

FOLD

FOLD

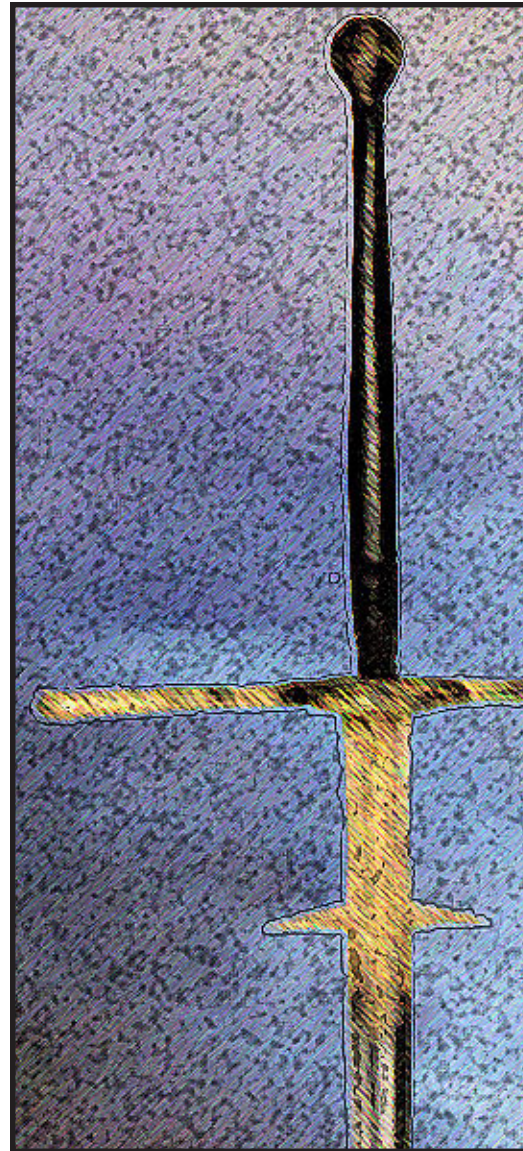
CUT OUT

FOLD

FOLD

CLAYMORE

ARTIFACT · WEAPON · SWORD



“The path of duty is the way to glory.”
— Tennyson

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

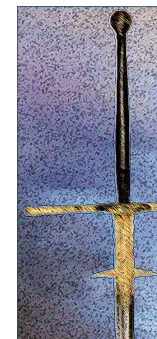
ALLY
BONUS

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: Claymore

Size

Weight: 5 kg
Length: 1.6 m
Encumbrance: 12 Power
User Req.: 1.4-2.5 m tall

Other

Main materials: Iron, wire wrap hilt
Original Value: 400 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: 2 hands (-1 SOOTT if 1-handed)

Opp Max: -4 (-6 if 1-handed)

Kind of Damage*:

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

CURRENT WEAPON CONDITION

Melee SOOTT is
Smith SOOTT to repair is

Artifact CORPUS

CUT
OUT

Durability
Threshold
30

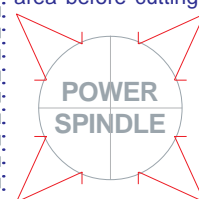
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FOLD

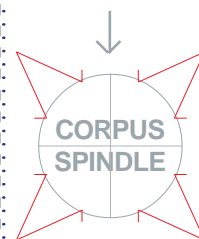
CLAYMORE

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.*

Tweak Damage: Player may choose to apply non-primary damage in stead of primary damage.	- 3
Advance: Strained Opponent loses 1d4 Opp and has -1 to Armor Coverage.	- 5
Ding: The amount of damage attenuated by any defending artifacts is doubled to that defending artifact.	- 4
Chop: Player may pay Opp Cost twice to deliver full primary damage plus half secondary damage.	- X
Throw: Declare first; Range in m = 5% POW; Difficulty to hit = (Shown Difficulty + 4x range in m + 4x pace in m/s) - (melee SOOTT x wgt in kg).	- X
Unbalance: Damaged opponent loses 2d8 Opp and recoups only half the usual Opp in their next maintenance phase.	- 4
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 - Sword - Claymore
Serial Number: [alpha demo]
Account: admin@audaxcor.com

