



Common NPC Collection

Accountant

STR	10	1D20	Hit Location	HP/AP
CON	10	1-3	Right Leg	5/-
SIZ	11	2-6	Left Leg	5/-
INT	14	7-10	Abdomen	6/-
POW	12	11-12	Chest	7/-
DEX	11	13-15	Right Arm	4/-
CHA	12	16-18	Left Arm	4/-
		19-20	Head	5/-

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	None
<i>Magic Points</i>	12
<i>Movement</i>	8m
<i>Strike Rank</i>	13

Combat Styles: Dagger 45%

Typical Armor: None *Typical Weapon:* Dagger

Skills: Culture (Own) 60%, Evaluate 55%, Influence 55%, Lore (Regional) 55%, Persistence 25%, Resilience 20%, Courtesy 35%, Lore (Appraisal) 60%, Lore (Logistics) 50%, Commerce 45%

Common Magic 44% : Abacus, Golden Tongue 2,

Animal Trainer

STR	11	1D20	Hit Location	HP/AP
CON	11	1-3	Right Leg	5/-
SIZ	13	2-6	Left Leg	5/-
INT	13	7-10	Abdomen	6/2
POW	11	11-12	Chest	7/2
DEX	13	13-15	Right Arm	4/2
CHA	11	16-18	Left Arm	4/2
		19-20	Head	5/2

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	None
<i>Magic Points</i>	11
<i>Movement</i>	8m
<i>Strike Rank</i>	11

Combat Styles: Axe and Shield 55%, Bow 55%

Typical Armor: Leather

Typical Weapon: Battleaxe, Heater Shield, Shortbow

Skills: Athletics 35%, Culture (Own) 55%, Drive 30%, Lore (Regional) 75%, Perception 35%, Persistence 35%, Resilience 35%, Lore (Animals) 60%

Common Magic 35% : Beast Call, Bandit's Cloak 2, Clear Path, Bladesharp 1

Barkeep

STR 12
CON 11
SIZ 13
INT 13
POW 11
DEX 11
CHA 11

Combat Actions 2
Damage Modifier None
Magic Points 11
Movement 8m
Strike Rank 11

Combat Styles: Dagger or Club 45%

1D20	Hit Location	HP/AP
1-3	Right Leg	5/-
2-6	Left Leg	5/-
7-10	Abdomen	6/-
11-12	Chest	7/-
13-15	Right Arm	4/-
16-18	Left Arm	4/-
19-20	Head	5/-

Typical Armor: None *Typical Weapon:* Dagger / Club

Skills: Brawn 35%, Culture (Own) 55%, Evaluate 45%, Influence 40%, Lore (Regional) 55%, Persistence 25%, Resilience 35%, Courtesy 30%, Craft (Libations) 60%, Craft (Cook) 50%, Commerce 30%

Common Magic 35% : Golden Tongue 2, Healing 2

Blacksmith

STR 14
CON 13
SIZ 14
INT 12
POW 8
DEX 13
CHA 7

Combat Actions 3
Damage Modifier +1D2
Magic Points 8
Movement 8m
Strike Rank 12

Combat Styles: 2H Hammer 60%

1D20	Hit Location	HP/AP
1-3	Right Leg	6/-
2-6	Left Leg	6/-
7-10	Abdomen	7/-
11-12	Chest	8/-
13-15	Right Arm	5/-
16-18	Left Arm	5/-
19-20	Head	6/-

Typical Armor: None *Typical Weapon:* Great Hammer

Skills: Brawn 50%, Culture (Own) 55%, Evaluate 45%, Influence 35%, Lore (Regional) 55%, Persistence 20%, Resilience 45%, Courtesy 20%, Craft (Blacksmith) 60%, Craft (Metalsmith) 50%, Streetwise 20%

Common Magic 35% : Armoursmith's Boon 2, Bladesharp 2, Dragon's Breath

Burglar

STR 10
CON 10
SIZ 11
INT 13
POW 11
DEX 14
CHA 11

Combat Actions 3
Damage Modifier None
Magic Points 11
Movement 8m
Strike Rank 14

Combat Styles: Dagger 55%

1D20	Hit Location	HP/AP
1-3	Right Leg	5/-
2-6	Left Leg	5/-
7-10	Abdomen	6/-
11-12	Chest	7/-
13-15	Right Arm	4/-
16-18	Left Arm	4/-
19-20	Head	5/-

Typical Armor: None *Typical Weapon:* Dagger

Skills: Athletics 45%, Culture (Own) 55%, Evaluate 55%, Influence 40%, Lore (Regional) 55%, Persistence 25%, Resilience 20%, Courtesy 25%, Mechanism 45%, Streetwise 45%

Common Magic 40% : Bandit's Cloak 2, Bearing Witness 2, Lucky

City Guard

STR 11
CON 11
SIZ 13
INT 13
POW 11
DEX 11
CHA 11

Combat Actions 2 (3 shield)
Damage Modifier None
Magic Points 11
Movement 8m
Strike Rank 9

Combat Styles: Polearm / Spear and Shield / Sword and Shield 60%
Crossbow / Bow / Spear (Throw) 50%

1D20	Hit Location	HP/AP
1-3	Right Leg	5/2
2-6	Left Leg	5/2
7-10	Abdomen	6/2
11-12	Chest	7/2
13-15	Right Arm	4/2
16-18	Left Arm	4/2
19-20	Head	5/2

Typical Armour: Leather (or better)

Typical Weapon: Style dependant

Skills: Athletics 30%, Brawn 40%, Culture (Own) 55%, Evaluate 45%, Influence 40%, Lore (Regional) 55%, Persistence 25%, Resilience 40%, Courtesy 25%, Streetwise 25%

Common Magic 35% : Bladesharp 2, Detect Enemy

Delegate

STR 9
CON 9
SIZ 12
INT 15
POW 11
DEX 13
CHA 13

Combat Actions 3
Damage Modifier None
Magic Points 11
Movement 8m
Strike Rank 14

Combat Styles: Rapier 60%

1D20	Hit Location	HP/AP
1-3	Right Leg	5/-
2-6	Left Leg	5/-
7-10	Abdomen	6/-
11-12	Chest	7/-
13-15	Right Arm	4/-
16-18	Left Arm	4/-
19-20	Head	5/-

Typical Armor: None *Typical Weapon:* Rapier

Skills: Culture (Own)70%, Evaluate 55%, Influence 70%, Lore (Regional) 60%, Persistence 25%, Resilience 20%, Courtesy 60%, Lore (Politics) 60%, Lore (Heraldry) 50%

Common Magic 45% : Bearing Witness 2, Golden Tongue 2

Doctor

STR 11
CON 11
SIZ 13
INT 13
POW 11
DEX 13
CHA 11

Combat Actions 3
Damage Modifier None
Magic Points 11
Movement 8m
Strike Rank 13

Combat Styles: Dagger 35%

1D20	Hit Location	HP/AP
1-3	Right Leg	5/-
2-6	Left Leg	5/-
7-10	Abdomen	6/-
11-12	Chest	7/-
13-15	Right Arm	4/-
16-18	Left Arm	4/-
19-20	Head	5/-

Typical Armour: None *Typical Weapon:* Dagger

Skills: Culture (Own)60%, Evaluate 50%, First Aid 75%, Influence 40%, Lore (Regional) 65%, Perception 40%, Persistence 25%, Resilience 20%, Courtesy 40%, Healing 50%, Streetwise 35%

Common Magic 35% : Cauterise 3, Heal 3