

Arms 'n' Armor



GM – Notes

Each point of RS has a durability of 10 and a protectionvalue of 1. There for a Leather Breastplate would have a durability of 140 points at each zone as well as a protective value of 14 at each zone. This would mean that each zone could absorb 14 hits of each 10 points of damage bevor hanging in shreads, and leave no damage through until then. Is an attack delivers 30 hits, 14 of them would be substracted, as well as 30 points from durability. A critical is also dampened by armor, leaving bruises and scratches, but damages durability greatly. A given critical deliveres 10 times its value – $A = 10 - C = 30 - E = 50$.

Protection Areas

- 1** head
- 2** breast
- 3** back
- 4** upper arm
- 5** lower arm
- 6** groin
- 7** upper leg
- 8** lower leg & feet

I



Item	RS	Protected Areas	Base-rate	B&M	OB	Weight kg	Silver pieces	Special
Leater breastplate	14	2,3	-	-5	-	3,5	100	Reinforced with Bronzeplates
Leatherarmor w.leggreaves	11	2,3,6,7	-10%	-5	-5	4	120	flexible, designed for horseback riding
Rigid leatherarmor w. armprotection	13	1,2,3,4,5,7	-10%	-10	-10	6,5	450	Helm & armor are layerd with animal scales / shells, noisy –15 to stalk
Full leatherarmor	17	1,2,3,4,5,6,7,8	-25%	-35	-20	12	1250	Armor consists of thin layered leather and wooden parts noisy - -25 to stalk





Item	RS	Protected Areas	Base-rate	B&M	OB	Weight kg	Silver pieces	Special
Chainshirt	13	2,3	-	-	-	5	750	noisy -10 to stalk
Chainshirt w. arms & helm	15	1,2,3,4,7	-	-5	-	7,5	1150	noisy -20 to stalk
Chainshirt w. plate	16	1,2,3,4, 5,6,7	-5%	-10	-5	11	1600	very noisy -35 to stalk
Breastplate	17	2,3	-	-5	-	5	120	standard well to to piece of armor
Breastplate, enhanced	18	2,3	-	-5	-	8	200	a bit thicker, heavier and nicer
Banded armor	18	2,3,4	-	-	-	6,8	520	haute cotur, armor of the prosperous fighter





Item	RS	Protected Areas	Base-rate	B&M	OB	Weight kg	Silver pieces	Special
Partial light plate	17	1,2,3,4,7	-10%	-10	-	12	2500	designed for horseback messengers or squires noisy – 15 to stalk
Partial medium plate	18	1,2,3,4,5,7	-10%	-10	-5	15	3850	standart patrol-leader armor, noisy –20 to stalk
Partial war plate	20	1,2,3,4,5,7	-15%	-20	-10	19	5350	built for combat. Not much traveling around in it. Noisy – 35 to stalk
Part. med.plate nobility servant	19	1,2,3,4,5,7	-5	-5		15	38500	as above, but custom-fitted and silenced
Partial war plate – nobility	20	1,2,3,4,5,7	-10%	-10	-10	19	53500	as above, but custom-fitted and silenced
Partial war plate – high nobility	20	1,2,3,4,5,7	-10%	-10	-10	19	75500	as above, but custom-fitted and silenced





Item	RS	Protected Areas	Base-rate	B&M	OB	Weight kg	Silver pieces	Special
Footsoldiers full plate	18	1,2,3,4, 5,6,7	-10%	-15	-10	22	5800	noisy -15 to stalk
Standard full plate	19	1,2,3,4,5, 6,7,8,	-25%	-35	-20	27	6600	very noisy -50 to stalk
Heavy full plate + jousting	20	1,2,3,4,5, 6,7,8,	-35%	-45	-25	31	7230	very noisy -65 to stalk, „spoon“ adds +25 to lancing
Full plate – noble servant	20	1,2,3,4,5, 6,7,8,	-10%	-10	-5	28	58250	custom fitted and silenced
Full plate – nobility	20	1,2,3,4,5, 6,7,8,	-10%	-10	-5	29	64500	custom fitted and silenced
Full plate – high nobility/church	20	1,2,3,4,5, 6,7,8,	-10%	-10	-5	31	76350	custom fitted and silenced





Item	RS	Protected Areas	Base-rate	B&M	OB	Weight kg	Silver pieces	Special
Pauldron	17	4	-	-5	-5	1,5	90	hindrance is for one pair
Plategreaves	17	5,8	-10%	-5	-	2	50	hindrance is for one pair
Chaingreaves	13	5,8	-5%	-	-	1	125	hindrance is for one pair

