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FOLD

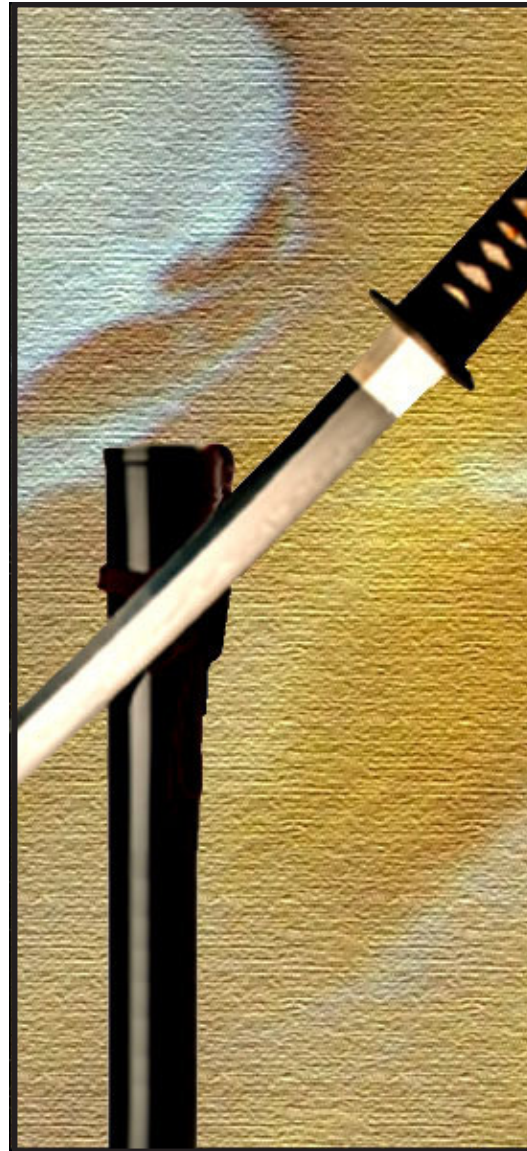
CUT OUT

FOLD

FOLD

# KATANA

ARTIFACT · WEAPON · SWORD



“Ability: the heart to conceive, the understanding to direct, or the hand to execute.”

— Junius

## DEFENSE

SOOT SPENT

- 1) **Review Effects First**  
Some may need to be exerted before rolling dice  
Some require certain Maneuvers to be used  
Some may be exerted without a Maneuver at all
- 2) **Roll Percentile Dice**  
Add die roll to Agility (twin-evens are +100, twin odds -100)  
Determine what Maneuvers can be done with that total
- 3) **Select Maneuver and Pay Opp Cost**
- 4) **Choose to apply either...**  
Damage Reduction  
Ally Bonus (choose any 1 within difficulty range):  
Confer to ally within 1 weapon length  
Expires in this player's next maintenance phase
- 5) **Calculate Damage Reduction and any Effects**

MANEUVER

AGILITY  
DIFFICULTY

OPP COST

STATUS  
and  
DAMAGE

or

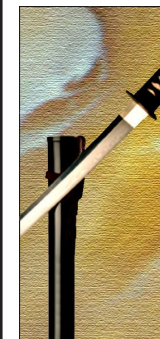
ALLY  
BONUS

PAGE 1

CUT OUT

After damage is actively reduced by WEAPON,  
then SHIELDS and ARMOR apply passively.

## SPECIFICATIONS



### Artifact

General: Melee Weapon  
Intermediate: Sword  
Specific: Katana

### Size

Weight: 3 kg  
Length: 1.4 m  
Encumbrance: 10 Power  
User Req.: 1.4-2.5 m tall

### Other

Main materials: Iron, cord wrap hilt  
Original Value: 600 gp  
Serial Number: [alpha demo]

FOLD

SOOTT  
SPENT

## OFFENSE

## 1) Review Effects

Some may need to be exerted before rolling dice  
Some require certain Maneuvers to be used  
Some may be exerted without a Maneuver at all

## 2) Roll Percentile Dice

Add die roll to Agility (twin-evens are +100, twin odds -100)  
Determine what Maneuvers can be done with that total

## 3) Select Maneuver and Pay Opp Cost

## 4) Choose to apply either...

Damage:

