

Armors, Chance of spell-failure while wearing:

When a spell-caster wears armor, there will be a chance that the bulkiness of the armor will hinder the critical movements of the caster, thus thwarting the casting of the spell as follows:

Armor types: % chance for spell-failure:

Leather armoring: 50%

Skin armoring: None.

Ring armoring: None.

Scale armoring: None.

Chain armoring: None.

Banded armoring: 60%

Splinted armoring: 70%

Plate armoring: 80%

Note: If the type of armor is not listed here, the G.M. will pick the closest armor to the type being worn.