

APPROVED FOR
Tékumel®

Stand-ups for **Béthorm**™ Set #4:

Mrúr,
Ngáyu,
Qól, and
Shédra

ILLUSTRATIONS by Jeff Dee
PAINTING by Talzhemir Mrr
CREATURES created by
M.A.R. Barker



UN!games

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How to Make UniGames Cardboard Stand-ups

1. Print out. 2. Color with pencils or watercolors.

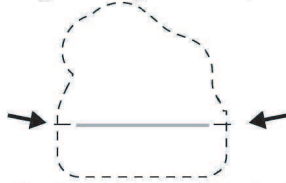
3. Glue to thin cardboard (such as cardstock or a Ritz cracker box).

4. Cut out dotted outlines.

Cut these two black lines.



5. Turn the piece over and use a ruler and ballpoint pen to draw a line between these cuts. This makes a MUCH nicer fold, preventing damage to the printing.

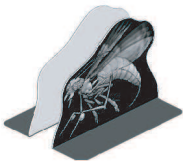


6. Cut inwards to black outline. Go clockwise if you are left-handed and counter-clockwise if you are right-handed.



7. Fold black base flaps outwards.

8. Glue two halves together. (For maximum durability, I use Elmer's Pro-Bond. White glue tends to warp.)

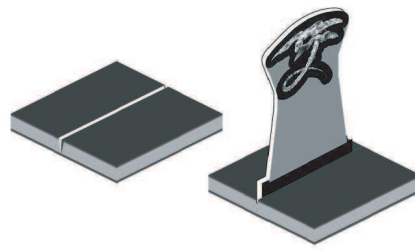
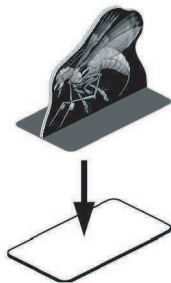


9. Glue to the base pieces.

10. **OPTIONAL:**

Take black paint or marker and darken the edges.

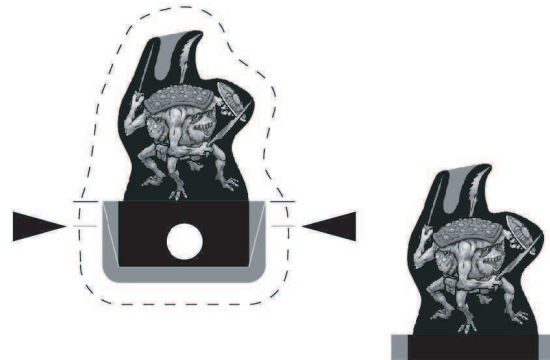
Coat with Reaper Miniatures' Sealant



TIP: For flatter storage, use these in bases made of foam core.

Cut squares and slit carefully with a X-acto knife. Cover the edges with carpenter's glue or white glue or acrylic paint. Insert for use; take out and store in a plastic bag.

Cut the miniatures out across the base at the two thinner lines.



If you like, you can construct your minis with hexagonal bases by cutting along the white lines provided.

New to foam core?
Check out "Foam Core Crafts for Beginners", the little instruction book by Talzhemir, available as a .PDF from <http://rpgnow.com>!

The white circle indicates the front of the figure. It is also useful for pencilling in a number to tell the figures apart. If you don't want them, use a black marker or a spot of paint to cover them.

