



3Axe is a table-top-card-role-playing game where a group of players work together against their Game Mom (GM) to create stories, solve problems, and one up each other in absurdity and bravado.

3AXE: CHRONICLES OF CHAOS

3Axe is a play on "3 Act Play" (pun super intended). **No more** endless stat sheets and hours of setup—this game gets you rolling (again pun intended, you really need to know what you're in for) in **under 10 minutes** and can be finished in about **an hour**. Of course, the game can go on as long as you want, but the barrier to start has been minimized as much as possible.

Each Story has 3 Acts with stated objectives, but as anyone who has played *D&D* before knows, the fun comes from the chaos - the players interacting with unexpected NPCs, strange Artifacts of Power, and fantastical settings.

Whether you're an ex-*D&D* fanatic with no free weekends or a curious newcomer, **3Axe** delivers all the joy of role-playing without the grind. Maximum fun. Minimum prep.

Pick a Story, a Setting, and draw a few cards to build your Character. That's it. From there, you'll be bluffing waitresses in pirate costumes, battling rival BBQ masters, or dealing with the mafia invading *Anne of Green Gables's* beloved Prince Edward Island.

WHY MAKE THIS?!

We invented this game after many failed attempts of our group of friends to get a consistent D&D game together. Even if we managed to meet up, it would take hours to just to get characters created and have the story set because many in the group were new and the learning curve is steep.

If we somehow managed a couple of regular sessions, the momentum would fizzle, not because we weren't having a blast, but because schedules were too hard to manage. And life got in the way of fun.

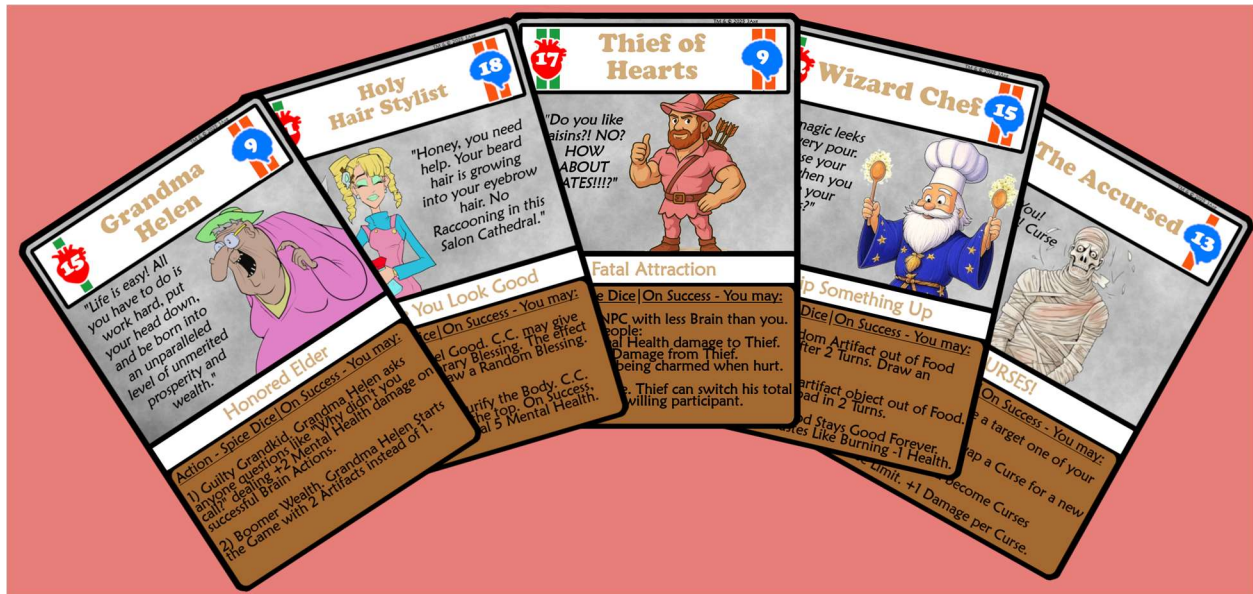
Not anymore! 3Axe offers all the role playing shenanigans you crave but also lets get home before Carl's wife gets mad.

KEY FEATURES

5 Awesome Dice! Roll the Dice, Shape Your Fate: Wield the SPICE DICE, TRIUMPH DICE, and CATASTROPHE DICE for outcomes that range from life and death to the winner of a break-dancing competition. When things go well, roll the RESULTS DICE to see how well. When things go much worse than expected, roll the DEATH DICE to see how much worser it probably is.



Play as 10 Different Classes, each with quirks and odd special abilities:



Meet a Cast of 75 Unique NPCs:

From charming rogues to cunning sorcerers, **befriend**, **beguile**, or **be-murder** a vibrant roster of 75 distinct NPCs, each adding their own flair to your epic tale.



Unleash 80+ Legendary Artifacts:

Discover, loot, and wield **80 powerful artifacts**—from enchanted blades to mysterious abacuses . . . abaci . . . abacuses . . . old calculators—that amplify your potential hero's powers.



Be Inflicted with 60 Powerful Blessings & Curses:



Supernatural Interference acquired through the twists of fate that twist your journey in delightful and devious ways. Will you embrace the chaos or conquer it?

Embark on 3Axe Stories: with intrigue, danger, and endless possibilities, betting, probable cause, unwitting assassination, evil big corn, and much more tailored by your Game Mom's creative whims. Rules, guidelines and potential settings included to help you make your own stories.

