and assign pages 5-8 for printing.

### TIPS

- 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.
- 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.

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CHARACTER   STR   HP;   DEX   Init:   CON   Spd:   INT   AC:   I	NPC Cards: High Fantasy III	© 1191 AD Publishing, 2015	Heroes and Halfbreeds
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