

Armor, Explanation of alloy:

The following is a list of all metal alloys. Each metal allow is not in alphabetical order, but is in order of alloy strength (beginning with the weakest metal and ending at the strongest):

1. Gage-steel
2. Shank-steel
3. Krakkin-steel
4. Earthen-steel
5. Admontanium-steel
6. Krannik-steel
7. Starr-steel
8. Mystical-steel
9. Koar-steel

Note about skin armoring:

By wearing a skin cape-guard the chance to evade an annihilation-strike will increase by 5% with a skin cape-guard, the attack must strike the cape-guard).

Skin armor is constructed of finely woven metallic links which hinder penetration attacks to the body (i.e., needle, porcupine, etc.). Special circumstances may arise when the G.M. may have to adjust this ruling do to extenuating circumstances.

Needle attacks are considered as the following type of attacks: Snake-bite, Blow-pipe dart, hair-pin, etc. Electricity will cause a maximum strike (best of three rolls for damage) against wearer of metal armoring.