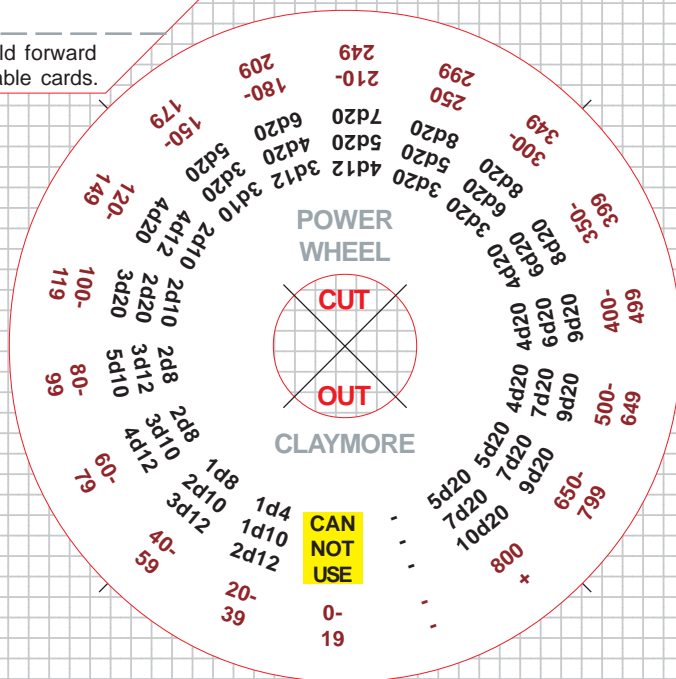
Owner: _____

↓ 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	100	-7	10	+1d4 Opp
Beset	180	-9	18	+10 Roll
Assault	260	-10	25	+1 SOOTT
Strike	94	-7	12	+1d6 Opp
Beset	169	-8	20	+20 Roll
Assault	244	-9	28	+2 SOOTT
Strike	89	-6	14	+1d8 Opp
Beset	159	-8	23	+30 Roll
Assault	229	-9	31	+2 SOOTT
Strike	83	-6	16	+1d10 Opp
Beset	148	-7	25	+40 Roll
Assault	213	-8	34	+3 SOOTT
Strike	78	-5	18	+2d6 Opp
Beset	138	-7	28	+50 Roll
Assault	198	-8	37	+3 SOOTT
Strike	72	-5	20	+2d8 Opp
Beset	127	-6	30	+60 Roll
Assault	182	-7	41	+3 SOOTT
Strike	67	-4	22	+2d10 Opp
Beset	117	-6	33	+70 Roll
Assault	167	-7	44	+4 SOOTT
Strike	61	-4	24	+3d6 Opp
Beset	106	-5	35	+80 Roll
Assault	151	-6	47	+4 SOOTT
Strike	56	-3	26	+3d8 Opp
Beset	96	-5	38	+90 Roll
Assault	136	-6	50	+4 SOOTT
Strike	50	-3	28	+3d10 Opp
Beset	85	-4	41	+100 Roll
Assault	120	-5	53	+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 - Sword - Claymore
 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
Revert: Opponent's weapon dealing a non-primary kind of damage reverts to dealing the primary kind of damage.	- 3
Cautious: Durability Threshold of this weapon is doubled.	- 4
Deflank: Attacker must sacrifice 2d4 Opp, or Player's Armor Coverage is +3.	-1d4
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

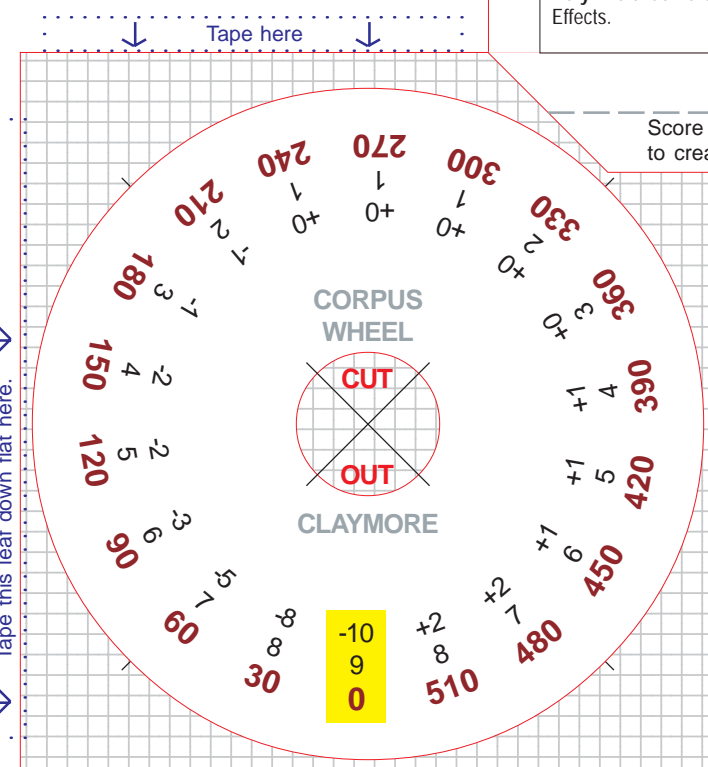
score / fold along

Tape this leaf down flat here.

Deflect	95	-7	1/2	strained	+1 AC
Parry	173	-10	1/10	strained	+10 Roll
Evade	250	-12	0	strained	+1 SOOTT
Deflect	90	-7	1/2	strained	+2 AC
Parry	163	-9	1/10	strained	+20 Roll
Evade	236	-12	0	stretched	+2 SOOTT
Deflect	85	-6	1/2	strained	+3 AC
Parry	153	-9	1/10	stretched	+30 Roll
Evade	221	-11	0	stretched	+2 SOOTT
Deflect	80	-6	1/2	strained	+4 AC
Parry	143	-8	1/10	stretched	+40 Roll
Evade	207	-11	0	-	+3 SOOTT
Deflect	75	-5	1/2	stretched	+4 AC
Parry	134	-8	1/10	stretched	+50 Roll
Evade	192	-10	0	-	+3 SOOTT
Deflect	70	-5	1/2	stretched	+5 AC
Parry	124	-7	1/10	-	+60 Roll
Evade	178	-10	0	-	+3 SOOTT
Deflect	65	-4	1/2	stretched	+6 AC
Parry	114	-7	1/10	-	+70 Roll
Evade	163	-9	0	-	+4 SOOTT
Deflect	60	-4	1/2	-	+7 AC
Parry	104	-6	1/10	-	+80 Roll
Evade	149	-9	0	-	+4 SOOTT
Deflect	55	-3	1/2	-	+8 AC
Parry	95	-6	1/10	-	+90 Roll
Evade	134	-8	0	-	+4 SOOTT
Deflect	50	-3	1/2	-	+9 AC
Parry	85	-6	1/10	-	+100 Roll
Evade	120	-8	0	-	+4 SOOTT

score / fold along

Tape this leaf down flat here.



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