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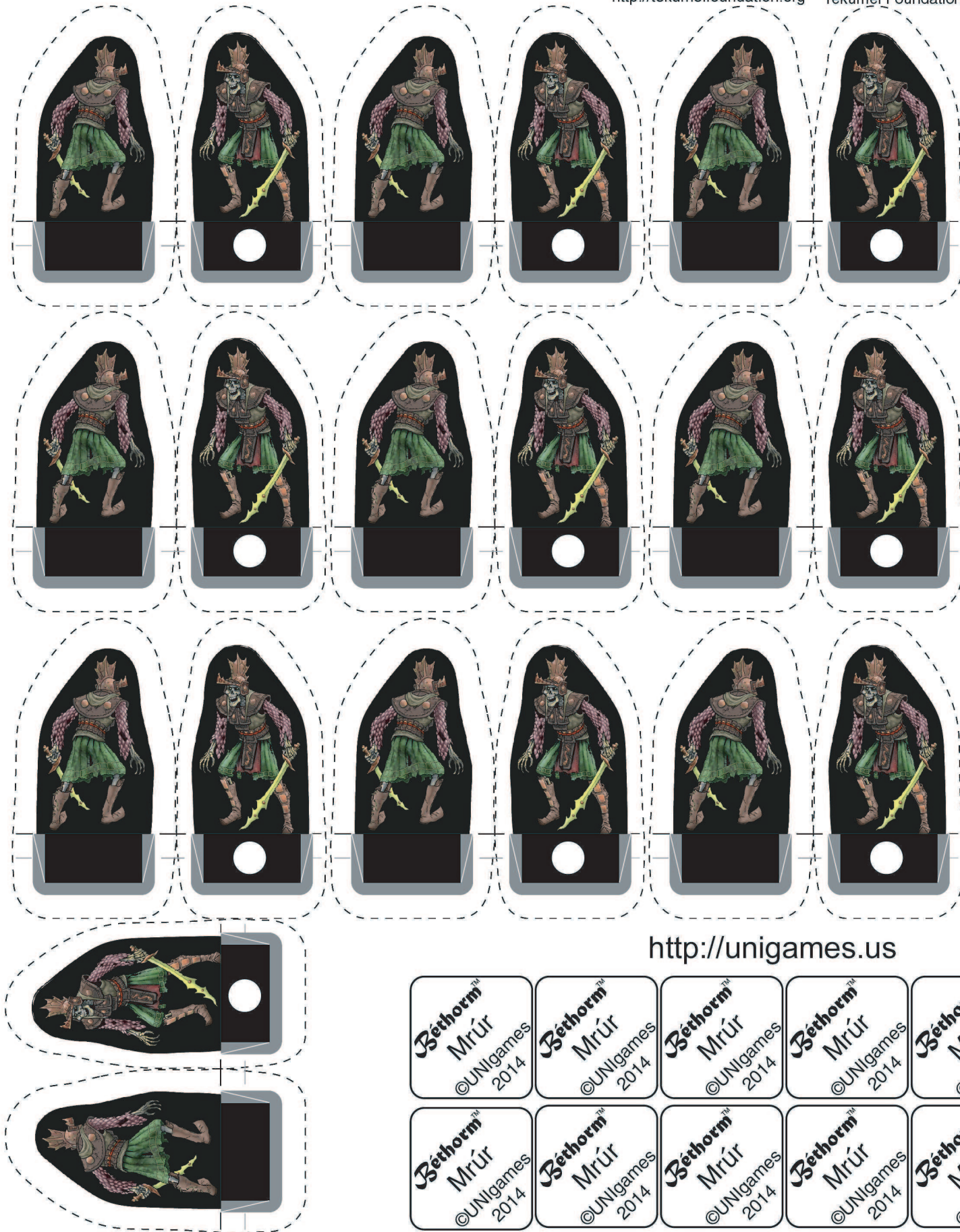
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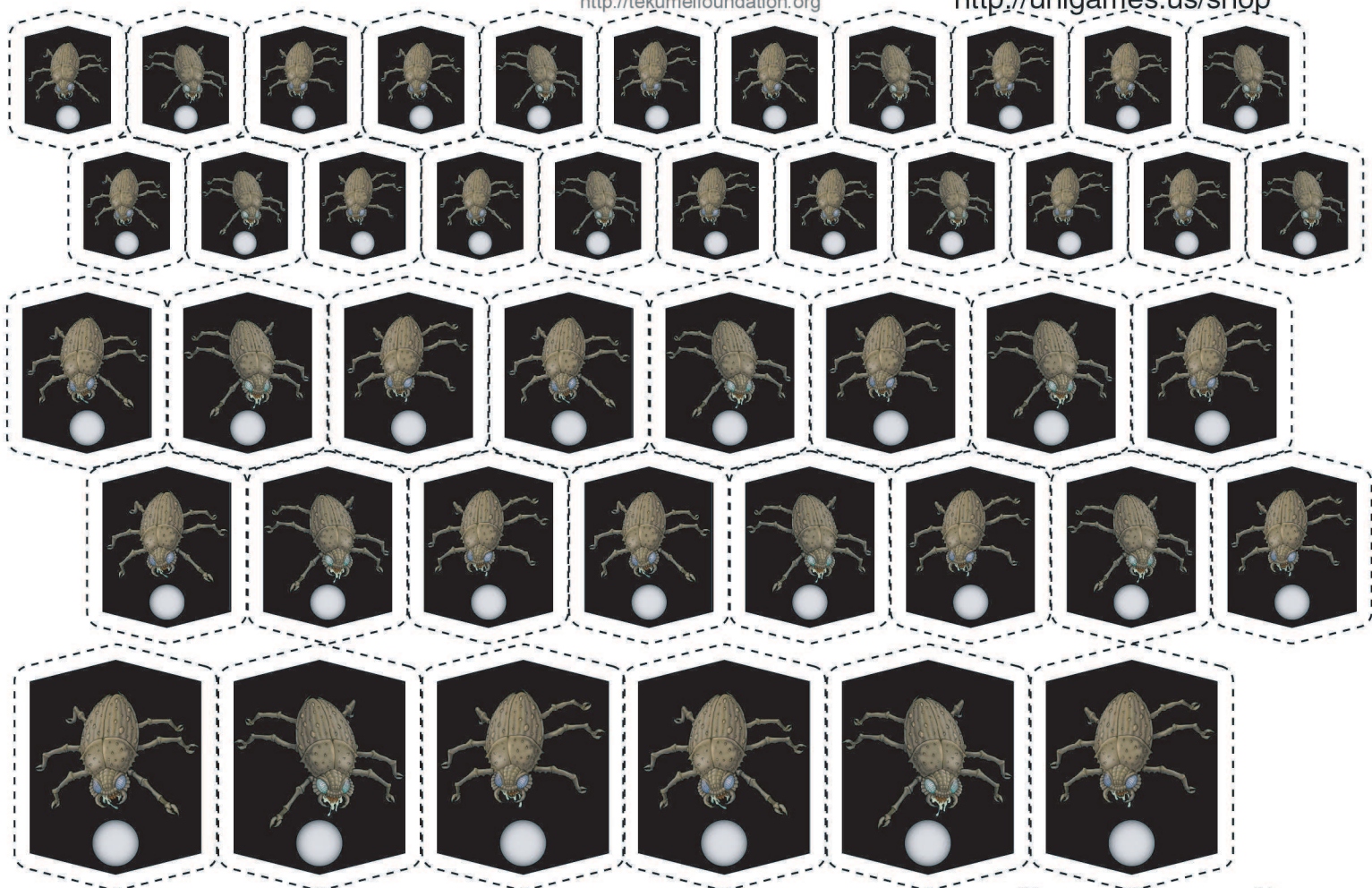
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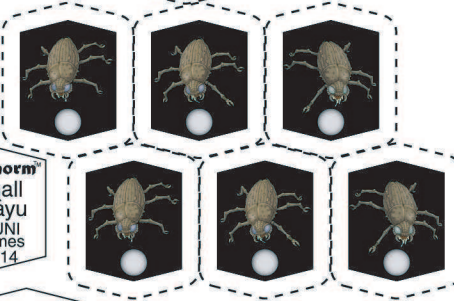
