

## Arms & Armor

Weapons and armor are the mainstay for those who involve themselves in combat. There are four major groups of equipment: melee weapons, missile weapons, armor, and shields.

In this section we first identify the various statistics for all the equipment, and then we give all the individual weapons, shields, and armors' statistics.

For weapon and armor prices, see page 73.

### Description of Weapon Statistics

The statistics are listed here in the order they are in on the weapon table. Following the names of the statistics are lists of the various entries you might see, be they letters or numbers. (#) stands for a number. For example, the Type entry has "(C, B, P, S, S/P)" following it, meaning in the Type entry of a weapon, one could expect to find C, B, P, S, or S/P.

#### Type: (C, B, P, S, S/P)

The five types of weapon are chop (C), bludgeon(B), pierce(P), slash(S), and slash/pierce(S/P). This determines which damage table to use for a successful hit. The different types of weapons have different features in their wound type. For example, piercing weapons do little damage at first, but are the most likely to kill at higher thresholds. Note that several bludgeon tables exist. Use the weapon weight to determine the correct bludgeon table.

#### Hands Required: (2)

Some weapons are two-handed, and they are noted by a 2 directly after the Type letter, described above.

If a person wants to use a two-handed weapon one-handed, add 15 to the Minimum Physical Strength statistic and adjust all modifiers accordingly with an additional -1 penalty to the user's Attack and Defense Class with that weapon.

#### Penetration & Damage: (N, L, M, H) (#)

The Damage is the damage the weapon does when it hits something. The number is added to the damage roll.

Armor penetration plays a large role in a fight involving armors. A normal sword is almost entirely ineffective against the heavier armors, while a two-handed flail is designed to penetrate such protection.

The penetration letters stand for None, Light, Medium, Heavy.

#### Strike/Parry modifier: (#/#)

This is the modifier to the class of the wielder for striking and parrying. This is taken into consideration after the fighting class of the wielder is computed.

#### About the Strike/Parry Modifier

*This modifier takes into account the length advantage of the various weapons as well as other factors such as wieldability. This is why weapons which are hard to wield,*

*such as ball and chains, have surprisingly good strike parry modifiers, as they have an excellent reach which provides the wielder with the ability to keep away from shorter weapons.*

#### Init Modification

This is the modifier for the initiative roll--it takes into account the reach and quickness of the weapon as well as its weight.

#### Weight: (L, M, H)

The weight of the weapon is the physical mass of the weapon. This affects parrying as it is impossible to parry weapons which are much greater in mass than the parrying weapon. The weight classifications are very light, light, medium, heavy, and very heavy.

This also determines the lowest Strength required to use the weapon at no penalty.

**Table 35: Weight vs Minimum Strength**

Weight	One-Handed Use	Two-Handed Use
L	10	5
M	15	10
H	20	15

#### Note on Weight

*This weight for missile weapons is an abstract concept covering such things as bow pull or the strength needed to recock a crossbow. Use it to find minimum strength and endurance cost as described.*

Furthermore this statistic reflects how grueling it is to wield a weapon. Add the fatigue cost to the Fatigue Roll target number each round of combat.

For each point of strength below the minimum strength value of a weapon the user suffers a -1 combat Class level for using that weapon. Furthermore the fatigue cost is increased by 1 per point under the min strength value.

#### Notes

This section describes additional information relating to the weapon. Two things in particular bear mentioning here. First, the flails somewhat negate shield bonuses, which means if a flail is used against a shield-wielding foe, the foe has a defense penalty of one.

Second, some weapons expose the attacker during an attack due to the awkwardness of the weapon. This penalty is given for any round the attacker is attacking. This could affect fighting strategy and gives rise to the problem of who declares attacks first. There are a few methods of resolution. The recommended method is to

have the person with the lowest skill declare their attack first. In the case of a tie, the person with the heavier weapon must declare attacks first. An alternate method is to have secret declarations at the beginning of each round and then reveal all declarations simultaneously. Another alternate method is to have the NPCs have a random chance of attack, and the GM rolls at the beginning of each round. The last method mentioned is the fastest, but it makes the NPCs less intelligent.

