



# **A**L'AKWANNON ARMOR AND DEFENSE

Defending yourself is a key part of combat and a variety of factors are involved in determining how hard you and your opponent are to hit. All characters begin with a base DEF of 10 and is improved by armor worn, dexterity, spell effects, special abilities, etc. Listed below are various full armor sets, but keep in mind that you may certainly wear piecemeal armor as well. The DM will come up with an aggregate AC/DEF bonus based on the armor pieces selected

## **BASIC ARMOR TYPES** (listed in order of protection, lightest to heaviest)

### **Padded Armor**

Padded armor, also known as quilted armor is generally crafted from fabric and stuffed with heavy batting to diffuse the impact of blows. Most styles of this armor protect only the torso and is generally employed only by poor and unskilled warriors. As such, it is generally only employed by village militia, poor bandit packs and urban gangs or primitive warriors

### **Leather Armor**

Leather armor is one of the most popular armor types due to it being relatively inexpensive and very lightweight. It may be crafted in pieces or as an entire suit and generally requires the leather to be boiled in oil and assembled and shaped as desired. Leather armor requires regular oiling to keep it in good condition, especially in places of inclement weather

### **Studded Leather Armor**

Studded Leather, is simply a variant of leather armor adding metal studs to the armor to better help deflect blows from metal weapons while still maintaining a relatively light and supple protection. As with leather armor, it requires regular maintenance to keep it operation in the best condition, nevertheless this is a popular armor for military scouts

### **Ring Mail**

Leather armor, also known as quilted armor

### **Hide Armor**

Leather armor, also known as quilted armor

### **Brigandine Armor**

Leather armor, also known as quilted armor

### **Lamellar Armor**

Leather armor, also known as quilted armor

### **Scale Mail**

Leather armor, also known as quilted armor

### **Chain Mail**

Leather armor, also known as quilted armor

### **Banded Mail**

Leather armor, also known as quilted armor

### **Splint Mail**

Leather armor, also known as quilted armor

### **Bronze Plate Mail**

Leather armor, also known as quilted armor

### **Plate Mail**

Leather armor, also known as quilted armor

### **Field Plate Armor**

Leather armor, also known as quilted armor

### **Full Plate Armor**

Full plate armor, also known as gothic plate armor

## Basic Full Armor Stats

Type	Move Mod	Prof	Spec	Base Cost	DEF Bonus
Banded Mail	-65%	-33%	-16%	11GFS	+6
Brigandine	-45%	-23%	-11%	6GC	+4
Bronze Plate	-70%	-35%	-18%	5PC	+6
Chain Mail	-55%	-28%	-14%	75SC	+5
Field Plate	-60%	-30%	-15%	25PC	+8
Full Plate	-65%	-33%	-16%	125PC	+9
Hide Armor	-20%	-10%	-5%	15SC	+4
Lamellar	-40%	-20%	-10%	15GR	+4
Leather Armor	-10%	-5%	-2%	8SC	+2
Padded Armor	-5%	-2%	None	4SC	+2
Plate Mail	-75%	-38%	-19%	30GC	+7
Ring Mail	-35%	-18%	-9%	5GC	+3
Scale Mail	-45%	-23%	-11%	6GC	+4
Splint Mail	-65%	-33%	-16%	4GC	+6
Studded Leather	-20%	-10%	-5%	1GFS	+3

## Armor Pieces

Pieces of armor may be worn instead of a full suit as listed above, depending on the parts chosen an appropriate DEF bonus will be assigned as a subset of a full suit. (i.e. – wearing roughly half a suit of leather armor will provide you with a +1 DEF instead of the full suit bonus of +2, while wearing simply gloves or boots will provide no bonus. Wearing a chain shirt will provide you with a +2 DEF while a plate mail breastplate will provide a +3 DEF, etc.) Also note simplified options below such as “partial” plate mail

Helm/Helmet (head)  
Gorget/Beaver (neck)  
Pauldron (shoulder)  
Breastplate (chest/back)  
Fauld/Skirt/Tasset (lower abdomen/hips)  
Rerebrace (upper arm)  
Vambrace (lower arm)  
Gauntlet/Glove (hands/wrists)  
Cuisse (upper leg)  
Greave (lower leg)  
Boots/Sabatons (feet/ankles)

## Non-Metal Armor Modifications

**Light Weight** - Light armor versions are made with lighter materials that allow more mobility, but provide less protection. Light armors are one AC factor worse and +10% on the base movement modifier (up to max normal movement) and are -10% of cost

**Heavy** - Heavy armor versions are made with a variety of reinforcement materials that increase protection, but inhibit movement slightly. Heavy armors are one AC factor better and -10% on the base movement modifier (up to max normal movement) and are +10% of cost

## Metal Armor Modifications

**Heavy Armor** - Reinforced versions made with more durable materials and are often reinforced with lesser materials (i.e. - extra leather under chain.) Reinforced armors are one AC factor better, -15% on the base movement modifier and +20% to cost

