

NAME	HEIGHT	BODY POINTS	MAGIC RESISTANCE	ATTACKS
Paper Golem	4	8	3	1

MANOEUVRES		PG	X	MOD	+
MAGIC SPELL					
	GREAT	36	54	S	
SWIPE	WHACK	44	64	-2	
	HIGH	12	64	-2	
	LOW	42	64	-2	
PUNCH	HIGH	32	60	-3	
	LOW	22	60	-3	
SLICE	HIGH	10	64	-3	
	LOW	2	64	-3	
TEAR	JAB	14	64	-3	
	SHRED	24	64	-3	
MAGIC SPELL	MAJOR	38	54	S	
	MINOR	48	54	S	
	RELEASE SCROLL	6	58	S	
SPECIAL	SLAM	34	56	-3	
	WILD SLICE	40	64	-2	
	DISLODGE WEAPON	30	64	-4	
	UNFOLD	(46)	52	S	
JUMP	UP	18	52	-6	
	DODGE	8	52	-4	
	DUCK	20	52	-5	
	AWAY	16	62	-4	

EXTENDED RANGE		PG		MOD	+
	CHARGE	50		0	
	SLICE	64		-4	
	RELEASE SCROLL	58		S	
	PUNCH	60		-4	
	CAST SPELL	54		S	
	ADVANCE	56		0	
	DODGE	52		-6	
	JUMP BACK	62		-6	

Paper Golems are constructed partly from scrolls and spell book pages. Paper Golems can use 4 scrolls and 8 Red Magic spells (except those involving fire or lightning), including up to 3 Major spells and up to 2 Great spells. Spells and scrolls are chosen at the time of creation of the Golem and may never be altered. The Golem automatically has sufficient Magic Points to cast these spells. It may not spend more than 12 Magic Points on any spell. Each spell and scroll may be used only once per combat. The Golem is worth Experience Points equal to half the sum of its Body and Magic Points. Paper Golems may therefore be worth between 8 and 34 Experience Points.

A Paper Golem may unfold itself into a pair of sub-Golems which then tear themselves apart and act in concert as two separate Golems, each choosing their own manoeuvres. Each sub-Golem has half the current Body Points, scroll and spell complement of the original, and a -1 penalty on all modifiers. Each half may also likewise unfold. No more than four Paper Golems may be produced from the original. Sub-Golems are destroyed if they are reduced to -3 Body Points, instead of -5. At combat's end, the Golem will reform into a single construct. If any of the sub-Golems are destroyed, then the entire construct itself is not destroyed, but its starting Body Points, scroll and spell complement are permanently reduced.*

As other Golems, Paper Golems gain experience points and improve manoeuvres as normal, but can never improve Body Points. They are immune to poison, to life drain and to mind attacks. Paper Golems are also completely immune to cold attacks.

Blunt weapons are almost useless against a Paper Golem, doing a maximum of 1 point damage when they score regardless of the calculated damage. Edged weapons do normal slashing damage, but piercing damage is lower. If struck by fire, a Paper Golem will take 1 Body Point damage per turn until it is destroyed or until it performs 3 successive Jumps (whether or not it is Scored against). Fire damage is permanent, but does not reduce the number of starting spells or scrolls. A head wound has a chance of instantly destroying a Paper Golem by obliterating its forehead rune.

*Thus, if an undamaged Golem unfurls into a total of three sub-Golems, one will have 4 Body Points, 4 spells and 2 scrolls, while the other two will have 2 Body Points, 2 spells and 1 scroll each. If one of these weaker sub-Golems is destroyed, the reformed construct will henceforth have 6 Body Points, 6 Spells and 3 Scrolls.

	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48
2	31		31	19	31	31	31	57	37	19	31	31			31	31	41	31	17	31	31	11	31	31
4	5		59	33	3	59	15	57	37	59	9	15			15	9	59	17	17	5	59	11	45	17
6	53		27	33	3	11	53	19	53	29	9	15			5	53	53	17	53	53	53	53	53	17
8	5		27	33	3	11	21	57	37	29	21	15			3	9	41	17	17	5	11	11	43	17
10	31		27	19	31	11	7	57	19	23	7	31			3	31	25	17	31	31	31	31	31	17
12	31		27	19	31	31	15	57	19	29	9	31			3	31	25	31	17	31	31	11	45	17
14	53		27	23	53	11	53	19	37	53	9	53			5	53	53	53	17	53	53	53	43	53
16	57		27	57	57	57	15	57	57	57	9	15			57	9	41	17	17	21	57	57	43	17
18	5		27	33	3	11	15	57	37	29	9	15			3	9	19	17	17	21	11	11	43	17
20	5		27	33	21	11	15	57	37	29	9	15			3	9	25	17	17	5	11	11	43	17
22	53		53	23	53	31	53	59	37	53	53	15			5	53	25	53	53	53	53	53	45	17
24	31		27	33	31	31	15	1	31	7	9	7			3	31	31	31	17	21	11	11	43	17
26	5		59	33	3	59	15	57	59	29	9	15			3	9	25	17	17	5	59	59	45	17
28	7		13	19	3	13	15	23	37	23	9	13			13	9	25	17	13	41	11	11	13	17
30	19		27	33	3	11	15	57	37	29	9	15			3	9	25	17	17	5	11	11	43	17
32	53		53	33	3	53	53	19	53	29	53	53			3	53	25	53	17	53	53	53	43	53
34	5		27	33	51	11	15	1	37	51	51	15			51	51	25	17	51	41	11	11	51	51
36	5		27	33	3	11	15	1	63	63	9	15			13	9	63	17	17	63	11	63	43	17
38	31		27	19	31	31	7	57	19	29	9	31			5	31	25	17	17	5	31	31	31	17
40	31		31	33	3	41	31	23	23	19	31	23			5	9	25	17	41	5	31	11	31	17
42	31		27	19	31	31	31	57	37	19	31	31			5	9	31	31	17	31	31	11	45	31
44	5		27	33	31	11	31	57	7	31	31	15			31	31	31	17	17	31	11	31	43	17
46	5		27	33	3	11	15	1	37	29	9	15			15	9	25	17	17	5	11	11	43	17
48	5		27	19	31	31	31	57	19	29	31	31			31	9	25	17	17	31	31	31	43	17

