

FOLD

PAGE 1

FOLD

CUT OUT

FOLD

↑ The top of this leaf should be taped together with the "spindle" leaf as well as the "specs & usage" leaf to make one rear pocket for the slider.

TROLL HIDE

ARTIFACT · ARMOR · NATURAL



"Fortitude is the marshal of thought, the armor of the will, and the fort of reason."
— Sir Francis Bacon

ARMOR COVERAGE & AVAILABLE EFFECTS

TROLL HIDE

ARTIFACT · ARMOR · NATURAL



- 1) Apply Defense Elements in Order**
Weapon, Shield, Outer Armor, Inner Armor
- 2) Set Armor Coverage**
AC is the last number/die in defense roll
Bonuses and penalties may apply
Adjust the slider above
- 3) Use Armor Effects**
Review options that may show above
- 4) Set "Kind of Damage"**
Adjust wheel to right
- 5) Reduce Incoming Damage**
Decrease damage by amount shown below
- 6) Apply Remaining Damage**
Reduce damage with another Artifact or
Decrease Corpus by remaining damage

CUT OUT

DAMAGE
REDUCTION

CUT OUT

SPECS & USAGE

Notes:	Opp Max:	(no penalty)
	Movement:	(no penalty)
	Noise SOOTT:	2
Artifact:	General:	Armor
	Intermediate:	Toll Hide
	Specific:	Protected areas (AC ~7)
Size:	Weight:	15 kg
	Encumbrance:	(no penalty)
	User Req.:	n/a
Other:	Main materials:	Thick scaly keratin
	Original Value:	n/a
	Serial Number:	[alpha demo]

CURRENT ARMOR CONDITION

Armor Coverage is
Medical SOOTT to repair is

Artifact **CORPUS**

CUT
OUT

Durability
Threshold
20

StoryForge . AudaxCor . com

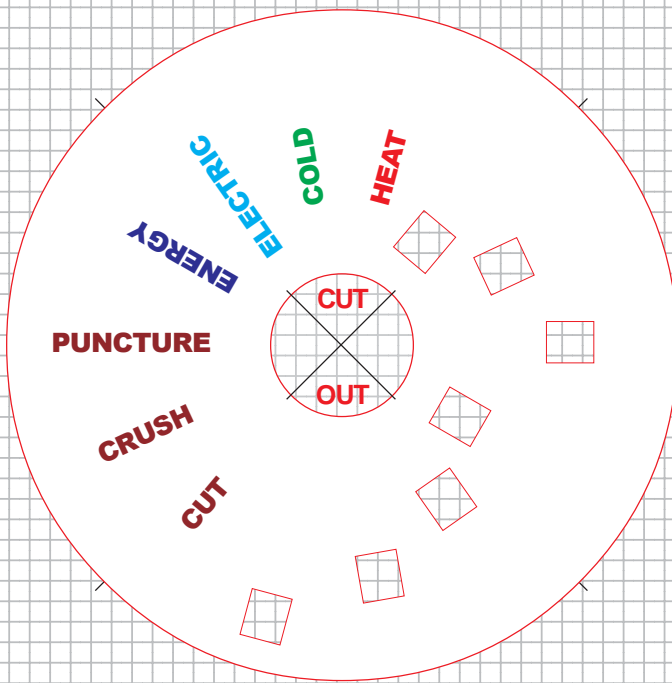
CUT OUT

DAMAGE
SPINDLE

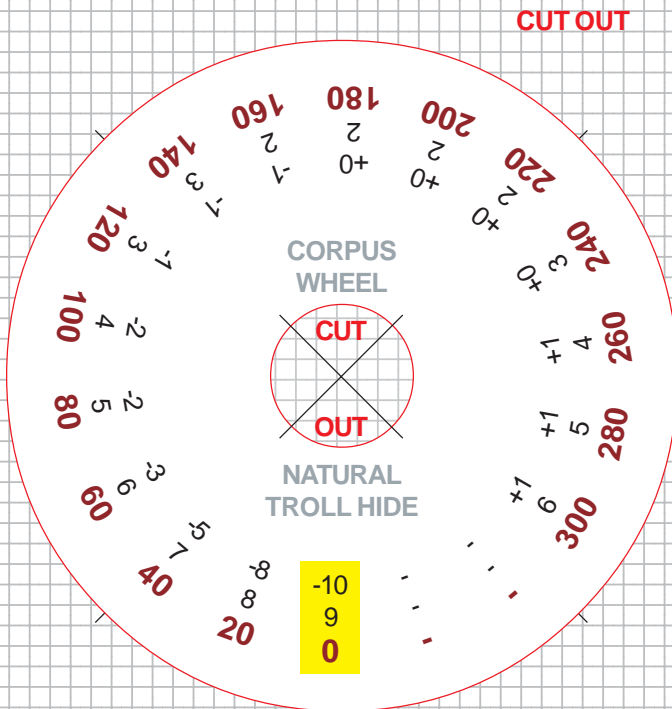
CUT OUT

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.

CORPUS
SPINDLE



PAGE 2



Armor - Natural - Troll Hide
Serial Number: [alpha demo]
Account: admin@audaxcor.com

Owner: _____

cut along Tape here ↓

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

STANDARD ARMOR EFFECTS

Any Effect shown in this window may be used.
Cards with other Armor Effects can be inserted here.

<1	
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
>10	

Tweak Damage: If defense roll dice aren't both odd, pay 2d4 Opp to revert incoming damage to primary kind.
Ding: for purposes of durability damage to incoming weapons, pay 1d4 Opp to double damage attenuated.
Rebuffing Disarm: If attacker's attempt roll had two odd numbers, attacker's 1-handed weapon is fumbled.
Smack: Pay 1d6 Opp to delever Crush damage to opponent equal to 1/2 the damage attenuated for Crush.

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

ARMOR

<1
1
2
3
4
5
6
7
8
9
10
>10

<1
1
2
3
4
5
6
7
8
9
10
>10

CUT OUT
(EFFECTS
WILL
SHOW
THRU
THIS
WINDOW)

x2 0 0 0
0 0 0 0
0 2 0 0
0 4 0 0
1 6 0 0
2 8 0 0
2 10 0 0
2 12 3 0
4 14 5 0
6 16 8 0
8 20 10 0
12 30 15 0

Ht Co El En

0 0 0
0 0 0
0 3 0
2 6 0
4 9 2
6 12 4
8 15 6
10 18 8
12 20 10
14 22 11
16 24 12
20 30 15

Cut Cru Pun

Tape this slider together at bottom ↓

score / fold along

Tape this leaf down flat here. ↓