Item	RS	Protected Areas	Perception	Weight kg	Silver pieces	Special
Leatherhelmet – reinforced	12	1	-5	3,5	20	Helmet consists of layered leather and wooden parts
Chainhelmet – reinforced	14	1	-10	1,5	150	Chaincap is covered by a thin sheet of ornated bronze
Chainhelmet – reinforced	15	1	-10	2	210	As above, but a spike is added to deliver a nasty headbut (dagger)





Item	RS	Protected Areas	Perception	Weight kg	Silver pieces	Special
Platehelmet – militia	16	1	-5	1,6	20	General militia light duty helmet
Platehelmet – militia leader	16	1	-5	1,9	35	As above, but with a commanders „horsetail“ – also good for driving flies off
Platehelmet – militia advanced	17	1	-10	2,5	60	As the first one, but sturdier constructed. A „horsetail“ can be attached.
Platehelmet – T – Visor	18	1	-15	3,2	75	Standard helmet for serious dayly work
Platehelmet – „friendly“	19	1	-20	3,8	93	A bit heavier than the T-Visor, but definitely more stylish
Platehelmet – „gloom“	20	1	-25	4,3	135	A real brute, let´s start headbangin´

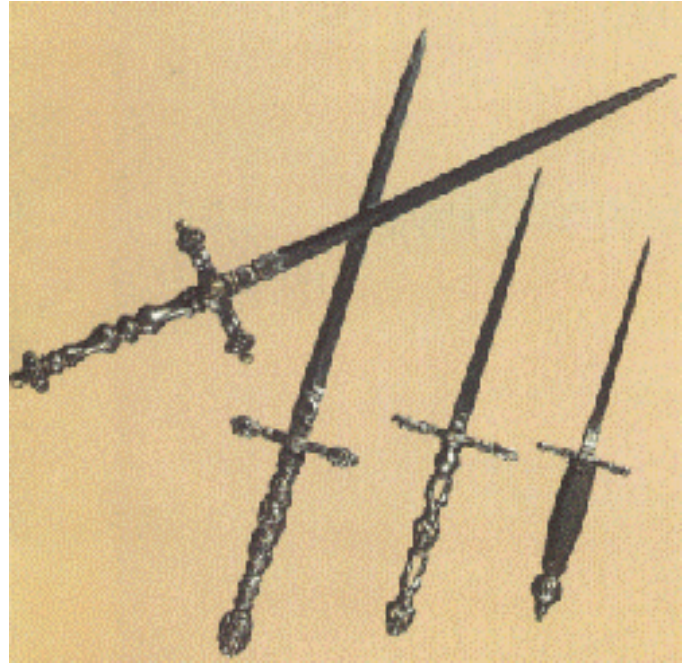




Item	RS	Protected Areas	Perception	Weight kg	Silver pieces	Special
Platehelmet – noble parade	19	1	-5	1,2	5050	Mainly used for parades, due to the assassinfriendly missing faceplate
Platehelmet – noble combat	20	1	-15	1,8	2035	As „gloom“, but somehow more elegant
Shield – small buckler	10	2,4,5	-	1,3	12	DB+10, attached to the forearm, this small shield 40cmØ leaves the shieldhand free to hold something else
Shield – standard tower	15	1,2,4,5,6,7	-	4,7	40	DB+20, standard, well to do shield of bronzecovered wood - 1m*40cm
Shield – heavy round	20	1,2,4,5,6,7	-	11	80	DB+35, this „tableplate“ of oak and steel is said to withstand even 2 or 3 dragonbreathes – try out for yourself – 1mØ