	50	52	54	56	58	60	62	64
50	19	23	17	41	41	9	19	19
52	21	57	17	57	27	9	57	57
54	53	33	17	53	47	9	47	3
56	39	57	17	59	27	57	57	3
58	39	33	61	49	27	31	57	57
60	53	33	53	57	27	9	57	47
62	39	57	61	57	55	57	57	57
64	7	49	31	31	55	57	57	3

1 JUMPING AWAY

Tell Opponent: "No restrictions next turn. You may Unfold next turn."

3 SLICING HIGH

Tell Opponent: "Do no Punches or Red next turn."

5 SLICING LOW

Tell Opponent: "Do no Punches or Blue next turn."

7 HEAD DAMAGE

SCORE 2 / SCORE 13*

*on a roll of 10-12 on 2 dice for an edged weapon
(if using a blunt weapon, turn to p. 63)

Tell Opponent: "No restrictions next turn."

9 PUNCHING

Tell Opponent: "Do no Swipes or Slices next turn."

11 SWIPING

Tell Opponent: "Do no Punch or Tear next turn."

13 BLUDGEONING DAMAGE

SCORE 0

(if using an edged weapon, turn to p. 31)

Tell Opponent: "Do only Green or Yellow next turn."

15 TEARING

Tell Opponent: "Do no Blue next turn."

17 CASTING MAGIC

Tell Opponent: "No restrictions next turn, but if on a Score page, reveal Magic Card."

19 STRUCK OFF BALANCE

SCORE -1

Tell Opponent: "Do only Green or Yellow next turn."

21 TURNED AROUND

SCORE 0

Tell Opponent: "No restrictions next turn."

23 BEHIND YOU

Tell Opponent: "No restrictions next turn. You may Unfold next turn."

25 SLAMMING

Tell Opponent: "Do no Green or Yellow next turn."

27 RELEASING SCROLL

Tell Opponent: "No restrictions next turn, but if on a Score page, apply Scroll effects."

29 DUCKING

Tell Opponent: "Do no Red or Orange next turn. You may Unfold next turn."

- 31 SLASHING DAMAGE SCORE 2
(if using a blunt weapon, turn to p. 13)
Tell Opponent: "No restrictions next turn."
- 33 DODGING
Tell Opponent: "No restrictions next turn. You may Unfold next turn."
- 35 EXTENDED RANGE BLUDGEONING DAMAGE SCORE 0
Tell Opponent: "Do only Brown next turn."
- 37 JUMPING UP
Tell Opponent: "Do no Blue next turn."
- 39 CHARGING
Tell Opponent: "Do no Green or Yellow next turn."
- 41 FALLEN DOWN SCORE -1
Tell Opponent: "Do only Jumps or Unfold next turn."
- 43 UNFOLDING
Tell Opponent: "You have split into two equal sized Paper Golems, which each have no restrictions next turn. See Special Rules."
- 45 TANGLED
Tell Opponent: "Your Unfolding attempt has failed. Do only Green or Yellow, including Unfold, until you successfully Unfold."
- 47 EXTENDED RANGE PIERCING DAMAGE SCORE 1
(if using a blunt weapon, turn to p. 35)
Tell Opponent: "Do only Extended Range next turn."
- 49 EXTENDED RANGE SLASHING DAMAGE SCORE 2
(if using a blunt weapon, turn to p. 35)
Tell Opponent: "Do only Extended Range next turn."
- 51 KICKED SCORE 0
Tell Opponent: "Do only Green or Yellow next turn."
- 53 PIERCING DAMAGE SCORE 1
(if using a blunt weapon, turn to p. 13)
Tell Opponent: "No restrictions next turn."
- 55 EXTENDED RANGE RELEASING SCROLL
Tell Opponent: "Do only Extended Range next turn, but if on a Score page, apply Scroll effects."
- 57 EXTENDED RANGE BLOCKING
Tell Opponent: "Do only Extended Range next turn."
- 59 PUSHED OFF BALANCE SCORE -1
Tell Opponent: "Do only Green or Yellow next turn."

61 EXTENDED RANGE CASTING MAGIC

Tell Opponent: "Do only Extended Range next turn, except if on a Score page, reveal Magic card."

63 HEAD DAMAGE

SCORE 0

(if using an edged weapon, turn to p. 7)

Tell Opponent: "Do only Green or Yellow next turn."