

PSYCHE

Psyche is equal to Magic 0000 plus Immortality 0000. It may be spent on the Casting Bonus, Spell Range, and Cost Buffer, as well as other magic artifacts. Changes can only be made if no spells are being maintained.

Casting Bonus

Spellcaster may add this bonus to the Difficulty Roll when attempting to Assert Magic into the Magic Cache.

Spell Range

Spellcaster may adjust the standard Range of their magical powers. This range is in all directions, creating a Sphere of Influence.

Cost Buffer

Spellcaster has this much magic energy per Round which can be buffered. It is the number of Life Points that must be exceeded before a spellcaster must remove Life Points from their Attribute Counters.

CASTING MAGIC

Allocate Psyche

- Optimize strategic edge with Psyche Counter
- May only change if no Magic is being maintained

Activate Magic Card during Action Phase

- Make Difficulty Roll to put into play
- Pay Costs (reducing by Cost Buffer)
- Be sure to define multi-potent variables

Combine Magic Cards into a Complete Spell

- Spells are like a sentence
- Use the arrows and card borders to help link cards
- Attempt Spell Resolution at any time (Free Phase)

Presence Difficulty is zero if targets do not resist

If Spell includes being or has effect in their Aura

and target resists, spellcaster must make a second Presence Difficulty Roll equal to Target's Will

Ending a Spell

- Some Spells are only transient, based on text
- Some may be Maintained: pay costs each turn
- Spellcaster may choose to end a spell at any time

TOTAL
PSYCHE

CUT
OUT

Casting
Bonus

CUT
OUT

Spell
Range

CUT
OUT

Cost
Buffer

CUT
OUT



Tape over edges
of this leaf
and center leaf

TOTAL PSYCHE

- wheel with blue #'s
- attach on opposite side

cut along
red lines to
make tabs

CASTING BONUS

- wheel with "+" signs
- attach on this side

Reinforce spindles by
taping over entire spindle
area before cutting.

SPELL RANGE

- wheel with m/km units
- attach on opposite side

COST BUFFER

- wheel with 0-200
- attach on this side

Tape over edges
of this leaf
and center leaf

PSYCHE COUNTER ASSEMBLY INSTR.

Overview

Page 1: Housing with 4 Spindle Mounts for 4 Wheels

Page 2: Duplicated Wheels (may print page 1 multiple times)

Page 1 (Armor Sheath)

Score/fold along the 2 vertical dashed lines

One on either side/edge of the leaf with "SF" graphic

Cut out the outer waste areas on all sides and discard

Cut out 3 windows

Trim just outside boxes to get rid of the red lines

Cut out one set of 4 Wheels from page 2

Inner circle is critical; so cut precisely on the red line

Ideally, inner circle cut is smooth for best wheel action

You can fold in half along tick marks and cut semicircle

Or else you can use an exacto blade

Make spindle mounts

First apply tape over entire spindle area before cutting
(this reinforces the paper and decreases friction)