**Light Weight** - Light armor versions are made with lighter alloys that allow more mobility, but provide less resistance to penetration. Light armors are one AC factor worse, +10% on the base movement modifier (up to max normal movement) and are -5% of cost

**Partial** - Partial armor versions are made up of selected pieces of normal armor (i.e. - chain shirt and skirt, scale sleeves and leggings, etc.) Partial armors are two AC factors worse, +30% on the base movement modifier (up to max normal movement), -10% cost

## **Plate Armor Modifications** (applies only to Bronze Plate, Plate Mail, Field Plate, Full Plate)

**Ultra Heavy Armor** - Ultra reinforced versions are crafted with heavier, more durable plates and are heavily reinforced by under materials, such as chain mail. Ultra-heavy plate armor is two AC factors better, -30% on the base movement modifier, +40% cost

**Heavy Armor** - Reinforced versions made with more durable plates and are reinforced with lesser materials (i.e. - extra leather and light chain.) Reinforced plate armor is one AC factor better, -15% on the base movement modifier and +20% to cost

**Partial** - Partial armor versions are made up of selected plates of normal armor (i.e. - breastplate and greaves) Partial plate armor is two AC factors worse, +30% on the base movement modifier (up to max normal movement), -5% cost

## **Armors of Quality**

Superb craftsmanship in armor is available from extraordinary artisans in various countries across the world. Movement restrictions can be compensated, defense can be increased and various custom additions can be made. Finding one of these artisans is simple enough, but getting on their list for custom armor isn't. Another factor is the time to create suits of armor and of course cost is increased considerably

**High Quality Armor** -- High quality armor can only be crafted by expert armorers. About one out of every two thousand craftsmen are capable of making such armors. They are durable and well balanced, but without proper care can degenerate quickly:

AC Bonus: -1 (one better)

Move Factor: +10% (up to max)

Damage Absorption: 1HP per attack

Special: High quality armor gains +1 on all it's saving throws

**Ultra High Quality Armor** -- Ultra high quality armor or specialty armor can only be crafted by the most elite among armorers. About one in every five hundred thousand craftsmen is capable of such work (there are usually only a handful of such craftsmen in any major region). Each suit of armor is crafted especially to the buyers specifications:

AC Bonus: up to -3

Move Factor: up to +40% (in 10% increments, up to max)

Damage Absorption: up to 5HP (maximum 7 options)

Special: Ultra high quality armor gains +3 on all it's saving throws

**Enchanted Armor** -- Enchanted armor cannot be bought (at least it is unheard of) it is generally a suit of ultra high quality armor which has been bestowed mana (POWER) and often minor or major magic. They are extremely rare and repair is near impossible (many suits of armor have the Mending spell weaved in to repair itself from damage) without the aid of powerful mages and expert craftsmen. As with weapons, armors are designated with a plus rating with +4 being the maximum (and even more unheard of than a +5 weapon...maybe their's one suit somewhere???), below is the listing for bonus construction:

### **+1 Armor**

AC Bonus: up to -3

Move Factor: up to +40% (in 10% increments, up to max)

Damage Absorption: up to 5HP

Special: +1 armor gains +4 on all it's saving throws

(maximum 8 options)

### **+2 Armor**

AC Bonus: up to -4

Move Factor: up to +50% (in 10% increments, up to max)

Damage Absorption: up to 6HP

Special: +2 armor gains +5 on all it's saving throws

(maximum 10 options)

### **+3 Armor**

AC Bonus: up to -5

Move Factor: up to +50% (in 10% increments, up to max)

Damage Absorption: up to 7HP

Special: +3 armor gains +6 on all it's saving throws

(maximum 12 options)

### **+4 Armor**

AC Bonus: up to -6

Move Factor: up to +60% (in 10% increments, up to max)

Damage Absorption: up to 8HP

Special: +4 armor gains +8 on all it's saving throws

(maximum 14 options)

# Barding Quality

Type	Move Modifier	Cost	AC
Bronze Plate Barding	-55%	75GC	4
Chain Barding	-45%	25GC	5
Full Plate Barding	-60%	125PC	1
Leather Barding	-15%	15GR	8
Plate Barding	-55%	100GC	3
Scale Barding	-40%	50GC	6

## Barding Modifications

**Reinforced Barding** - Reinforced versions are one AC factor better and -15% on movement, +15% cost

**Light Barding** - Light versions are one AC factor worse and +15% on movement (up to max normal movement), -5% cost

**Half Barding** - Half versions are two AC factors worse and +40% on movement (up to max normal movement), -15% cost

## Barding of Quality

Like armor, excellent craftsmanship in barding is available from exceptional artisans in various countries across the world. Movement restrictions can be compensated, defense can be increased and various custom additions can be made. Cost, however, is increased considerably

*\*\*the various barding enhancements are identical to those of the armor listings, including the possibility of enchantment (although these are even more rare than suits of armor...maybe a god out there has some???)*