

wsheader

# Armour

Based on [<http://ccoast.home.comcast.net/System/armoury.html> The Armoury] and [<http://www.killershrike.com/FantasyHERO/HighFantasyHERO/armamentsNotes.shtml> Killer Shrike's High Fantasy Hero]

! Material ! Name ! DEF ! Locations ! Weight ! Cost ! Notes ! Locale

Bezanted	Coat	2	10,11,12	0.13	42		
Bezanted	Jack	2	7-12	0.1	32		
Brigandine	Coat	4	10,11,12	0.15	360		
Cuirbouilli	Cuirass	4	10,11,12	0.05	270		
Cuirbouilli	Greaves	4	15,16	0.02	210		
Cuirbouilli	Helmet	4	4,5	0.01	110		
Cuirbouilli	Vambraces	4	7,8	0.01	90		
Lamellar	Coat	5	10,11,12	0.11	120		
Lamellar	Greaves	5	15,16	0.04	190		
Lamellar	Vambraces	5	7,8	0.02	110		
Leather	Coat	3	10,11,12	0.06	54		
Leather	Helmet	3	4,5	0.01	12		
Leather	Jack	3	7-12	0.04	44		
Leather	Leggings	3	13-18	0.07	92		
Leather	Mask	3	3	0.01	8	-1 PER	
Leather	Sleeves	3	7-9	0.03	55		
Mail	Coif	6	4,5	0.02	180		
Mail	Habergeon	6	10,11,12	0.14	500		
Mail	Hauberk	6	8-14	0.17	700		
Mail	Leggings	6	13-18	0.19	690		
Mail	Sleeves	6	7-9	0.12	365		
Plate	Arm Harness	7	6-9	0.11	420		
Plate	Breastplate	7	10,11,12	0.12	740		
Plate	Full	8	3-18	0.38	2000	+3 PRE	
Plate	Greaves	7	15,16	0.06	600		
Plate	Half	8	6-12	0.21	1640		
Plate	Helmet	7	4,5	0.03	100		
Plate	Leg Harness	7	13-18	0.16	840		
Plate	Vambraces	7	7,8	0.04	320		
Plate	Visored Helm	8	3,4,5	0.04	225	-3 PER	
Ring	Coat	5	10,11,12	0.1	340		
Ring	Jack	5	7-12	0.13	390		
Ring	Sleeves	5	7-9	0.08	185		
Scale	Habergeon	5	10,11,12	0.17	475		
Scale	Hauberk	5	8-14	0.23	530		
Scale	Sleeves	5	7-9	0.14	265		

- DEF is the resistant protection provided.
- Location specifies the locations covered on the hit location table.
- Time specifies the approximate time to make this kind of armour.
- Weight is weight of armour expressed as a percentage of body weight.
- Cost is in pennies and is based on a normal version of armour for someone of human size.
- Notes applies to the character while wearing this armour in addition to any other rules.

## Armour Material Descriptions:

**Bezanted:** Cloth or leather sewn or rivetted with small, non-overlapping metal plates.

**Brigandine:** Also called &#147;coat of plates,&#148; this armour is made of shaped pieces of metal rivetted onto leather.

**Cuirbouilli:** Leather hardened by boiling it in wax.

**Lamellar:** A more advanced form of scale armour, in which the scales are longer, interlaced, and not sewn to a fabric.

**Leather:** Tanned and prepared animal skin.

**Mail:** A fabric of interwoven metal rings. One wears mail over a padded garment. The term *maille* is Middle French, brought into English in the 14th century (Hundred Years' War). The term *chain mail* is probably anachronistic, and at least redundant.

**Plate:** Armour made of shaped metal pieces, not attached to any backing. It is still assumed to be worn over a padded garment.

**Ring:** An earlier, or simply cheaper, form of mail, in which the links are larger and sewn onto a leather backing.

**Scale:** Armour made from overlapping scales sewn onto cloth or leather.

## SPECIAL BENEFITS BY ARMOUR TYPE

! TYPE OF ARMOUR ! TRAITS

Cloth based
Leather based
Metal scales
Mail
Plate
Heavy
Ornate
Improved
Halay Steel

## Encumbrance

! Total Weight Carried ! DCV/ DEX Roll ! Movement ! END Cost per Turn

Up to 10%	-0	-
10-24%	-1	-
25-49%	-2	-1"
50-74%	-3	-2"
75-89%	-4	-4"
90-100%	-5	-8"

## Notes

**Total Weight Carried:** A percentage of the total weight a character can lift , as indicated by the Strength Table (page 34). For example, a character with a 20 STR can lift 400 kilograms; if carrying 200 kilograms, he would suffer a -3 to DCV and DEX Rolls.