Some weapons are shield breakers, which means they can cut through a shield, rendering it ineffectual. More on shield breakage in the combat section.

Some weapons are hard to use without great strength. If the user meets the strength requirements, then they get the listed modified bonus.

Some weapons are too awkward, and so receive no RE bonus for attack. The RE bonus can be used for defense, however.

Table 36: Melee Weapon Statistics

Name	Tp	Dam	S/P	Init	Wt	Notes	Description of Notes
Ax, Two-Handed	C2	H13	-1/-2	-5	H	1d, 10b	Xd Subtract X from wielder's defense when attacking during the round.
Ax, Battle	C	H10	0/-1	-3	H	1d, 5b	
Ax, Hand	C	H9	1/0	-1	M	1b	
Ball and Chain	B	H12	1/-1	-5	H	2d, 3s, 1b, 5	Xs Subtract X from defender's defense if defender is using a shield as this weapon is chained.
Ball and Chain, Two-Handed	B2	H16	1/-2	-5	H	3d, 4s, 2b, 5, 6	
Cleaver	C	L7	0/0	0	L		
Club, 2H	B2	H12	2/-1	-5	H	1d, 2b, 5, 6	Xb This weapon is a shield breaker, and add X to the shield damage for resolving shield hits. See page 135.
Club, Metal	B	M8	1/0	-2	M	1b	
Club, Wood	B	L7	1/0	-1	M	6f	
Dagger or Dirk	S/P	L7	0/0	0	L	4f	Xf This weapon is fragile, and X is its Resilience. See page 135.
Flail	B	H11	1/-1	-5	H	1d, 2s, 1b, 5	
Flail, Two-Handed	B2	H15	2/-2	-5	H	2d, 3s, 2b, 5, 6	
Garden Tool (long), Generic	*2	L-H, 7-11	2/2	-5	M-H	5f, 5	1 Can be used 1 handed on a mount.
Halberd	C2	H13	3/1	-5	H	5s, 2f	
Hammer, Two-Handed	B2	H12	3/-1	-5	H	1d, 3b, 5, 6	
Hammer, War	B	H10	1/0	-5	H	1b	2 If this weapon hits a charging foe, foe will get no strike back.
Knife	S/P	L6	0/0	0	L	5f	
Lance	P2	H10	3/2	-5	M	8f, 1, 5	
Mace	B	H10	1/0	-4	H	1b	3 If wielder's PS is above 28, S/P goes to 2/2
Mace, Spiked	B	H11	1/0	-4	H	2b	
Mallet	B	L8	0/-1	-3	M	6f	
Mattock	P2	H18	1/0	-7	H	1d, 5b, 5	4 If wielder's PS is 32 or above the S/P goes to -1/0
Maul	B2	H20	1/-2	-10	H	2d, 5b, 5, 6	
Pill (Sharpened Stake)	P2	L7	3/2	-3	M	10f, 1	
Pitchfork	P2	H12	2/2	-3	M	5f, 5	5 Cannot make multiple attacks with this weapon.
Polearm, Generic	B2, C2, or P2	M-H, 10-15	2/1	-3	H	may be 5s, 2f	
Purg (Bone Knife)	S/P	L6	0/0	0	L	5f	
Quarterstaff	B2	L11	4/5	+1	M	4f	6 There is no RE bonus for this weapon.
Sanctifier	B2	H17	2/-1	-6	H	3d, 4s, 2b, 5	
Scimitar	S	M10	2/1	0	M	5f	
Spear, 6-8 feet long	P2	H10	3/2	-2	M	5f, 1	7 There is no RE bonus for this weapon.
Spear, Boar	P2	H10	3/1	-2	M	2, 1	
Sword	S	H10	1/0	-2	H	6f, 3	
Sword, Two-Handed	C2	H14	3/1	-2	H	6f, 1b	8 There is no RE bonus for this weapon.
Sword, Bastard, One-Handed	S	H11	0/-2	-6	H	6f, 4	
Sword, Bastard, Two-Handed	S2	H12	3/2	-2	H	5f, 1b	
Sword, Great	C2	H15	3/1	-6	H	6f, 2b, 5	9 There is no RE bonus for this weapon.
Sword, Light	S	M9	3/3	0	M	6f	
Sword, Short	P	M8	2/1	0	M	6f	
Trident	P	L10	3/3	+1	M	5	10 There is no RE bonus for this weapon.
Whip	S	L3	1/-1	+1	L	1, 1f	

**Missile Weapons**

Missile weapons share many of the statistics of melee weapons, but deserve their own section. Below are the missile-weapon specific statistics.