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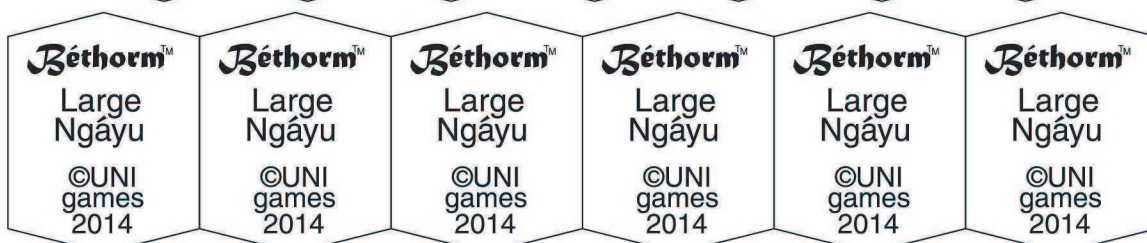
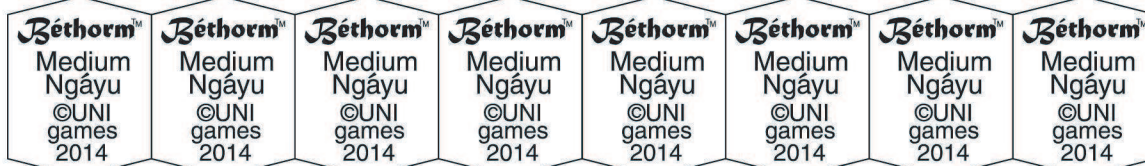
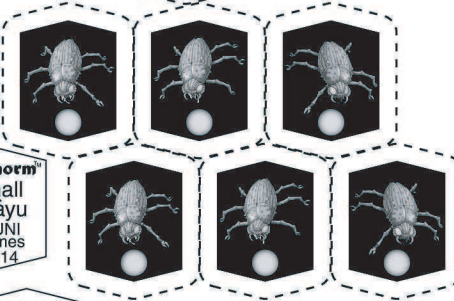
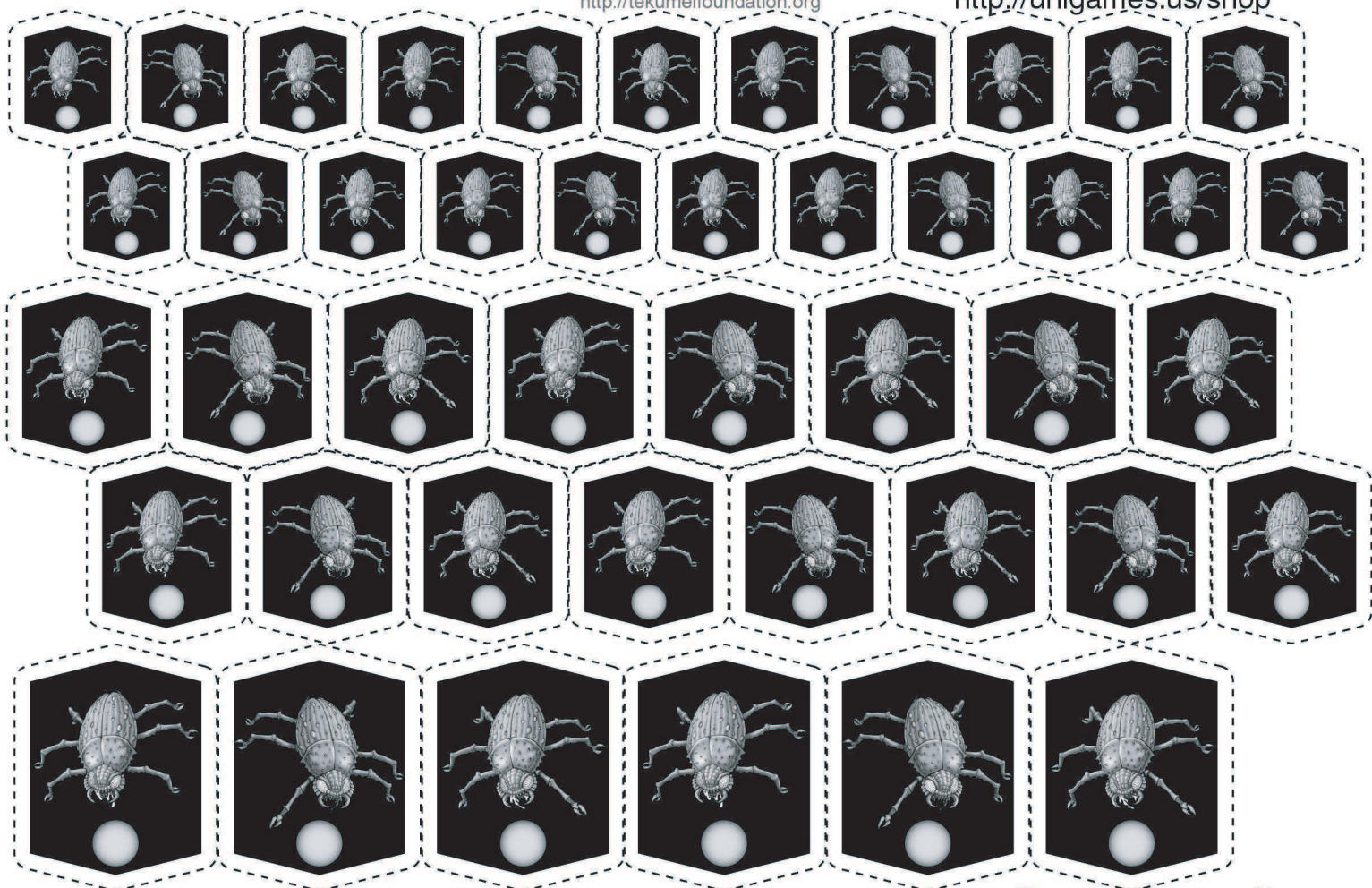
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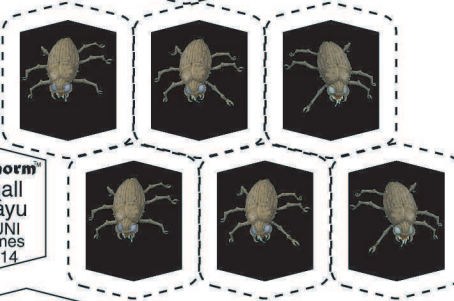