Craft Your Own Legends: With **complete rules for creating and running custom stories and campaigns**, you're the master of your world. Your game, your rules!

Start Fast, Play Long: Get rolling in **under 10 minutes** with streamlined setup. Play sessions can last **1 hour or span days**, perfect for quick adventures or sprawling sagas.

GAMEPLAY

 ACTIONS AGAINST THE ENVIRONMENT (Player vs. Environment)	 NON-COMBAT vs OTHERS (Player vs. Player or Player vs. NPC)	 COMBAT
A Player may take an Action in or against the environment such as picking a lock, feats of athleticism, or swimming a river. Actions vs. the Environment generally only require the Spice Dice. 1. The Player declares to the GM what they intend to attempt. 2. The GM determines if it is allowed, and if desired restricts success to a Triumph Roll only. 3. The Player rolls the Spice Dice. 4. If the Spice Dice rolls any positive result, the Action is done successfully. On negative result the Action fails. On Success, The Player describes in vivid detail how the attempt went. On Failure, the GM describes the attempt and the aftermath. 5. If the Action Failing results in something else happening (e.g. jumping a chasm failing, thus falling into the chasm) the GM decides the consequence and what, if any, damage to Health or Mental Health is done. 6. The Player's turn is over.	If the Player is directly contesting another Player or NPC: 1. Both players roll the Spice Dice. 2. The Player with the better roll wins the contest. 3. If both players Fail, roll again. 4. If both Succeed equivalently, then also roll the Result Dice and whoever has the better roll wins the contest. ** The GM may impose extra challenges on the Player or NPC as with environment if it seems like they should be extremely favored in the contest. ** For example, if a Player with 4 Brawn is arm wrestling a Player with 1 Brawn, the GM may say the Player with 1 Brawn must roll a Triumph or automatically lose the contest.	When a Player or NPC attempts to Damage the Physical or Mental Health of another Player or NPC, combat begins. 1. The Player tells the GM what they are doing to damage the other combatant. 2. The Player rolls the Spice Dice and, on a Success, rolls the Result Dice. 3. Health Damage is based on Brawn; Mental Health Damage on Brain, unless otherwise noted. 4. Damage equals the Governing Attribute plus the Result Dice, minus the target's same Attribute, to a minimum of 0. 5. If reduced to 0 Health, a Player or NPC is knocked out. Players roll the Death Dice. ** Governing Attributes may be modified by the Spice Dice or other factors as determined by the GM. **

Quick Turn Rules For Easy Role Play

Welcome to **3Axe** a table-top RPG for **2-6 players** (1 Game Mom + up to 5 heroes) where epic adventures collide with wild unpredictability and laugh-out-loud moments! Guided by the Game Mom (GM), players dive into a world of vibrant NPCs, powerful artifacts, and dice-driven chaos. Whether you're a seasoned role-player or a curious newbie, 3-Axe! delivers endless fun for all ages—grandparents, kids, and everyone in between!

BECOME THE GAME MOM!

Make your own story or follow one of ours, playing the role of the world and all the characters in it. The **Game Mom** weaves immersive tales, sets objectives, and brings **75 unique NPCs** to life—scheming villains, quirky allies, and even *Conan the Pescatarian* with his fishy breath! The GM's imagination shapes the world, answering players' questions and ruling on every action, fair or foul.

Game mothering is perfect if you are the one friend with lots of role-play experience but need to initiate your bland friends and family. If you've ever played any other table-top RPG, you'll feel right at home here and all the tools are provided to make telling your story fast and easy.

Unleash Your Creativity: Players take turns interacting with the world—bash, charm, or outwit NPCs, explore environments, or try *anything* your imagination conjures. From flexing to impress, to battling an irate dolphin trainer named **Diane Dorsal**, your actions shape the story!

WHY WE NEED YOU

Our **First goal** is to produce and ship the first batch of **3Axe** to our amazing backers, delivering a high-quality game you'll be proud to own. People enjoying the game we've made is our first care.

Second, we want to do more! With your support we can design better stories, create character sheets and card stands and really take the game experience to the next level with a dice app with crazy dice options.

BACK NOW FOR EXCLUSIVE REWARDS!

Join our Kickstarter to make **3Axe** a reality! Unlock exclusive rewards like custom dice sets, limited-edition Blessing Cards, Additional Game features, or even the chance to design your own NPC (imagine your own *Diane Dorsal*!). Your pledge fuels a world of chaotic creativity and heroic triumphs.

Founder's Favorite



Your Brain and Brawn increase, becoming a physical manifestation of your hidden generosity. The little things you do make a large difference and the universe now recognizes that fact.

You gain +1 to your Brain Stat.
You gain +1 to your Brawn Stat.

All Actions you make in attempt to be there in the nick of time, when no one else could be, gain +2 to their result.
Thanks for being you!

We've worked on this for many years, keeping the dream alive. Our deepest wish is to share it with you. Pledge today and help make 3Axe: Chronicles of Chaos a reality.

*Thanks for believing in the chaos,
Bryan and Mike, Agents of Chaos*



From left to right - Biting Bennett, Grandma Helen, Frozen Head of Lenin, Dog Person, Leslie Barrelson, Holy Hairstylist, Fawn Johnson, Sword Master Karl, The Pirate Lord