

**npctemplateentry** Properties:**Pseudo data type**

exists	<a href="#">boolean</a>	true iff NPC template exists
seed	<a href="#">largeint</a>	Persistent pseudo-random seed used to generate and identify the NPC
macro	<a href="#">macro</a>	Macro of the NPC
name	<a href="#">string</a>	Name of the NPC
race	<a href="#">race</a>	The NPC's race
page	<a href="#">integer</a>	Voice text page ID
isfemale	<a href="#">boolean</a>	Is NPC female
role	<a href="#">entityrole</a>	The NPC's role
ismissionactor	<a href="#">boolean</a>	Is a mission NPC
isintransit	<a href="#">boolean</a>	Is the entity in transit to a location?
isbusy	<a href="#">boolean</a>	Is the entity flagged as busy?
istransferscheduled	<a href="#">boolean</a>	Is a crew transfer order scheduled for the entity?
istemporary	<a href="#">boolean</a>	Is the entity temporary?
podarrivaltime	<a href="#">time</a>	Scheduled time of arrival at current object in a crew transfer pod, or null if not being transferred via pod
isremotecommmable	<a href="#">boolean</a>	Is NPC remote commable
customhandler	<a href="#">boolean</a>	true iff the NPC has a custom conversation handler
skill.{skilltype}	<a href="#">integer</a>	Skill value between 0 and 15 of the supplied skill type
skill.<skillname>	<a href="#">integer</a>	Shortcut for skill.{skilltype.<skillname>}
combinedskill	<a href="#">integer</a>	Combined skill value between 0 and 100, based on weighted skills that are relevant for the NPC's role
potentialskill. {Sentityrole}	<a href="#">integer</a>	Potential combined skill value between 0 and 100, based on weighted skills that are relevant for the role
potentialskill. {Scontrolpost}	<a href="#">integer</a>	Potential combined skill value between 0 and 100, based on weighted skills that are relevant for the control post
tradesvisible	<a href="#">boolean</a>	true iff the NPC's trades are visible to the player