II



All daggers get two attacks per round

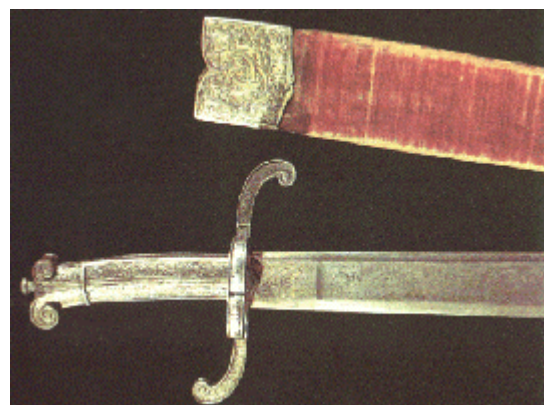
Item	base dice	max. critical	fumble	weight kg	strength	silver pieces	special
Long Dagger	4 -1	C punc.	1	0,4	110	2	Baserange 2m
Sturdy Dagger	8 -1	D pu./sl.	1	0,5	150	3	Baserange 2m
Longest Stiletto	8 -1	D punc.	3	0,3	75	5	Baserange 1m
Long Stiletto	8 -2	C punc.	2	0,3	60	4	Baserange 1.25m
Medium Stiletto	6 -1	B punc.	2	0,2	40	3	Baserange 1,5m
Short Stiletto	4 -1	A punc.	1	0,1	20	1	Baserange 1,75m
Great Dagger	10 -1	E punc.	3	0,7	175	4	Baserange 0,75m
Throwing Knife	6 -1	C puc.	3	0,6	160	15	Baserange 4m
Ceremony Knife	12 -1	E slash	6	1,5	30	85	Baserange 0,5m



III



Item	base dice	max. critical	fumble	weight kg	strength	silver pieces	special
Shortsword broad	12 -1	E slash.	4	1,1	190	19	often used as a simple shovle
Shortsword small	10 -1	D slash.	3	0,6	160	8	Baserange 0,75m
Shortsword standard	10 +1	E slash	4	0,8	175	15	the standardweapon for close rooms or gloomy forrests
Shortsword slender	10	D slash	4	0,7	145	21	often hid inside mace-/ warhammer handles
Shortsword heavy	10 +3	E slash.	6	1,3	250	56	OB +25 due to weight - truly designed for impact
Scimitar ornated	12 +5	E slash	5	1,4	145	155	+25 due to balance. Truely a dancing weapon
Shortsword nobility	10+ 2	E slash	3	1,0	180	120	+15 due to balance. A supreme weaponf for tight combats
Scimitar standard	12 +4	E slash	5	1,6	150	65	the standard elegant weapon of an skillfull fighter

