

↑ 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.

RIGID LEATHER

ARTIFACT · ARMOR · WAR SUIT

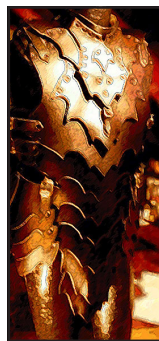


"Soldiers are the sinews of war."
— *Niccolo Machiavelli*

ARMOR COVERAGE & AVAILABLE EFFECTS

RIGID LEATHER

ARTIFACT · ARMOR · WAR SUIT



- 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:	-4
	Movement:	unaffected
	Noise SOOTT:	5
Artifact:	General:	Armor
	Intermediate:	Rigid Leather
	Specific:	War Suit (AC ~2)
Size:	Weight:	20 kg
	Encumbrance:	30 Power
	User Req.:	1.4-2.5 m tall
Other:	Main materials:	Leather, Metal Rivets
	Original Value:	900 gp
	Serial Number:	[alpha demo]

CURRENT ARMOR CONDITION

Armor Coverage is
Smith SOOTT to repair is

Artifact **CORPUS**

CUT
OUT

Durability
Threshold
35

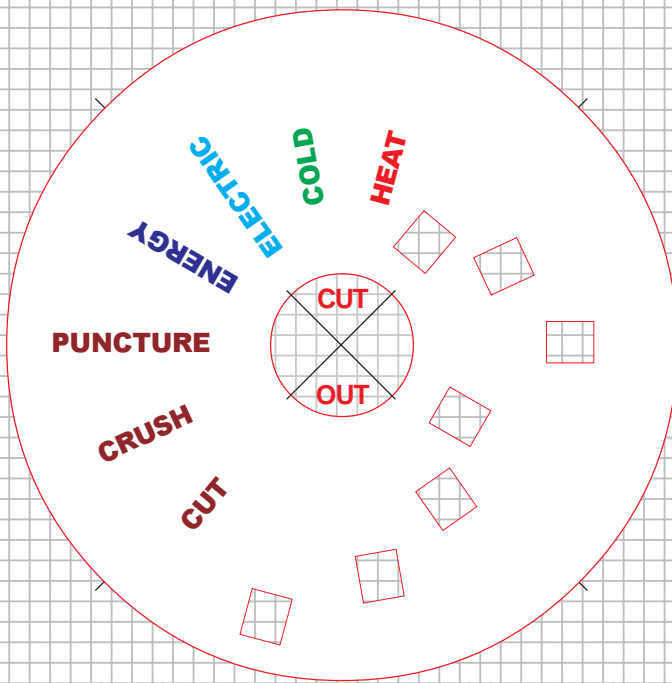
StoryForge . AudaxCor . com

Reinforce spindles by
taping over entire spindle
area before cutting.

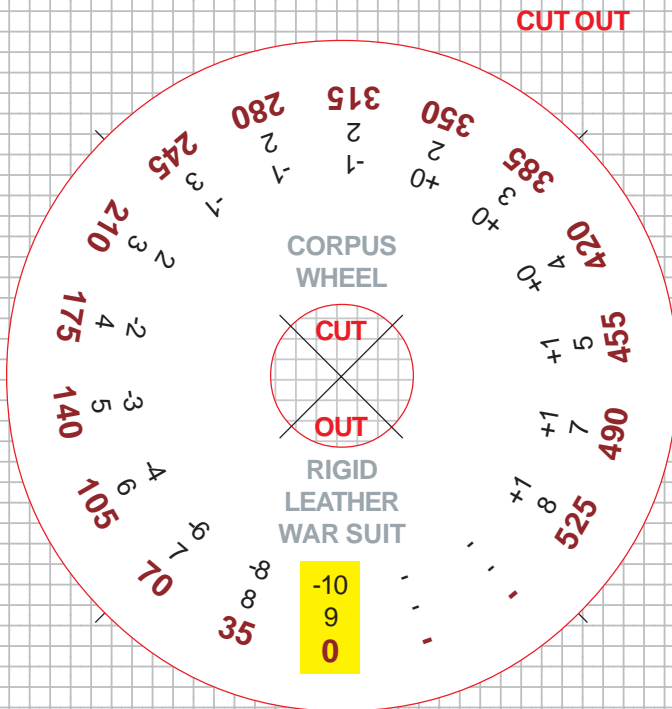
DAMAGE
SPINDLE

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 - Rigid Leather - War Suit
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	
2	
3	
4	Bind Weapon: Pay 1d4 Opp to entrap/disable weapon of attacker, who must pay 2d6 Opp to free weapon.
5	
6	Dull: for purposes of durability damage to incoming Cut/Puncture weapons, double damage attenuated.
7	
8	
9	Slow Weapon: If no damage was taken, opponent must sacrifice 2d4 Opp or else can't attack next turn.
10	
>	

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)

0 0 0 0
0 0 4 0
8 8 6 0
11 11 7 0
14 14 9 0
16 16 10 0
19 19 12 0
22 22 13 0
25 25 15 0
27 27 16 0
30 30 18 0
45 45 27 0

Ht	Co	El	En
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0 0 0
0 0 0
8 6 0
11 7 0
13 9 6
16 10 8
18 11 11
21 12 13
23 14 15
26 15 18
28 16 20
42 24 30

Cut	Cru	Pun
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Tape this slider together at bottom ↓

score / fold along

Tape this leaf down flat here. ↓