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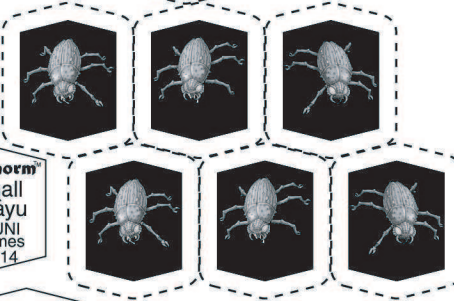
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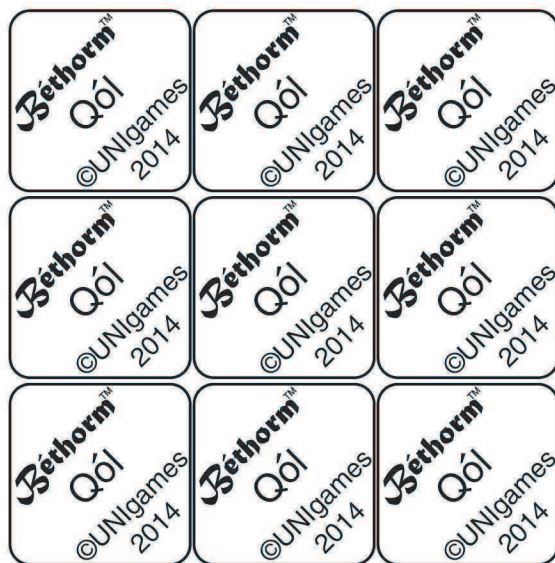
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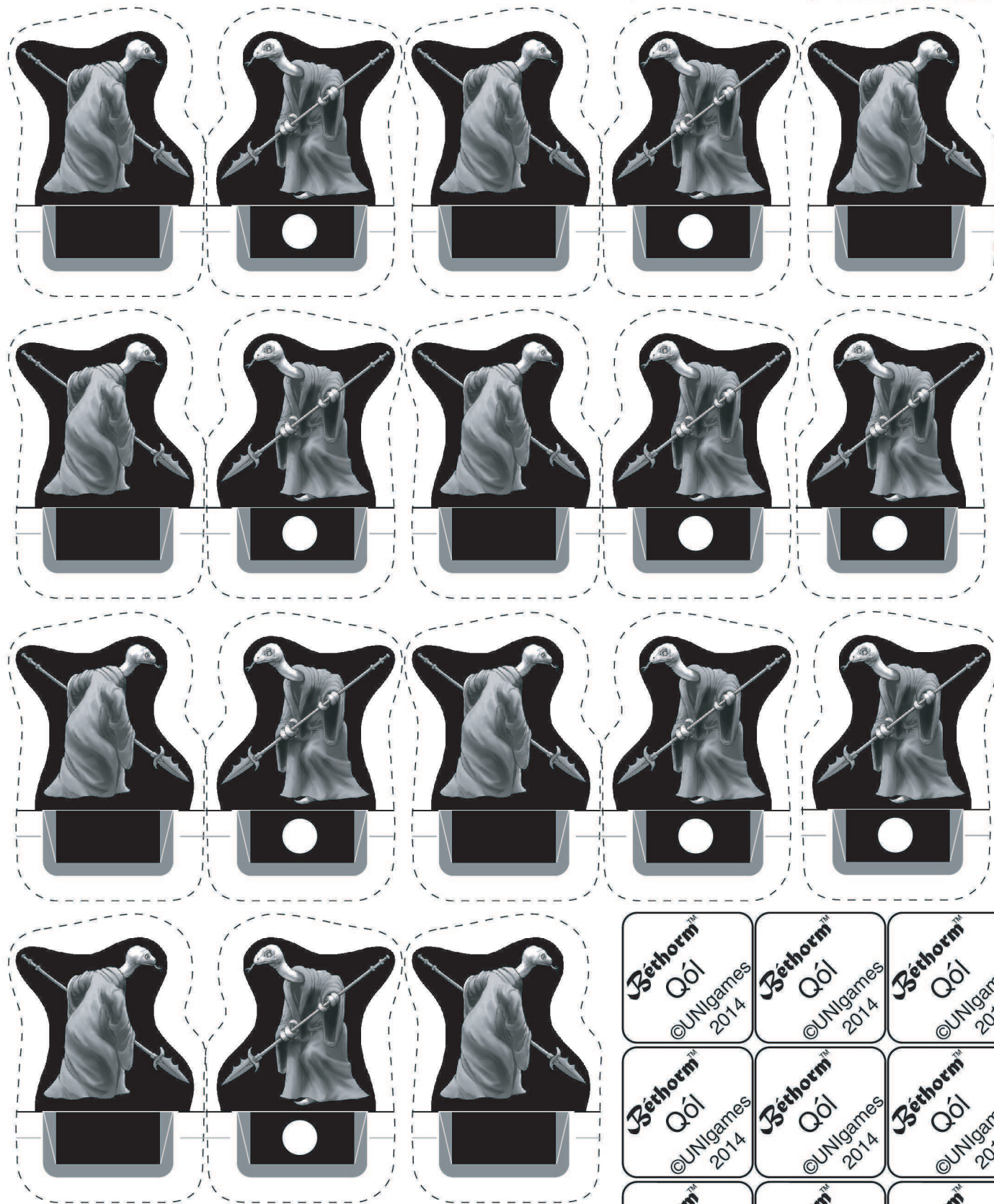