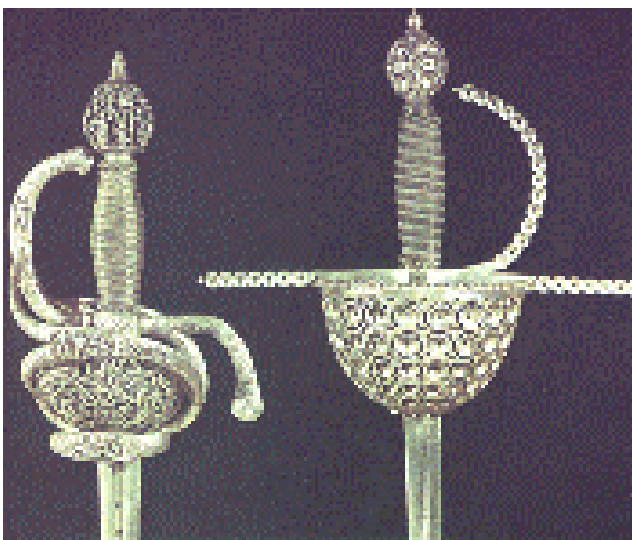


IV

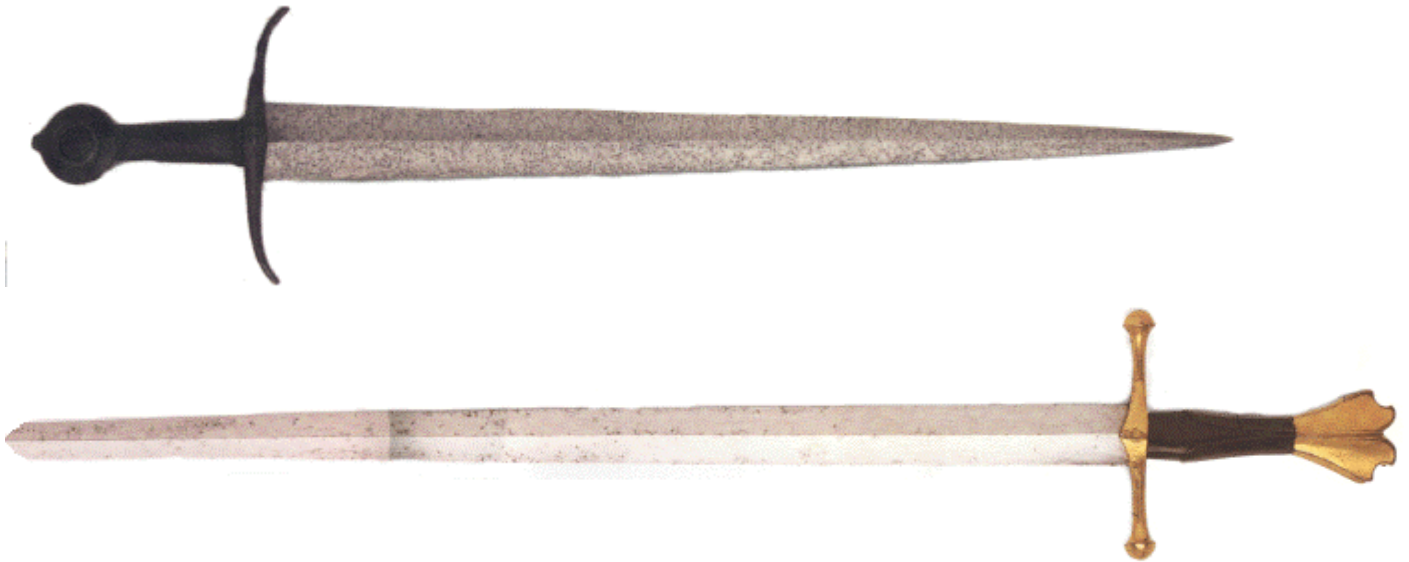


All rapiers get two attacks per round

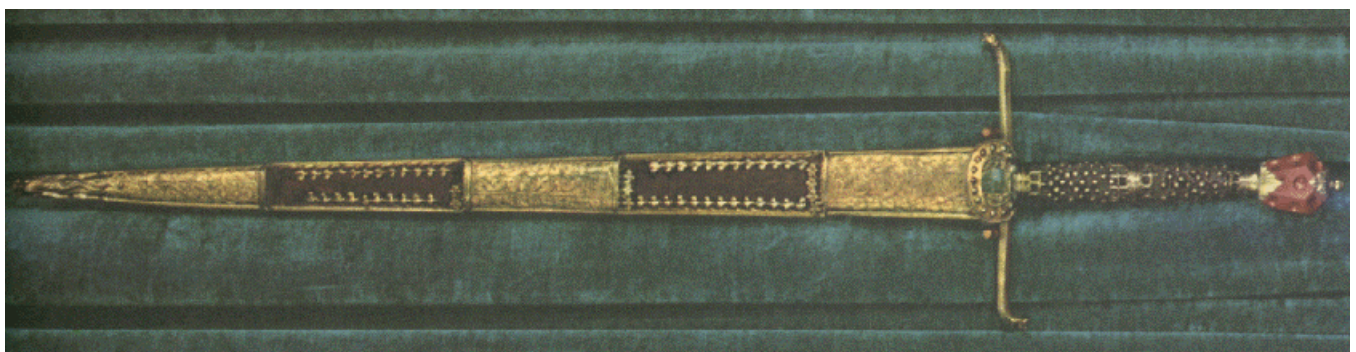
Item	base dice	max. critical	fumble	weight kg	strength	silver pieces	special
Rapier basic citizen	6 +1	E pu./sl.	6	0,9	70	200	standard „honor“ weapon of a true citizen
Rapier high citizen	6 +1	E pu./sl.	6	0,8	80	400	standard „honor“ weapon of an accomplished citizen
Rapier guildmaster	6 +1	E pu./sl.	6	0,7	90	800	standard „honor“ weapon of a non weapons guildmaster
Rapier guildmaster	8	E pu./sl.	5	0,7	100	1600	standard „honor“ weapon of a weapons guildmaster or warrior
Rapier minor royalty	8 +1	E pu./sl.	4	0,6	110	6400	+10 OB, weapon of a minor lord or baron from inside a city
Rapier mayor royalty	8 +2	E pu./sl.	3	0,5	120	12800	+15 OB, standard weapon of a lord or baron
Rapier greater royalty	8 +3	E pu./sl.	2	0,5	130	30000	+25 OB, Standard weapon for those of royal blood