**Rate**

This is the number of shots one can fire per round at

no penalty, assuming ammunition and verve is available.

**FF Penalty**

This stands for Fast Fire Penalty. It is the class penalty for firing more shots in a round than the allotted number. "no" means it is impossible to fire at a faster rate.

**Table 37: Missile Weapons**

Name	Rate	Weight*	Strike Modifier	FF Penalty
Bow	2	M	+1	+1
Bow, Composite	2	H	+2	+1
Bow, Long	2	H	+2	+1
Bow, Short	2	L	+1	+1
Dagger	2	L	-2	+2
Dart	2	L	-2	+1
Javelin	1	M		+4
Rock	3	L		+1
Sling	1/2	L	-4	+1
Wooden Spoon	2	L		+2
XBow, Heavy Pull	1	H	-4	no
XBow, Heavy Goat Hoof	1	H	-4	no
XBow, Light Pull	1	H	-3	no
XBow, Light Goat Hoof	1	M	-3	no
XBow, Winch	1/3	L	-4	no

**Table 38: Missile Fire Damage Information**

Bows and Crossbows	Type	Damage	Pen
Arrow- Longbow	P	5	H
Arrow- Leafhead*	P	+1	-1 class, -1 range
Arrow- Composite	P	4	H
Arrow- Normal	P	4	H
Arrow- Shortbow	P	4	M
Bolt- Heavy	P	7	H
Bolt- Light	P	5	H
Rock	B	1	L
Javelin	P	5	H
Sling Stone	B	3	M
Dagger	P	2	L
Wooden Spoon	B	-8	N

\* Modifier on top of other arrow modifiers.

**Weapon Descriptions**

**Ax, Two-Handed**

This weapon is essentially a very short polearm. A heavy and sharp ax head is mounted at the end of the pole.

The weapon is small enough to be used effectively when outside a formation, although some other heavy weapons are usually preferred by skilled warriors.

**Ax, Battle**

The battle ax is a one handed ax designed for combat. It is just light enough to be used in one hand without becoming awkward. Although battle axes cannot parry other weapons easily, they inflict severe damage when they hit.

**Ax, Hand**

This ax is a small ax or hatchet, and may usually be used to fell tree or split lumber. Not designed specifically for combat, the weapon is nonetheless fairly effective.

**Ball and Chain**

The ball and chain is one of the most feared weapons. Consisting of a heavy ball, probably spiked, on the end of a short (less than 4') chain attached to a handle, the wielder of such a weapon inflicts devastating damage. The disadvantage of this type of weapon is that it is difficult to aim and control, although bonuses against shields reflect their reach and ability to wrap around obstacles.

**Ball and Chain, Two-Handed**

This dangerous bludgeon, although difficult to aim, causes massive damage. Like ball and chains, these weapons make attacks against shields more effective because they can reach over and behind barriers.

**Cleaver**

This type of weapon includes most heavy chopping knives. While not very useful on the battlefield, such weapons can still kill or maim in the right circumstances.

**Club, Two-Handed**

This huge club can be made of either wood, metal, or a combination of the two. Although unwieldy, such crude weapons can penetrate heavy armors and should be feared.

**Club, Metal**

Metal clubs do not have a weighted head, and so differ from mace. Basically a metal baton, metal clubs might range from lead pipes to specially crafted weapons. In any case, these clubs are common and are generally moderately effective weapons.

**Club, Wood**

Wooden clubs may either be very short of moderate in length, with larger clubs either being quarterstaves or two-handed clubs. Wooden clubs are not the most daunting of weapons.

**Dagger/Dirk**

This type of weapon includes all large stabbing and cutting knives of various sizes. Usually thrust into an opponent, daggers may also be used to slash. Daggers and dirks are designed for combat purposes and tend to better suited for fighting than regular knives.