Roll for Power Dam and add Base Dam  
Do primary kind of damage (unless Effects alter)

Ally Bonus (choose any 1 within difficulty range):

Confer to ally within 1 weapon length

Expires in this player's next maintenance phase

## 5) Declare Damage Amount / Kind and any Effects

MANEUVER

AGILITY  
DIFFICULTY

OPP COST

DAMAGE +  
POWER

BASE

ALLY  
BONUS

or

CUT OUT

POWER is currently

CUT  
OUTKind of Damage\*  
CUT

## USAGE NOTES

Required: 1 hand (+1 SOOTT if 2-handed)

Opp Max: -5 (-3 if 2-handed)

Kind of Damage\*:

Primary: Cut

Default dam.

Secondary: Puncture Requires effect or does 1/2 dam.

## CURRENT WEAPON CONDITION

Melee SOOTT is  
Smith SOOTT to repair is

Artifact CORPUS

CUT  
OUTDurability  
Threshold  
22

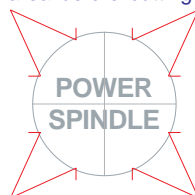
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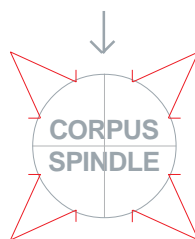
KATANA

Heavy dotted line below should just  
be covered with free flap of  
Defensive sheath so that web  
address shows -- then tape down.

Reinforce spindles by  
taping over entire spindle  
area before cutting.



Cut along the red lines to  
make four spindle tabs.  
The corners pointing to the  
center need to be most  
precise. Fold triangular  
tabs back/away from this  
printed side and attach  
wheels on opposite side,  
text-side up.



Tape this leaf to  
narrow leaf  
opposite.

CUT OUT



Tape this leaf to center leaf,  
covering top of Power Wheel.

2<sup>ND</sup>

Be sure Corpus Wheel below  
has been attached first with the  
protective flap already taped  
down.

Attach Power Wheel to Power  
Spindle on the non-printed side of  
this page with text facing up.

Then fold this flap over wheel  
and tape down top edge only.

cut along



Tape this leaf to center leaf,  
covering top of Corpus Wheel.

1<sup>ST</sup>

Attach Corpus Wheel to Corpus  
Spindle on the non-printed side of  
this page with text facing up.

Then fold this flap over wheel  
and tape down top edge only.

Then repeat for Power Wheel  
above.

CUT OUT

Tape this leaf to  
narrow leaf  
opposite.

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Score & fold back as a catch, then tape to back edge of slider.

### STANDARD OFFENSIVE EFFECTS

*Any one Effect shown in this Style window may be used with or instead of Damage or Ally Bonus. Style Cards with other Effects can be inserted here.*

<b>Tweak Damage:</b> Player may choose to apply non-primary damage in lieu of primary damage.	-3
<b>Advance:</b> Strained Opponent loses 1d4 Opp and has -1 to Armor Coverage.	-5
<b>Surprise:</b> Opponent must pay 2d6 Opp before a defense may be attempted.	-4
<b>Slipshield:</b> Weapon bypasses Defender's shield.	-4
<b>Gap Attack:</b> Roll 1d6 to determine X. Opponent with a lower raw dice roll has -X to Armor Coverage.	-X
<b>Throw:</b> Declare first; Range in m = 10% POW; Difficulty to hit = (Shown Difficulty + 3x range in m + 2x pace in m/s) - (melee SOOTT x wgt in kg).	-3
<b>Flank:</b> Strained or Stretched Opponent loses 1d8 Opp and has -1d4 to Armor Coverage.	-3
<b>Stun:</b> Struck Opponent loses 1d10 Opp, Stretched Opponent loses 2d10 Opp, or Strained Opponent loses 3d10 Opp.	-4
<b>Masterful Eye:</b> Opponent's Armor Coverage is -1d8 and player may choose to apply non-primary damage.	-6

XXXXXX

cut along

XXXXXX

Weapon - Sword - Katana  
Serial Number: [alpha demo]  
Account: admin@audaxcor.com

