

Armor, Abilities of:

Each armor in this game, whether it be of barding, cape-guard, humanoid, shield, or War Dog, by design, is fashioned for a specific reason.

See the following for details on each heading in the armor information:

Armor type:

This is the make of the armor and what it is made of.

Coordination Adjustment:

By wearing certain armoring, you will become encumbered, exacting a movement penalty on your character. This can lower your defense and hinder the spaces per turn you can move. Note: For every 3 points of Coord. above 20, the "Coordination Adjustment" will be decreased by 1 (never lower than a -1 adjustment).

Damage-Reduction (D.R.)

The damage-reduction of armor will negate physical damages taken by falls, weapon strikes, etc. A high damage-reduction is most desirable.

Dexterity Adjustment:

By wearing certain armoring, your hands will not have the agility they once had. Dexterity will almost always be reduced when wearing armor, which can lower your offense. Note: For every 3 points of Dex. above 20, the "Dexterity Adjustment" will be decreased by 1 (never lower than a -1 adjustment).

Movement Adjustment:

By wearing certain armoring, you will can be penalized on movement (depending on the armor you wear), decreasing the spaces per turn you can move. Note: Fore every 3 points of Str. above 20, the "Movement Adjustment" will be decreased by 1 (never lower than a -1 adjustment).

Note:

Any special notes that you should know, concerning the armor will be listed here.

Special Abilities:

Type of attacks: %Roll needed to turn:

Acid: The armors needed % roll, or higher, to turn such an attack.

Blunt-edged: The armors needed % roll, or higher, to turn such an attack.

Cold: The armors needed % roll, or higher, to turn such an attack.

Electricity: The armors needed %, or higher, roll to turn such an attack.

Fire: The armors needed %, or higher, roll to turn such an attack.

Needle: The armors needed % roll, or higher, to turn such an attack.

Sharp-edged: The armors needed % roll, or higher, to turn such an attack.

Value:

Here will be listed the types of armor and their value.

Other notes:

Notice that Krakkin-steel alloy is as light as Gage-steel (notice that the movement penalties are better than shank-steel). The reason for this is due to the alloy; it is more refined and light-weight.