**Flail**

The flail is a weapon similar to the ball and chain. Instead of a long chain, a single link connects the haft and head of the flail. Flails provide limited bonuses against shields.

**Flail, Two-Handed**

This large weapon causes sever damage. Like flails, two-handed flails provide a bonus against shields.

**Garden Tool (long), Generic**

This category of weapon is a 'catch-all' for long farm implements that have been converted into weapons. Hence, this includes sharpened hoes and the like. Note that pitchforks have their own category.

**Halberd**

A Halberd is a short pole-axe around eight feet in length with a large chopping blade and a spike at the end. It can be used as a spear if desired.

**Hammer, Two-Handed**

The two handed hammer may be one of many two-handed bludgeoning devices. Usually in the form of a sledge-hammer head mounted on a pole, two-handed hammers are heavy, difficult to wield, but effective.

**Hammer, War**

The war hammer is a specialized bludgeoning weapon. Used like a hammer, all force is concentrated at a small sharpened tip. War hammers are fairly effective against armored combatants.

**Knife**

The knife category in Cinis refers to all knives designed primarily for cutting purposes. Different than cleavers and daggers, knives are usually used to cut vegetables, meats, wood, etc., and hence make poor weapons.

**Lance**

The lance is a form of spear designed for use from horseback. Lances are especially devastating during a charge, when any hit are likely killed or seriously injured.

**Mace**

A mace is basically a club with a large and heavy head. This alteration makes maces much more effective than normal clubs. Mace are usually made of metal, and can have either wood or metal handles.

**Mace, Spiked**

This simple variation is slightly more effective than an unspiked mace.

**Mallet**

A mallet is a less specialized version of the war hammer. One handed sledge hammers, large ordinary hammers, and many various unwieldy bludgeons may be

used as mallets.

**Mattock**

The mattock is a huge two-handed pick designed to punch holes in armor. This weapon is very heavy and unwieldy, and is not tremendously popular due to these disadvantages.

**Maul**

Imagine a gigantic stone sledgehammer. Very ineffective because of its immense weight, still mauls cause crippling damage when their owners somehow manage to connect with an opponent.

**Pill (Sharpened Stake)**

This cheap, if shoddy, weapon consists of a sharpened stake or stick. Used as a short spear or to stab, pills may also be placed in the ground to ward off cavalry charges. Pills are normally used by peasants or the desperate.

**Pitchfork**

A farming too with two to five prongs used for moving hay. The wily peasant takes this innocuous tool and sharpens its prongs, creating a crude but workable weapon.

**Polearm, Generic**

We do not include much information on polearms because they are almost useless in individual combat. The statistics above are general guidelines for those who wish to use polearms for some reason. The statistics we provide are for such weapons when used in groups; employed alone, it is too easy for an enemy to slip under the reach of the weapon on kill its owner. GMs are free to determine statistics for individual polearms as the wish.

**Quarterstaff**

The quarterstaff is an extremely deadly weapon in the hands of an expert. Essentially a moderately sized wooden pole, quarterstaves are devastating against unarmored opponents, although they cannot damage heavier armors.

**Sanctifier**

A sanctifier is basically a spiked two-handed ball-and-chain that has a compartment for coals. When the weapon is used, the coals spark and shriek as air is driven into the compartment. This effect is very impressive and fearsome.

**Scimitar**

The scimitar is a wide curved sword occasionally used by cavalry. Scimitars are generally good weapons, but, due to their reliance upon slashing, scimitars are not very useful against heavier armors.

**Spear**

This category of weapons applies to many sorts of spears, all fitting the basic description of a pole, usually

wood but sometimes metal, with a small blade affixed at one end. Spears are reasonable good weapons, although organized spear units increase their effectiveness.

**Spear, Boar**

The boar spear is a specialized form of the usual spear. Reinforced to resist breakage, boar spears also have a crosspiece that prevents injured boars from charging up the spear to attack the wielder. Such crosspieces are rarely useful in combat.

**Sword**

This category of swords refers to all standard broadswords intended for battlefield use. Usually fairly heavy, broadswords are pointed but are usually used to slash and chop.

