

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.

CHAIN MAIL

ARTIFACT · ARMOR · SHIRT



"Experience: the reward of suffering."
— *Aeschylus*

ARMOR COVERAGE & AVAILABLE EFFECTS

CHAIN MAIL

ARTIFACT · ARMOR · SHIRT



- 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:	6
Artifact:	General:	Armor
	Intermediate:	Cahinmail
	Specific:	Shirt (AC ~5)
Size:	Weight:	12 kg
	Encumbrance:	12 Power
	User Req.:	1.4-2.5 m tall
Other:	Main materials:	Iron, leather strapping
	Original Value:	600 gp
	Serial Number:	[alpha demo]

CURRENT ARMOR CONDITION

Armor Coverage is
Smith SOOTT to repair is

Artifact CORPUS



CUT OUT

**Durability
Threshold
40**

StoryForge . AudaxCor . com

CUT OUT

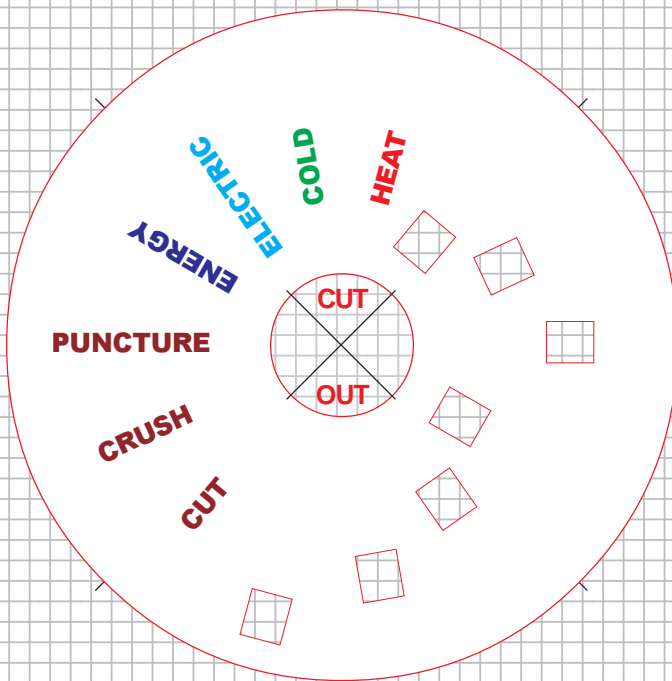
Reinforce spindles by
taping over entire spindle
area before cutting.

**DAMAGE
SPINDLE**

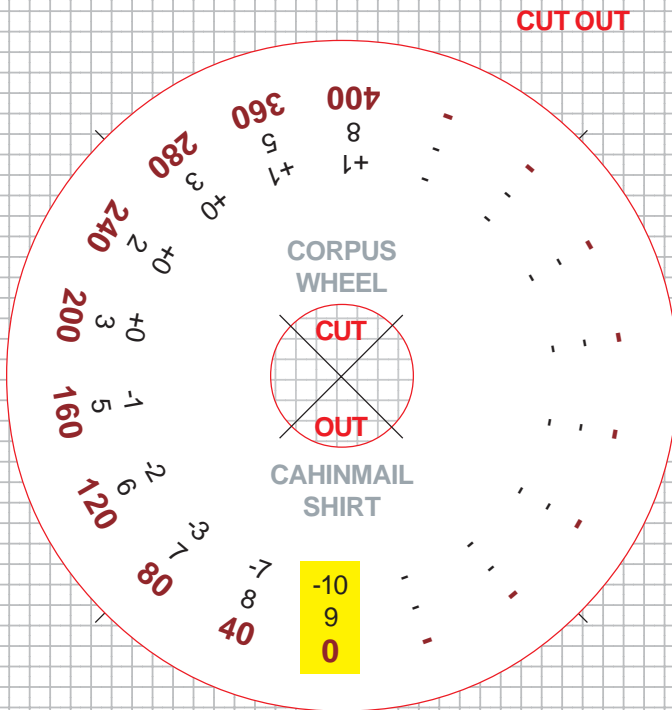
CUT OUT

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 - Chain Mail - Shirt
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	
5	
6	
7	Ding: for purposes of durability damage to incoming weapons, pay 1d4 Opp to double damage attenuated.
8	
9	Tweak Damage: If defense roll dice aren't both odd, pay 2d4 Opp to revert incoming damage to primary kind.
10	Flail: Pay 1d6 Opp to delever Cut or Crush damage to opponent equal to 1/2 the damage attenuated for Cut.
>	

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 0 0
0 0 0 0
0 0 0 0
0 0 0 0
4 4 0 0
7 7 0 0
10 10 2 0
14 14 4 0
17 17 6 0
20 20 8 0
30 30 12 0

Ht	Co	El	En
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0 0 0
0 0 0
0 0 0
0 0 0
0 0 0
10 0 0
15 0 7
20 4 12
26 8 17
31 12 21
36 16 26
54 24 39

Cut	Cru	Pun
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Tape this slider together at bottom ↓

score / fold along

Tape this leaf down flat here. ↓