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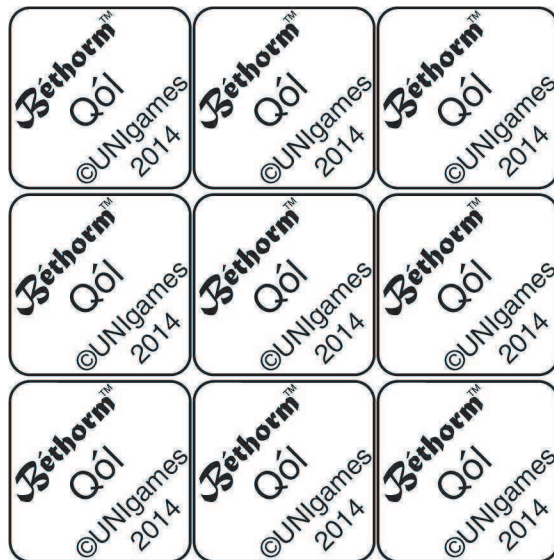
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VS: 6 kurhá Location <u>Circle of Columns</u> Date <u>Jan. 3 2015</u> INITIATIVE <u>3 1 2 2 3 1 2</u> HIT POINTS <u>10 \ -3 / 7 \ -1 / 6 \ -2</u> <u>4 \ +2 / 6</u> <u>found 18K</u> <u>1 gem - Tourmaline 11 X3kt= 33K</u> <u>1 copper necklace 25K</u>	Player <u>Lucy</u> Character <u>Ishále hi Kuródu</u> Max. Hit Points <u>(10)</u> Campaign <u>Lost Wheel</u> DEFENSE Me/Mi/Mn <u>2/2/0</u> ARMOR P/E <u>2/0</u> Initiative <u>(1/2/3)</u> ARROWS, ETC. <u>Arrows 00000 00000 00000</u>
--	--