**Sword, Two-handed**

The two-handed sword, while not as large as the great sword, is immense nonetheless. Very good weapons, two-handed swords can penetrate heavy armors and inflict high damage. A wielder of this weapon may attack more than once within a round.

**Sword, Bastard (One-Handed and Two-Handed)**

This versatile weapon, often called the "hand-and-a-half sword," may be used with a single hand or with both. The two different sets of statistics listed on the weapon table reflect the shift in the weapons capabilities when used in either of these two ways.

**Sword, Great**

This sword is the largest type available. Larger still than a two-handed sword, great swords are extremely heavy but can cause damage to wearers of even the heaviest armors. Some odd variations, such as the flamberge, may be used. The wielder of a great sword cannot make more than one attack roll in a round.

**Sword, Light**

This type of sword refers to swords about as long as broad swords that are much lighter due to special construction. These swords lack the weight to punch through heavy armors, but are more maneuverable than heavier weapons.

**Sword, Short**

The short sword is only two or three feet long, and may be either thin or thick. As a short and light weapon, short swords lack penetration and are disadvantageous against longer weapons, but are still a handy sidearm.

**Trident**

Basically a glorified and enlarged fork, the trident may be barbed. Not easy to use, tridents can still be damaging and are often used in combination with a net. Tridents are comfortably used in one hand and are perhaps as weighty as a hand ax.

**Whip**

Whips may range from a simple long leather strip with a handle to woven contraptions. Whips are extremely painful and can inflict nasty wounds to the unarmored, but are otherwise quite ineffective.

**Armor**

Armor in this game is very piecemeal. The armor table does have many complete suits for use, but they are very modifiable.

When a character wears more than one piece of armor, the resistance is the highest on the area, the defensive rating is the sum of all the armor defensive ratings on the area, and the other numbers such as endurance and evade penalty are the sum of all the armors on the area.

Use logic when layering armors. It is impossible, for example, to put two layers of plate on. It is possible to layer chain, however. Double all endurance and evade costs when adding a second layer of a specific armor type before adding it to the total as described above. For three layers, triple the cost of the third layer, quadruple for the fourth, and so on.

The suits described in the table include the proper padding, or gameson, and mail underneath. For example, the Mail Suit includes the leather tunic underneath, and there is no room to add another one.

The breastplate is the most flexible piece. It can be added to any suit which is not heavy armor.

The system is calibrated so wearing nothing unusual, so heavy pants and a tunic, counts as no modifier. Due to this, if a character is naked, they actually get a defense penalty of -1.

**Armor and Shield Statistics****Res: (#)**

This value measures the resistance of the armor to weapons of varying penetration abilities. Highly resistant armor deflects lower penetration weapons more than slightly resistant armor. The possible resistance levels are None, Light, Medium, Heavy, or Extreme. Extreme is usually reserved for thick iron sheets and other such armors not wearable by humans in normal combat situations. However, Oot armor, due to its either magical or god-given nature, is extremely resistant.

**Def: (#)**

The defensive bonus of the armor. This number is subtracted from damage rolls.

**Init: (#)**

This is the penalty for all initiative rolls when wearing the armor piece.

**Evd: (#)**

This is the evade modifier of the armor. The Evade value is subtracted from the defender's Defense Class if the defender is attempting to dodge. An 'N' means no dodging is possible when wearing this armor.

**Fat: (#)**

This is the fatigue cost of the armor for every round

of fighting. This number affects Fatigue checks made at the end of combat rounds.

**Table 39: Shield Information**

Name	End	Evd	Res
Wall Shield	3	-1	38
Oot Knight Shield	2	0	60
Large Metal Shield	3	0	35
Large Wood Shield	3	0	25
Medium Metal Shield	2	0	25
Medium Reinforced Wood Shield	2	0	20
Medium Wood Shield	1	0	15
Small Wood Shield	0	0	10
Metal Buckler	0	0	10

**Armor Listing**

On the listing in the following page, the following symbols mean the following things:  
 £ Unsoldered mail is -1 effectiveness.  
 \* Medium against bludgeoning if not worn over padding  
 1 This armor is only 2 end if the knight is on horseback.