Cut exactly along red lines

Be most precise with corners pointing at the center

Fold triangular tabs

2nd & 4th ones come forward, 1st & 3rd ones go back

Mount the Respective wheels on the proper spindles

All text should face forward, but 1st & 3rd are on back

Thread the 3 spindle catches thru inner hole of wheel

Fold the spindle catches back down flat over wheel

Fold the tri-fold housing into a flat tube

Place the assembly printed side down

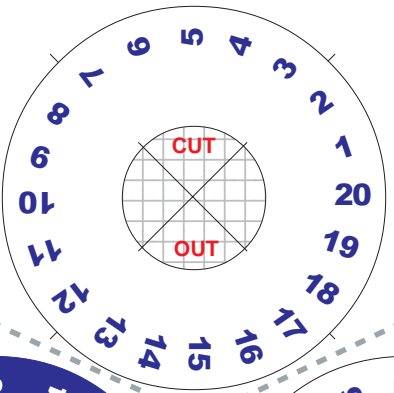
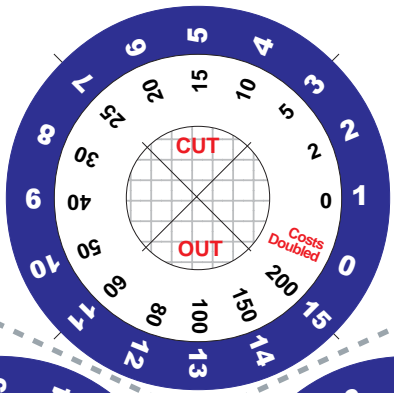
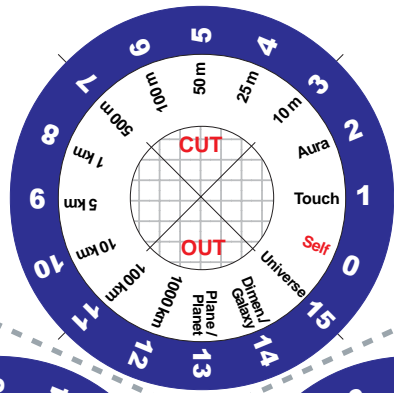
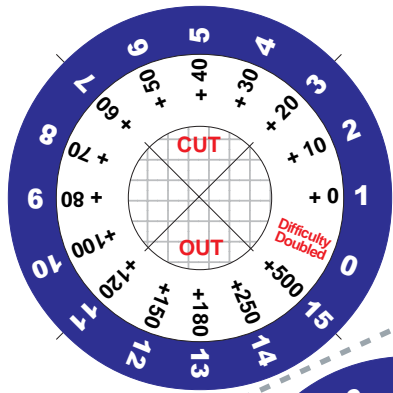
Fold left then right leaf toward the middle

Thread the wheel edges thru the polygon windows

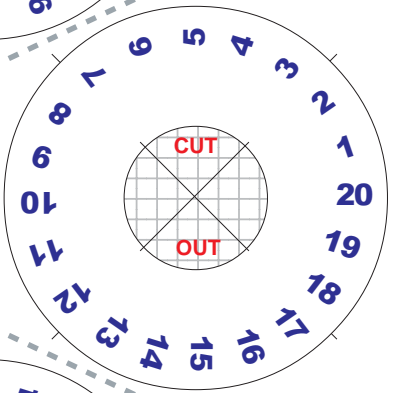
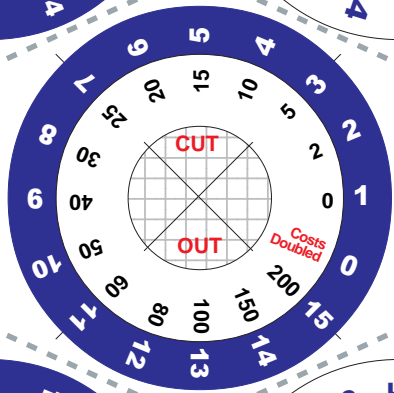
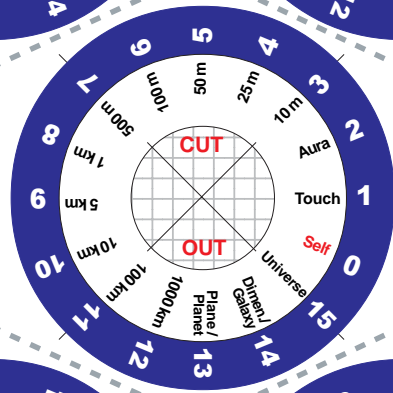
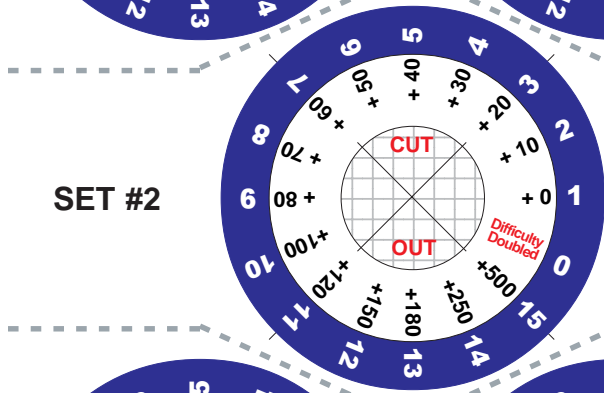
Confirm that the #'s show thru windows properly

