Armors

To start out with armors at the creation of your character, roll on each of the following charts:

Inner armor:
Needed %Roll to have (inner) Skin Armor: 96+

This will be gage-steel skin armor. Anything better than this will have to be purchased, gotten as a treasure item at the creation of your character, or as you adventure.

Note: For added defense and protection, Skin Armor can be worn underneath any other type of armor, with the exception of another set of Skin Armor.

Outer armor:

Needed %Roll to have (outer) armor: 71+

If you gain a set of outer armor, roll on the following chart to see what type it is:

This will be gage-steel, or, light-leather, armor depending on what you rolled up. Anything better than this will have to be purchased, gotten as a treasure item at the creation of your character, or as you adventure.

%Roll: Armor types:

01-14: Leather
15-28: Ring
29-42: Scale
43-56: Chain
57-70: Banded
71-85: Splinted
86-00: Plate

Cape-guard:
Needed %Roll to have a cape-guard: 71+
If you gain a cape-guard, roll on the following chart to see what type it is:

This will be a gage-steel, or, light-leather, cape-guard depending on what you rolled up. Anything better than this will have to be purchased, gotten as a treasure item at the creation of your character, or as you adventure.

%Roll: Cape-guard types:
01-20: Leather
21-40: Skin
41-60: Ring
61-80: Scale
81-00: Chain

Shield:

Needed %Roll to have a random shield: 71+
If you gain a shield, roll on the following chart to see what type it is:

This will be a gage-steel, or, Pine-wood, shield depending on what you roll on the following chart. Anything better than this will have to be purchased, gotten as a treasure item at the creation of your character, or as you adventure.

<u>%Roll: Shield size</u>:
01-50: Large
51-00: Small

<u>%Roll: Shield make</u>:
01-50: Steel
51-00: Wood