

ARMOUR, SHIELDS AND WEAPONS IN EMPIRE OF THE PETAL THRONE

ARMOUR

Material	Form/Function	AC
Ancient Synthetics	Plastic	1
	Sheath	2
Chlen or Bronze	Plate	3
	Banded or Lamellar	4
	Chain	5
	Ring or Scale	6
Leather or Fibre	Stiff	7
Fabric or Fur	Supple	8
Nothing	None	9

This table is a composite of those from EPT, Metamorphosis Alpha and Gamma World.

Steel armour is 1 AC better than its chlen or bronze version. So steel scale mail is AC 5, steel lamellar is AC 3, etc.

Armours – regardless of material or form – are considered to be passive defense. They're just always there, ready to take a hit.

SHIELDS

Shields on the other hand are active defense. Their size and material have a dramatic impact on their effectiveness as protection.

A shield does **not** raise its bearer's AC.

A shield **does** decrease an opponent's roll to hit. (In practical terms a shield negates some or all of an aggressor's DEX-derived hit bonus.)

Per this table:

		Material		
		Wood or Wicker	Chlen or Bronze	Steel or Plastic
Size	Body	-2	-3	-3
	Arm	-1	-2	-3
	Hand	-1	-1	-2

Rules for Shields:

- Hand shields can only be used versus one attack per round;
- Arm shields can be used against two attacks per round;
- Body shields can interfere with up to three attacks per round;
- Arm and body shields can be sacrificed with the “Shields Shall be Splintered” rule; and
- Body shields negate their bearer’s DEX-based hit and damage bonuses.

WEAPONS

Steel weapons are +1/+1 over their chlen or bronze counterparts.