Tape together along back, top, and bottom

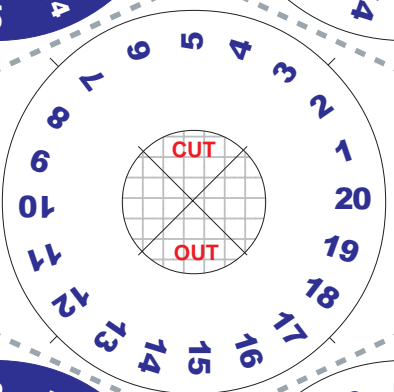
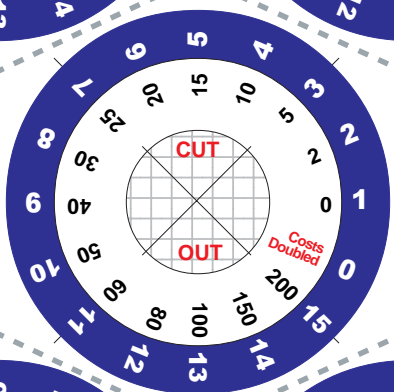
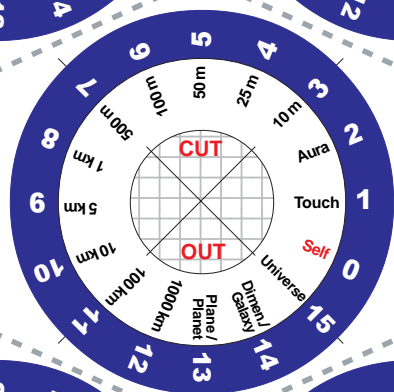
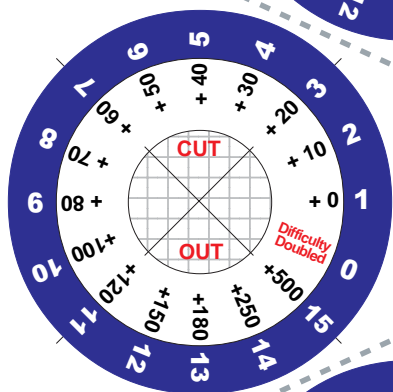
Insert into side pocket of Spiritus Sheath



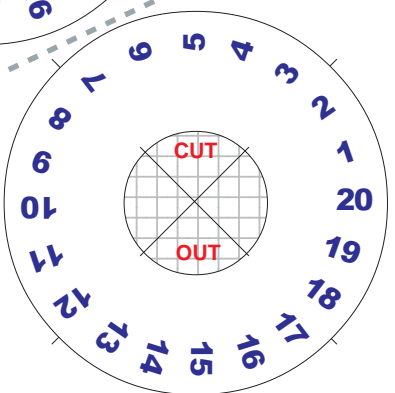
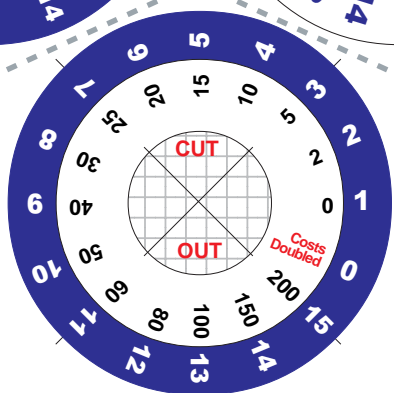
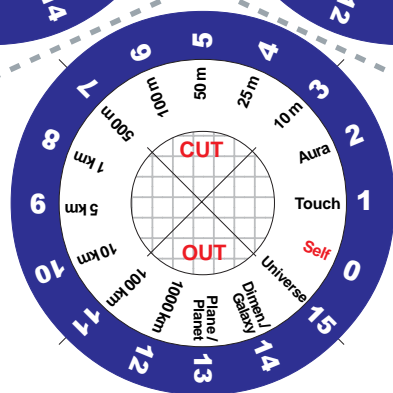
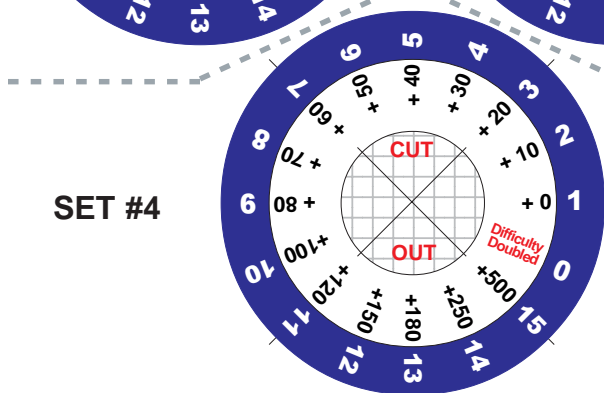
SET #1



SET #2



SET #3



SET #4