

FOLD

FOLD

CUT OUT

FOLD

FOLD

BLADED SPEAR

ARTIFACT · WEAPON · POLE-ARM



“If you would hit the mark,
you must aim a little above it.”
— Henry Wadsworth Longfellow

DEFENSE

SOOTT
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

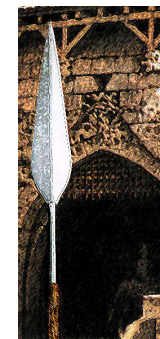
ALLY
BONUS

PAGE 1

CUT OUT

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

SPECIFICATIONS



Artifact

General: Melee Weapon
Intermediate: Pole-Arm
Specific: Spear

Size

Weight: 2.5 kg
Length: 2.2 m
Encumbrance: 10 Power
User Req.: 1.6-2.6 m tall

Other

Main materials: Ash wood, iron tip
Original Value: 180 gp
Serial Number: [pre-beta-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	ALLY BONUS	
				BASE	OR
CUT OUT					
POWER is currently CUT OUT Kind of Damage* PUNCTURE					

USAGE NOTES

Required: 2 hands (-1 SOOTT if 1-handed)

Opp Max: -4 (-7 if 1-handed)

Kind of Damage*:

Primary: Puncture Default dam.
Secondary: Crush Requires effect or does 1/2 dam.
Tertiary: Cut Requires effect and does 1/2 dam.

Thrown: deals only damage (no effects or ally bonuses).

CURRENT WEAPON CONDITION

Melee SOOTT is
Smith SOOTT to repair is

Artifact CORPUS

CUT
OUT

Durability
Threshold
22

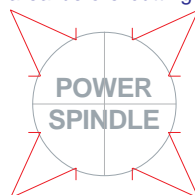
StoryForge . AudaxCor . com

FOLD

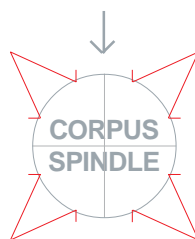
BLADED
SPEAR

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.

2ND

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.

1ST

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.

Throw: Declare first; Range in m = 10% POW; Difficulty to hit = (Shown Difficulty + 3x range in m + 3x pace in m/s) - (melee SOOTT x wgt in kg).	- X
Tweak Damage: Player may choose to apply non-primary damage in lieu of primary damage.	- 3
Throw: Declare first; Range in m = 20% POW; Difficulty to hit = (Shown Difficulty + 2x range in m + 2x pace in m/s) - (melee SOOTT x wgt in kg).	- X
Gap Attack: Roll 1d6 to determine X. Opponent with a lower raw dice roll has -X to Armor Coverage.	- X
Unbalance: Damaged opponent loses 2d8 Opp and recoups only half the usual Opp in their next maintenance phase.	- 6
Throw: Declare first; Range in m = 30% POW; Difficulty to hit = (Shown Difficulty + range in m + pace in m/s) - (melee SOOTT x wgt in kg).	- X
Flank: Strained or Stretched Opponent loses 1d8 Opp and has -1d4 to Armor Coverage.	- 3
Stun: Struck Opponent loses 1d10 Opp, Stretched Opponent loses 2d10 Opp, or Strained Opponent loses 3d10 Opp.	- 4
Masterful Eye: Opponent's Armor Coverage is -1d8 and player may choose to apply non-primary damage.	- 6

XXXXXX

cut along

XXXXXX

Weapon - Pole-Arm - Bladed Spear
Serial Number: [alpha demo]
Account: admin@audaxcor.com