HOW TO USE THE COMBAT LOG PAGE

These record sheets help save wear and tear on character sheets, and organize the information from each fight. Print them up, or just copy the general layout onto lined paper.

HIT POINTS AND SPELL POINTS

It's easier to keep track of those stats that temporarily decrease if you write in the amount subtracted each time. Write current amounts lower, and numbers you subtract or add to it a little higher on the line. Separate them with diagonal lines. If you happen to be a spellcaster, you can track your spell points this way, too.

EXPENDABLES

Draw little circles next to supplies such as arrows. Make groups of five so they are easier to count. Cross them off as they are used.

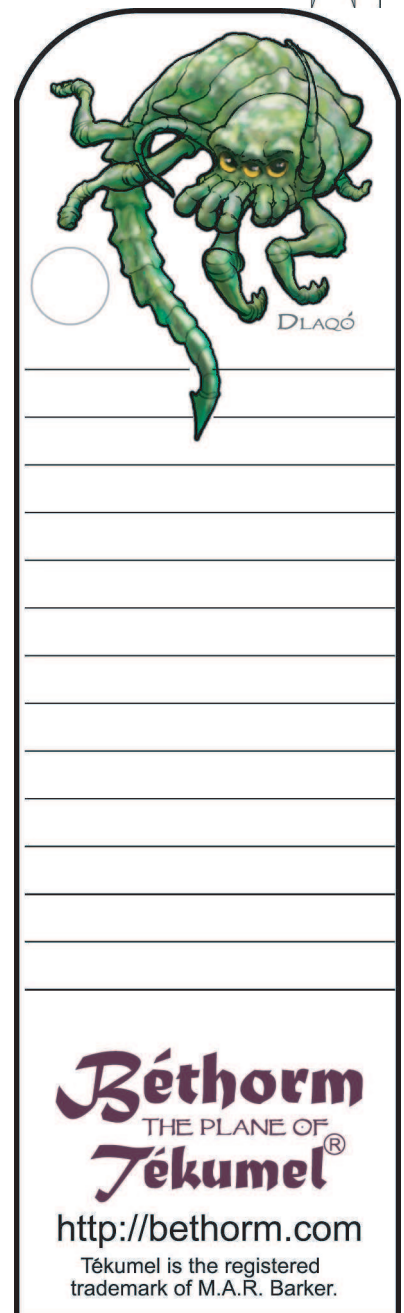
INITIATIVE

Write in the low/medium/high numbers. After you've used your action each round, you cross it off.

TREASURE

For those encounters where you're fortunate enough to find a bit of treasure, you can record your finds. Either the character carrying the item should record it, or one player can catalog all of the party's finds.

Use this handy bookmark to mark the current creature encounter in your book, or guard your place in a novel. ►



VS:

Location _____

INITIATIVE

HIT POINTS

Player _____

Character _____

Max. Hit Points () Campaign _____

DEFENSE
Me / Mi / Mn

ARMOR
P / E

Initiative (1-2 / 3-8 / 9-10)

ARROWS, ETC.

VS:

Location _____

INITIATIVE

HIT POINTS

Date

VS:

Location _____

INITIATIVE

HIT POINTS

Date

VS:

Location _____

INITIATIVE

HIT POINTS

Date

VS:

Location _____

INITIATIVE

HIT POINTS

Date