**Movement:** Moving characters can carry up to 24% of the weight they can carry with their STR at no penalty. However, carrying more than that slows them down. The Movement column shows the impact that carrying 25% or more of their carrying capacity has on their movement. The number of inches listed in the table is subtracted from the character's movement rate. As explained on page 364, characters can use their movement to improve their STR; this may allow them to overcome some or all effects of encumbrance at less cost in velocity.

**END Cost Per Turn:** When Encumbered in combat, the character uses this much END per Turn in addition to any other END used for STR, Powers, and the like. Additionally, you can use this number as the amount of Long Term END he loses every hour which he carries that much weight.

A character must pay the END cost for Encumbrance in his first Phase of each Turn. As a default, he pays the entire END cost in his first Phase, but the GM may, if he wishes, divide the END cost equally over the character's Phases for the Turn. At the GM's option, characters so Encumbered that they must pay END do not get Post-Segment 12 Recoveries (and possibly not even normal Recoveries) until they get rid of enough weight to remove the penalty, or sit down and do nothing but rest.

## Hit Location table

3-5	Head	x5	x2	x2
6	Hands	x1	$x\frac{1}{2}$	$x\frac{1}{2}$
7-8	Arms	x2	$x\frac{1}{2}$	$x\frac{1}{2}$
9	Shoulders	x3	x1	x1
10-11	Chest	x3	x1	x1
12	Stomach	x4	$x1\frac{1}{2}$	x1
13	Vitals	x4	$x1\frac{1}{2}$	x2
14	Thighs	x2	x1	x1
15-16	Legs	x2	$x\frac{1}{2}$	$x\frac{1}{2}$
17-18	Feet	x1	$x\frac{1}{2}$	$x\frac{1}{2}$

## Notes

**STUNx:** Multiplier to stun for killing attacks, after defenses have been applied.

**N STUN:** Multiplier to stun for normal attacks, after defenses have been applied.

**BODYx:** Multiplier to body for all attacks, after defenses have been applied.

**To Hit:** Penalty to target this location.

## PROFICIENCY

For the purposes of the material herein, it is assumed that to use armour a character must be proficient with its use. This is handled via 2 point armour Familiarities (AF) for each Category of armour, and a 1 point armour Familiarity for Shields. Characters lacking the appropriate proficiency may wear armour, but suffer major penalties for doing so for both Equipment and Magic based armours bought with the "Real armour" Limitation.

## DEX ROLL AND DCV PENALTY

Armour is cumbersome and imposes penalties upon the wearer. Whenever attempting a DEX Roll or using a DEX Based Skill the Character suffers the encumbrance penalty; further if the character is taking a physical action which the GM determines is precarious or awkward the Character must make a DEX or Skill Roll at the listed penalties to avoid falling over or otherwise inconveniencing themselves at the GM's discretion. These penalties can be counteracted with the use of Penalty Skill Levels.

## ARMOUR PENALTY SKILL LEVELS

A character can purchase PSL's to offset the DEX and DCV Penalties of wearing armour. The character can purchase the 1.5 point Single Penalty levels vs either DEX or DCV, or the 2 point Tight Group levels vs both DEX and DCV, at their discretion. It is almost always more efficient to purchase the Tight Group levels.

## ARMOUR PENALTY SKILL LEVELS

! Cost ! Name ! Effect

1.5	Shield DEX Offset
1.5	Armour DCV Offset
1.5	Armour DEX Offset
2	Armour Total Offset
4	Shield Master
4	Medium armour Master

6	Heavy armour Master
---	---------------------

From:

<https://curufea.com/> - **Curufea's Homepage**

Permanent link:

<https://curufea.com/doku.php?id=roleplaying:hero:ws:armour>

Last update: **2015/01/26 19:23**