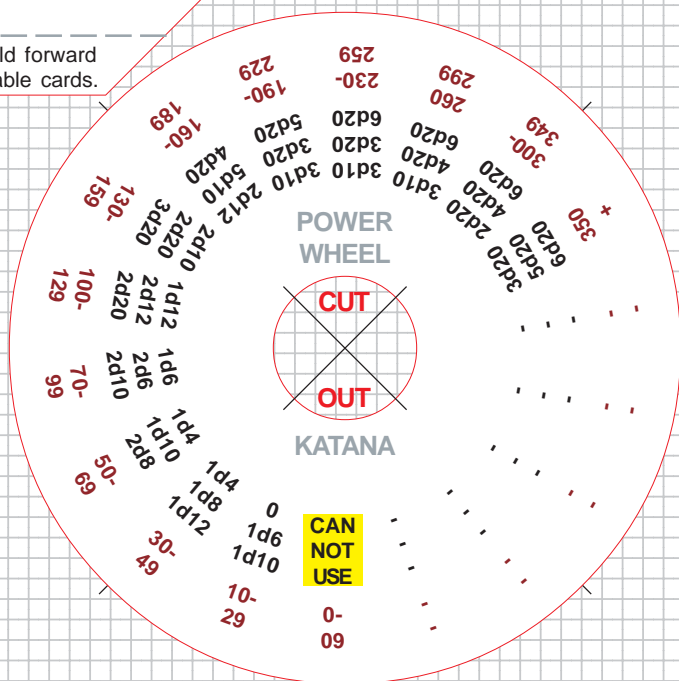
Owner: \_\_\_\_\_

↓ Tape NO TAPE ↓ Tape here ↓

Score on reverse then fold forward to create catch for insertable cards.

PAGE 3

CUT OUT



OFFENSE SOOTT

1 2 3 4 5 6 7 8 9 10

CUT OUT  
(EFFECTS  
WILL  
SHOW  
THRU  
THIS  
WINDOW)

Strike	115	-6	10	+1d4 Opp
Beset	185	-8	20	+10 Roll
Assault	255	-10	30	+1 SOOTT
Strike	108	-5	12	+1d6 Opp
Beset	173	-7	23	+20 Roll
Assault	238	-9	34	+2 SOOTT
Strike	102	-5	14	+1d8 Opp
Beset	162	-7	26	+30 Roll
Assault	222	-9	37	+2 SOOTT
Strike	95	-4	17	+1d10 Opp
Beset	150	-6	29	+40 Roll
Assault	205	-8	41	+3 SOOTT
Strike	88	-4	19	+2d6 Opp
Beset	138	-6	32	+50 Roll
Assault	188	-7	44	+3 SOOTT
Strike	82	-3	21	+2d8 Opp
Beset	127	-5	34	+60 Roll
Assault	172	-7	48	+3 SOOTT
Strike	75	-3	23	+2d10 Opp
Beset	115	-4	37	+70 Roll
Assault	155	-6	51	+4 SOOTT
Strike	68	-2	26	+3d6 Opp
Beset	103	-4	40	+80 Roll
Assault	138	-5	55	+4 SOOTT
Strike	62	-2	28	+3d8 Opp
Beset	92	-3	43	+90 Roll
Assault	122	-5	58	+4 SOOTT
Strike	55	-1	30	+3d10 Opp
Beset	80	-3	46	+100 Roll
Assault	105	-4	62	+4 SOOTT

CUT OUT

(cut all the way to page edge to make 2 "legs")

score / fold along

↓ Tape this leaf down flat here. ↓



CUT OUT  
  
 (EFFECTS  
WILL  
SHOW  
THRU  
THIS  
WINDOW)

## DEFENSE SOOTT

Weapon - Sword - Katana  
 Serial Number: [alpha demo]  
 Account: admin@audaxcor.com

Owner: \_\_\_\_\_

Score & fold back as a catch, then tape to back edge of slider.

### STANDARD DEFENSIVE EFFECTS

Any one Effect shown in this Style window may be used with or instead of Damage or Ally Bonus. Style Cards with other Effects can be inserted here.