Table 40: Armor and Helmet List

Name	Covers	Res	Def	Init	Evd	Fat	Notes
Heavy Cloth	Arms, torso, groin	none	3	-2	0	1	
Leather/Padded Cap	Head	L	3	0	0	0	
Padded	Full body to knees	L	5	-3	0	2	
Pot Helm	Head	H	4	0	0	0	
Soft Leather	Full body to knees	L	5	-1	0	1	
Furs	Full body to knees	L	5	-3	0	3	
Cuirbouilli	Full body to knees	M	6	-3	1	3	
Sampite Suit	Torso	M	7	-3	1	3	
	Groin and upper legs	M	6				
	Arms and lower legs	M	5				
Scale Armor	Torso to knees	M	7	-4	3(1)	3	
	Arms	M	6				
Mail Hood	Head	H	6	0	0	0	
Helm	Head	H	7	-1	1	1	
Light Mail Vest	Torso	M	8£	-2	2	2	
Light Mail Hauberk	Torso to knees	M	8£	-3	3	2	
Light Mail Suit	Full body and head	M	8£	-4	3	4	
Brigandine	Torso to knees	H	9	-6	6	3	1
	Arms	H	8				
Helm with Coif	Head	H	8	0	0	0	
Mail Hauberk	Torso to knees	H	9£	-5	4	3	1
Mail Suit	Full body and head	H	9£	-5	5	5	1
Breastplate	Torso	H*	3	-1	2	1	1
Greaves	Lower legs	H*	2	-1	0	0	1
Bracers	Arms	H*	2	0	0	0	1
Reinforced mail	Torso	H	12£	-4	N	6	1
	Arms	H	11£				
	Groin and upper legs	H	9£				
	Lower legs	H	10£				
Light Plate Armor	Torso	H	12	-5	N	7	1
	Groin	H	11				
	Legs and arms	H	11				
Open Great Helm	Head	H	10	0	0	1	
Closed Great Helm	Head	H	12	-1	1	1	
Plate with mail joints	Torso and head	H	12	-6	N	8	1
	Groin, legs and arms	H	11				
Plate with plate joints	Full body and head	H	12	-7	N	8	1
Oot Plate Armor	Full body and head	H	30	-6	N	8	1
Tilt Armor	Full body and head	H	25	-10	N	12	1
<b>Ssall Armor</b>							
Kuuka-ssaak Helmet	Head	H	7	0	0	0	2
Rider's Armor	Full body	H	10	-4	4	3	1
Tortoise Breastplate	Torso	H	3	-1	2	2	

**Armor Descriptions**

**Tilt Armor**

Tilt armor is the thickest armor available. Built specifically for jousting, tilt armor may not be worn while on foot due to its enormous weight. Tilt armor does provide superb protection for all manner of attacks.

**Oot Plate Armor**

Oot plate armor is plate armor made of highly resilient metal. This makes the protective value of the armor extremely high. Most damage done to the person inside is through the chain joints or just by shaking up the person inside enough.

A further note on the Ootish armors is that all damage to the armor through the course of combat is negated unless the situation is extraordinary. For example, once an Oot Lord bravely faced a Troll. The Troll combined with semi-sharp mattock managed to crush the armor (and the Lord) to a useless pile.

**Notes on Ootish Armor**

*Ootish armor cannot be purchased for any price. Oots guard their enchanted suits of armor diligently and do not risk their loss, retreating if necessary to avoid their capture.*

**Plate Armor**

This type of armor is the best footman's armor available and provides much better mobility than tilt armor. Metal plates are affixed to each other to create a solid barrier of metal. Often worn with mail, this armor is extremely expensive due to the workmanship and time required. Plate armor can be made less expensively if the purchaser opts for mail joint coverings instead of the elaborate metal plates normally constructed, but the protection in the arm and leg area is worse because of it.

Another advantage of a full plate suit is the helmet-torso connection is much stronger than complete piecemeal, which gives better head protection.

**Breastplate**

The chest armor from plate, breastplates are often worn with less expensive and cumbersome leg and arm armors.

**Joint Coverings and Plate Armor:**

The joints are the most vulnerable locations on a suit of plate armor. Only the richest noble can afford metal plates over his joints, and others make due with mail between their arm and leg plates.