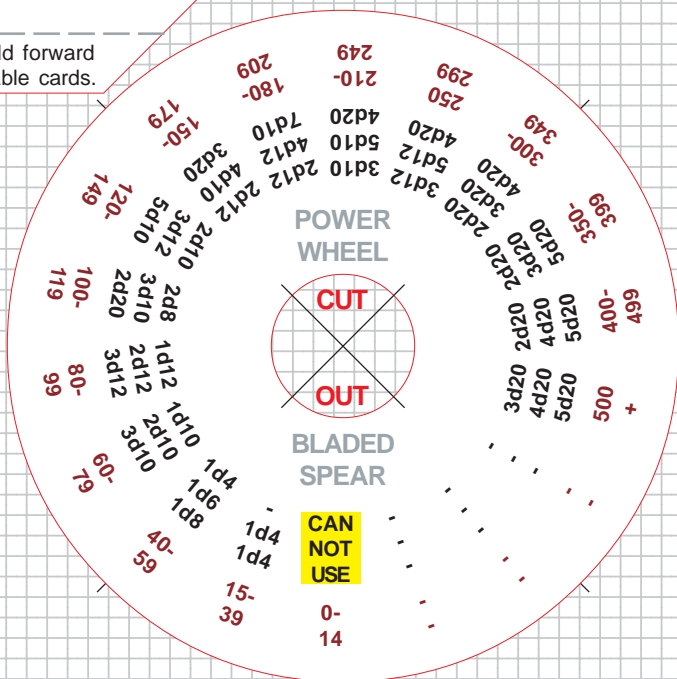
Owner: _____

↓ 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	125	-7	8	+1d4 Opp
Beset	193	-10	14	+10 Roll
Assault	260	-12	20	+1 SOOTT
Strike	118	-7	10	+1d6 Opp
Beset	180	-9	17	+20 Roll
Assault	243	-11	23	+2 SOOTT
Strike	111	-6	12	+1d8 Opp
Beset	168	-9	19	+30 Roll
Assault	226	-11	27	+2 SOOTT
Strike	103	-6	14	+1d10 Opp
Beset	156	-8	22	+40 Roll
Assault	208	-10	30	+3 SOOTT
Strike	96	-6	16	+2d6 Opp
Beset	144	-8	24	+50 Roll
Assault	191	-9	33	+3 SOOTT
Strike	89	-5	17	+2d8 Opp
Beset	131	-7	27	+60 Roll
Assault	174	-9	37	+3 SOOTT
Strike	82	-5	19	+2d10 Opp
Beset	119	-7	30	+70 Roll
Assault	157	-8	40	+4 SOOTT
Strike	74	-5	21	+3d6 Opp
Beset	107	-6	32	+80 Roll
Assault	139	-7	43	+4 SOOTT
Strike	67	-4	23	+3d8 Opp
Beset	95	-6	35	+90 Roll
Assault	122	-7	47	+4 SOOTT
Strike	60	-4	25	+3d10 Opp
Beset	83	-5	38	+100 Roll
Assault	105	-6	50	+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)

1
2
3
4
5
6
7
8
9
10

1
2
3
4
5
6
7
8
9
10

DEFENSE SOOTT

Weapon - Pole-Arm - Bladed Spear
 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.

Awkward: double the Opp cost of maneuver to halve the Agility difficulty.	- X
Evasive: Attacker must sacrifice 2d4 Opp, or Attack is nullified.	- 3
Recoup: Armor Coverage is -1d6, recover 2d6 Opp.	+ X
Attenuate: Choose one: incoming damage reduced to 1/2 Strike damage or Player unaffected by Attacker's effects.	- 5
Expose: Attacker's Armor Coverage is -1d6 until their next maintenance phase.	- 4
Present Armor: Armor Coverage is +1 for every 2 Opp spent. Opponent may pay twice the final Opp to negate effect.	- X
Windfall: If attempt roll has two even numbers, take any showing Ally Bonus for yourself now and continue defense.	- 5
Counterstrike: Player may attempt an attack against the attacker now. This does not change turn order.	- 3
Defy: Defender is unaffected by Attacker's Effects.	- 2

score / fold along

Deflect	95	-6	1/2	strained	+1 AC
Parry	145	-8	1/10	stretched	+10 Roll
Evade	195	-10	0	-	+1 SOOTT
Deflect	89	-6	1/2	strained	+2 AC
Parry	136	-8	1/10	stretched	+20 Roll
Evade	182	-10	0	-	+2 SOOTT
Deflect	83	-5	1/2	strained	+3 AC
Parry	126	-7	1/10	-	+30 Roll
Evade	169	-9	0	-	+2 SOOTT
Deflect	77	-5	1/2	stretched	+4 AC
Parry	117	-7	1/10	-	+40 Roll
Evade	157	-9	0	-	+3 SOOTT
Deflect	71	-4	1/2	-	+4 AC
Parry	107	-6	1/10	-	+50 Roll
Evade	144	-8	0	-	+3 SOOTT
Deflect	64	-4	1/2	-	+5 AC
Parry	98	-6	1/10	-	+60 Roll
Evade	131	-8	0	-	+3 SOOTT
Deflect	58	-3	1/2	-	+6 AC
Parry	88	-5	1/10	-	+70 Roll
Evade	118	-7	0	-	+4 SOOTT
Deflect	52	-3	1/2	-	+7 AC
Parry	79	-5	1/10	-	+80 Roll
Evade	106	-7	0	-	+4 SOOTT
Deflect	46	-2	1/2	-	+8 AC
Parry	69	-4	1/10	-	+90 Roll
Evade	93	-6	0	-	+4 SOOTT
Deflect	40	-2	1/2	-	+9 AC
Parry	60	-4	1/10	-	+100 Roll
Evade	80	-6	0	-	+4 SOOTT

score / fold along

↓ Tape here ↓

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