

Blank Monster Cards V2.1



Using creatures in a roleplaying game is usually fun, for both the Game Master (GM) and the players, as enemies and as friends. The fun may stop if the GM or the players don't remember all the details of a creature ("What's its flat-footed AC?", "How did this special attack work?"), or if they are using some more or less obscure template ("I'll summon a celestial dire badger... no, I don't know its statistics."). Enter the Blank Monster Cards.



<http://www.theothergamecompany.com>

How to use these Monster Cards

On page 2 and 3 of this document are nine blank Creature Cards. Print out as many as you like, on as heavy a paper as you can fit into your printer, with page 3 being the back of page 2. The back is provided with no borders, so your average printing gap shouldn't be any problem - the back still fits the front. Then cut them out along the lines.

If you don't want to cut the cards yourself, you could print out page 2 and 3, go to your local copy shop, photocopy both sides on one piece of paper and as often as you like. Then ask the staff if they can cut the cards for you (normally they should be able to do that). The dotted marks on page 2 are just for that occasion.

All you have to do is fill in the information of the creature. There should be room on the card for any information, down to any special attacks and qualities. Most of the boxes are pretty straight forward: write the hit dice (and the hit points total) into the box labeled *Hit Dice* and so on. A little advice may be needed for some of these boxes: the first box on the front is for the name of the creature, and the unlabeled box beneath that is for its type. The first box on the back is for the creature's name too. If you don't want to fill in all the information (the basic abilities, for instance), then fine, don't do it. The less work for you the better. The second box on the front (to the right of the *CR*) is for size and type of the creature. The second box on the back is for any miscellaneous information, like the creature's preferred environment, it's level adjustment, it's treasure, and (most of all) it's alignment. If anything doesn't fit, write it into the main box on the back - that one's for any special attacks or special abilities the monster might possess.

Now you can start collecting your creatures. Keep some blank cards handy if you need them - and sooner or later, you will. Basically, there are two uses for these cards: First, if you play a spellcaster with access to summoning spells, or a class

with a familiar or animal companion or steed, you could use these cards for those. Second, the GM may use them for recurring monsters, or for those monsters she just can't memorize. That way, she won't be caught off guard once the action starts rolling.

Some Notes from the Designer

I hope you like the cards - I had to compromise somehow between the space available and the room you'll likely need. One goal was to make the cards as small as possible, so that you'd need to print fewer pages. Furthermore, we wanted these cards to match the size of the *Complete Spell Cards / Blank Spell Cards*, so you can store the Creature Cards the same way as the spell cards - in TOGC's own card box (which, by the way, will soon be available in a "creature version" as a free download - or might already be available...).

This document (MonsterCards.pdf) was made available by TOGC and Stefan Pietraszak through TOGC's own sites (<http://www.theothergamecompany.com>). For any comments send an eMail to stefan@theothergamecompany.com.

All of this document apart from any names and layout is considered Open Game Content.

Coming soon...

The *Complete Monster Cards* by TOGC. Featuring all monsters, animals and vermin from the System Reference Document (SRD), as well as summoned monsters / nature's allies and more. All creatures are fully statted for your convenience (and yes, that includes all dragons).

As you read this, the Complete Monster Cards might already be available, so check out or vendor page at RPG Now or our site at www.theothergamecompany.com.

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TOGC Monster Card			CR:	
	Hit Dice:	Initiative:		
	Speed:	Hit Points/Notes		
	Armor Class:			
	Base Attack/Grapple:			
	Attack:			
	Full Attack:			
	Space/Reach:	Saves: Fort , Ref , Will		
Special Attacks:				
Special Qualities:				
Abilities: Str , Dex , Con , Int , Wis , Cha				
Skills/Feats:				

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Environment:	Alignment:
Organization:	Advancement:
Treasure:	Level Adjustment:

