

Armour

Characters picking from the Warrior points table are lent a suit of standard, non superior, Metal or Non-Metal armour by the guilds until they reach 200 points. Upon reaching 200 points Warriors are given 100 Gests with which to purchase a suit of armour of their own. Characters not picking from a Warrior table must purchase any armour that they wish to wear. If you are not a primary warrior under 200 points, or have a Yellow Card for Armour then you will gain no benefit from wearing any armour. You may of course chose to wear it as part of your costume, but will gain no armour class for it. When calculating armour class for your character the Referee will wish to see your Armour Yellow Card.

To find the price of a suit of armour take the standard cost and add the relevant modifiers (so a suit of Superior +2 Ensorcelled 1 Non-Metal armour would cost 40 (Non-Metal), +40 (Superior +1), +80 (Superior +2), +25 (Ensorcelled 0), +50 (Ensorcelled 1) for a total of 235 Gests. Existing suits of armour can be improved the same way, so if you have a suit of superior +1 Metal armour it will cost you 120 Gests to have it improved to Superior +2.

Note that in addition to the money you must spend status on the Improved Empowering or Ensorcelling skills in order to have a suit of armour ensorcelled or empowered to rank 3 or above.

	Metal Armour	Non-Metal Armour	Status
Normal	60	40	0
Superior +1	+60	+40	0
Superior +2	+120	+80	0
Superior +3	+240	+160	0
Ensorcelled 0	+50	+25	0
Ensorcelled 1	+75	+50	0
Ensorcelled 2	+100	+75	0
Ensorcelled 3	+125	+100	1
Ensorcelled 4	+150	+125	1
Empowered 0	+60	+50	0
Empowered 1	+90	+75	0
Empowered 2	+120	+100	0
Empowered 3	+150	+125	1
Empowered 4	+180	+150	1

* Note - Armour is deemed to cover all locations

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	Headband	Tabard
+1 Magic AC	100	120
+2 Magic AC	200	240
+1 Power AC	120	150
+2 Power AC	240	300

** Note - You may choose alternative versions of these additional headwear and body wear items, e.g. replacing a headband with a crown / hat, or replacing a tabard with a tunic / coat. You will be able to buy an empowered / ensorcelled hat and an empowered / ensorcelled tunic. You will not be able to buy an empowered /ensorcelled hat and an empowered / ensorcelled headband. You will be restricted to the 2 additional AC to the head location 2 additional AC to the body location.

Armour Rules

Metal Armour provides 8 Physical armour class. Superior armour increases this armour class by 1 for each level to which it is superior (so +3 superior armour provides a physical armour class of 11).

Non-Metal Armour provides 6 Physical armour class. Superior armour increases this armour class by 1 for each level to which it is superior (so +3 superior armour provides a physical armour class of 9).

The armour mastery skills apply to both metal and non-metal armour.

Armour can be ensorcelled or empowered at the costs indicated above. Ensorcelled armour provides a bonus to magic armour class equal to the level to which the armour is ensorcelled. Empowered armour provides a bonus to power armour class equal to the level to which the armour is empowered. You cannot both empower and ensorcel the same suit of armour.

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You cannot cast magical spells whilst wearing Metal armour unless it is ensorcelled. Ensorcelled 0 armour allows the casting of Battle Magic whilst wearing the armour, ensorcelled 1 armour allows the casting of High Magic and ensorcelled 2 armour allows the casting of Arcane Magic.