<b>Awkward:</b> double the Opp cost of maneuver to halve the Agility difficulty.	<b>- X</b>
<b>Forsight:</b> If either Player's Mentus or Intuition is superior to Attacker's, Player unaffected by Attacker's Effects.	<b>- 3</b>
<b>Cautious:</b> Durability Threshold of this weapon is doubled.	<b>- 4</b>
<b>Deflank:</b> Attacker must sacrifice 2d4 Opp, or Player's Armor Coverage is +3.	<b>-1d4</b>
<b>Expose:</b> Attacker's Armor Coverage is -1d6 until their next maintenance phase.	<b>- 4</b>
<b>Present Armor:</b> Armor Coverage is +1 for every 2 Opp spent. Opponent may pay twice the final Opp to negate effect.	<b>- X</b>
<b>Windfall:</b> If attempt roll has two even numbers, take any showing Ally Bonus for yourself now and continue defense.	<b>- 5</b>
<b>Counterstrike:</b> Player may attempt an attack against the attacker now. This does not change turn order.	<b>- 3</b>
<b>Defy:</b> Defender is unaffected by Attacker's Effects.	<b>- 2</b>

xxxxxxx

cut along

xxxxxxx

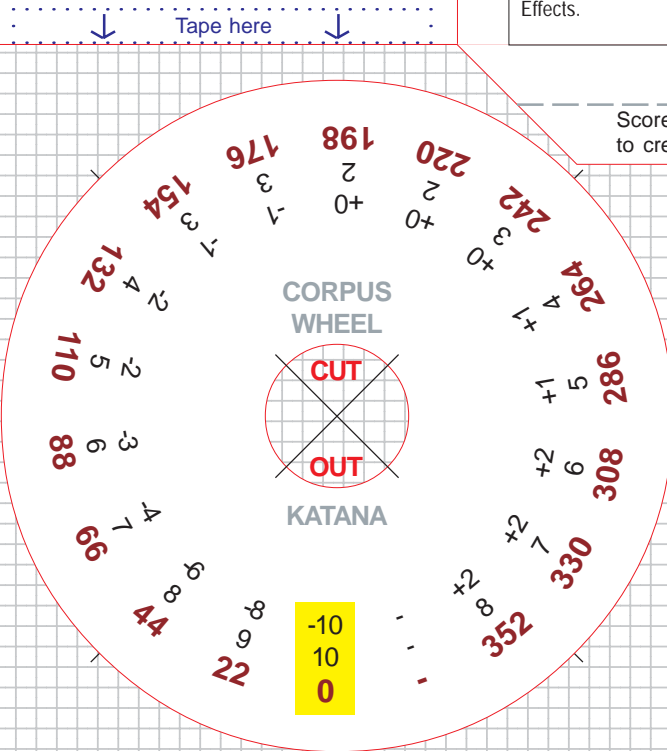
score / fold along

Tape this leaf down flat here.

Deflect	120	-7	1/2	strained	+1 AC
Parry	190	-9	1/10	strained	+10 Roll
Evade	260	-11	0	stretched	+1 SOOTT
Deflect	113	-7	1/2	strained	+2 AC
Parry	178	-9	1/10	stretched	+20 Roll
Evade	243	-11	0	stretched	+2 SOOTT
Deflect	107	-6	1/2	strained	+3 AC
Parry	167	-8	1/10	stretched	+30 Roll
Evade	227	-10	0	-	+2 SOOTT
Deflect	100	-6	1/2	strained	+4 AC
Parry	155	-8	1/10	stretched	+40 Roll
Evade	210	-10	0	-	+3 SOOTT
Deflect	93	-5	1/2	stretched	+4 AC
Parry	143	-7	1/10	stretched	+50 Roll
Evade	193	-9	0	-	+3 SOOTT
Deflect	87	-5	1/2	stretched	+5 AC
Parry	132	-7	1/10	-	+60 Roll
Evade	177	-9	0	-	+3 SOOTT
Deflect	80	-4	1/2	-	+6 AC
Parry	120	-6	1/10	-	+70 Roll
Evade	160	-8	0	-	+4 SOOTT
Deflect	73	-4	1/2	-	+7 AC
Parry	108	-6	1/10	-	+80 Roll
Evade	143	-8	0	-	+4 SOOTT
Deflect	67	-3	1/2	-	+8 AC
Parry	97	-5	1/10	-	+90 Roll
Evade	127	-7	0	-	+4 SOOTT
Deflect	60	-3	1/2	-	+9 AC
Parry	85	-5	1/10	-	+100 Roll
Evade	110	-7	0	-	+4 SOOTT

score / fold along

Tape this leaf down flat here.



Score on reverse then fold forward to create catch for insertable cards.