Combat



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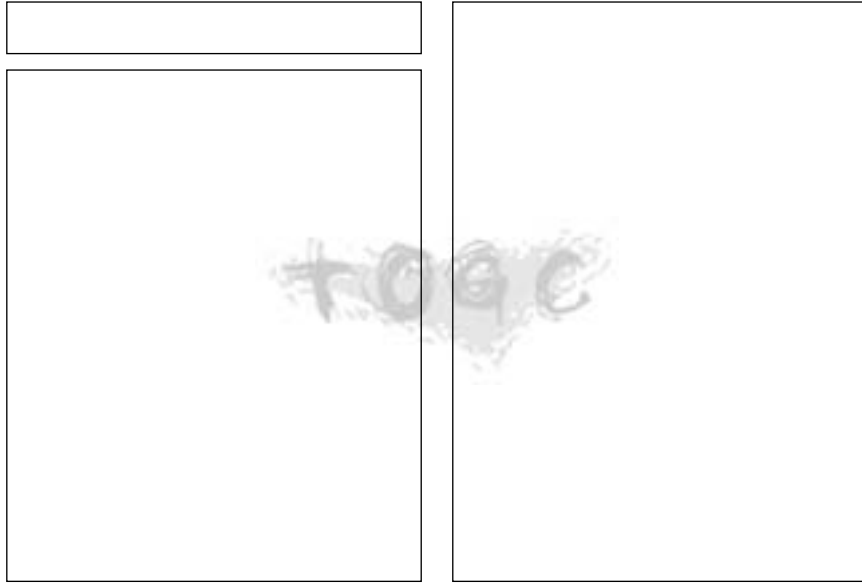
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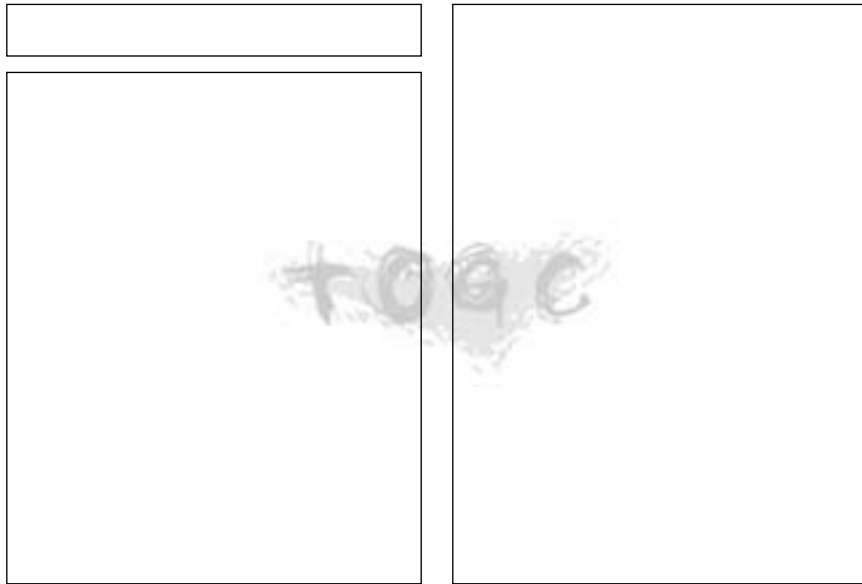
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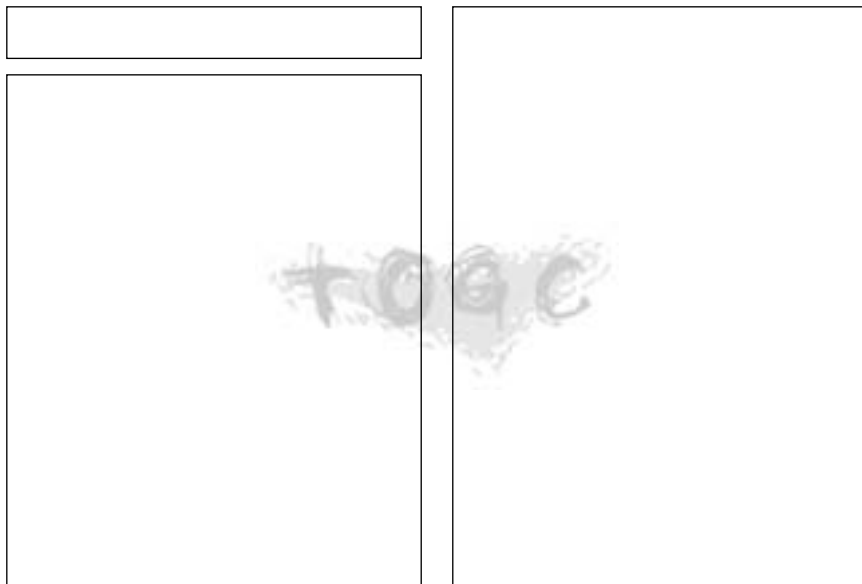
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