**Mail**

Mail is the most common type of metal armor. While plate armor must be specifically crafted for an individual, mail is often made in such a way that one suit will fit many with no alterations. A cloth made from small chain rings, chain mail must be worn with a pad to prevent chaffing. Chain provides excellent protection against

edges weapons and adequate protection against blunt weapons.

**Brigandine**

Brigandine consists of hardened leather reinforced with pieces of metal or mail. This armor, while about as effective as and less expensive than chain, is much heavier and bulkier.

**Light Mail**

Light mail differs from mail in that the thickness of the individual links is decreased. Light mail provides less protection than mail or brigandine, but still is one of the best armors. Like mail, light mail is very expensive due to the labor involved.

**Scale Armor**

Scale armor consists of overlapping metal plates strapped to a backing of heavy cloth or leather. The armor gains its name from the appearance of these plates. This armor provides decent protection and is moderately expensive.

**Sampite**

Sampite consists of a hardened leather jerkin and leather and wood shin and arm guards. It is the common armor of solders in the Holy Empire, Orcheron, and Farman areas.

**Cuirbouilli**

Essentially specially hardened leather, cuirbouilli is very inflexible and brittle and provides some protection. This armor is fairly inexpensive and is occasionally used as arm and leg armor with a breastplate.

**Beetle Helmets**

Kuuka-ssaak beetles are extremely hardy creatures and very difficult to kill. They are normally not slain during combat, although extreme circumstances may alter this statement. Essentially, treat the Kuuka-ssaak as a normal helmet with telepathic abilities. Note that this ability cannot be used by other races.

**Soft Leather**

Studded soft leather also falls under this category. Soft leather armor may be prepared in various ways, but is generally not expensive and comfortable as far as armors go.

**Padded Armor**

Padded armor is extremely bulky. Padded armor may either be multiple layers of especially thick cloth or layers of cloth separated by some sort of stuffing. Padded armors are very inexpensive and fairly ineffective.

**Heavy Cloth**

Heavy cloth refers to abnormally thick garments. Robes, cloaks, and socks commonly fall under this category, but other pieces of clothing may be specially



made as well.

### **Fitting Armor**

Hard armor such as breastplates, greaves, elbow joints and whatnot are made for specific people. When a character attempts to use armor not made for him, the character needs to be close to the physical form of the previous owner.

In this case it is recommended that an extra Class is taken off of evading as the armor is not as form-fitted as it could be and so is more restrictive than normal.

However blacksmiths can make small modifications to turn an almost fitting suit of plate into a fully fitting one. This process is a bit pricy, but is usually only a tenth or so of the cost required to make the armor from scratch, and it takes perhaps a twentieth of the time.

Other armors, such as chain and leather, fit a much larger range of physical form.

Chain can be cut and reformed into different shapes or pieces with minimal difficulty as it just involves removing one line of rings or possibly two and then restoring them. It is a quick procedure, normally taking around a day. However, if more chain mail surface is needed, the cost of chain makes its mark as the new chain surface needs to be manufactured.

Leather is much like heavy clothing in its ability to fit other people and its flexibility under the arm of a leatherworker. Seams can be let out or taken in, but usually it is cheaper to make a new suit than to attempt to drastically change an existing suit.

### **Weapon and Armor Quality**

Different materials, skill, and care is taken in the creation of weapons and armor. Thus, some swords are better than others. To reflect this, rules to modifiers to weapons and armor are presented here.

#### **Modifiers**

Good materials and workmanship results in bonuses. Some weapons may feel lighter, and so their initiative modifiers and fatigue costs might be reduced by 1. Other weapons are especially hard or sharp, and these may receive damage bonuses. If a damage bonus is given, we advise that only the first strike number be modified, and not the second number used for additional hits. Likewise, poor materials and shoddy construction result in negative modifiers.

Armors may be improved also. Armor penetration resistance cannot be altered in any but the most fantastical ways; no suit of leather will resist heavy weapons as well as plate without special magic indeed. Armors may be lighter or stronger, however. The defense value of the armor may be modified, as may be the evade or fatigue costs.