V



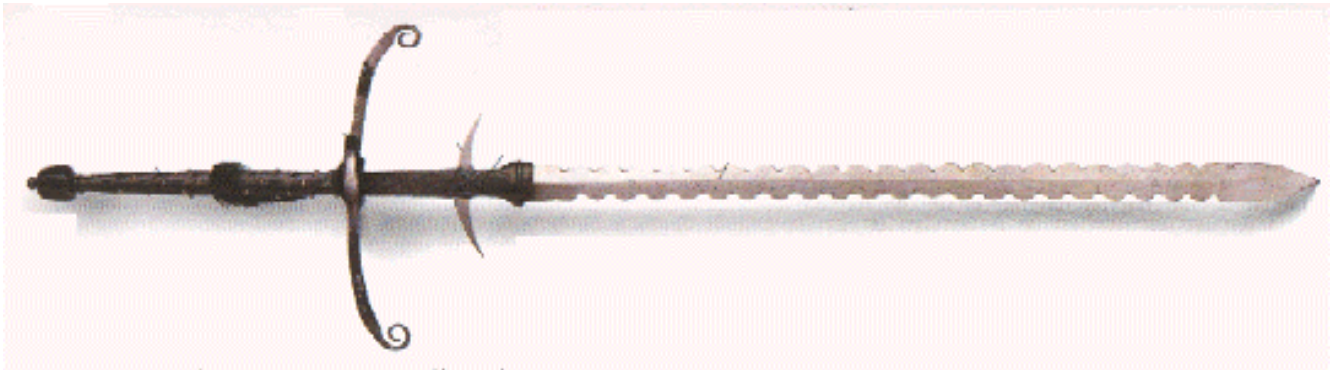
Item	base dice	max. critical	fumble	weight kg	strength	silver pieces	special
Sword standard	10 +2	E slash	6	1,5	150	20	standart weapon of standard fighters
Sword long	10 +3	E slash	7	1,8	135	45	+10 OB due to range, good for all who know how to handel it.
Sword professional	10 +5	E slash	5	1,3	175	350	+25 Ob due to balancequality weapon for rich fighters
Sword bastard	10 +1 / 20 +1	E slash	6/8	2,8	190	185	for all who do not know wether to fight with a two- or single- handed sword, -20 to FSPT



VI



Item	base damage	max. critical	fumble	weight kg	strength	silver pieces	special
Sword two handed	20 +5	2*E slash	8	4,5	225	50	great weapon for mighty fighters. Causes mighty dents into any kind of armor
Sword ripper	2d20 +8	2*E sl.& cr.	9	5,8	360	360	+25 OB due to design, only the bravest or most fooly get into melee range with this swords wielder



VII



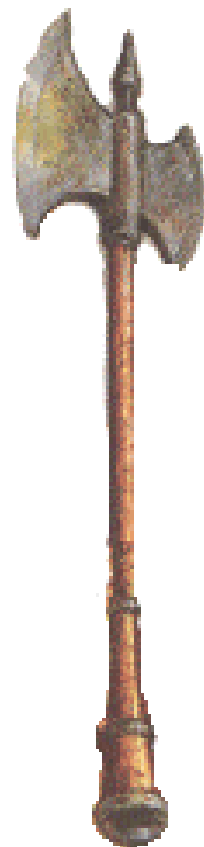
Item	base dice	max. critical	fumble	weight kg	strength	silver pieces	special
Oriental Swordset Simple	10 +8 10 +4 10 -2	E slash	8 6 4	1,6 1,1 0,6	210 225 230	1000 450 120	Katana +15OB Wakizashi + 10OB Tanto +5OB
Oriental Swordset Quality	10 +10 10 +6 10	E slash	8 6 4	1,5 1,0 0,5	250 275 300	3000 1300 500	Katana +20OB Wakizashi +15OB Tanto +10OB
Oriental Swordset Supreme	2d10 +5 10 +8 10 +2	E slash	8 6 4	1,5 1,0 0,5	300 350 400	10000 5000 1500	Katana +25OB Wakizashi +20OB Tanto +15OB
The above mentioned weapons are of the <u>far</u> eastern realms. If someone is truly trained in handling them, he does double damage and double criticals, and has a 10%+lvl. of severing a limb when inflicting a critical. Else they are only supremely forged swords of exotic origin.							
Ninja-To	10 +6	E slash	5	1,3	125	2500	+35 due to sharpness. The supreme eastern weapon for an assassine. Hilt holds 5 doses of a given poison. With a twist on the hilt, one dose runs down the blade, covering it effectively
Sabre of the desertfolk	10 +6	E sl.&im.	6	2,1	220	315	+10 tue to weight & balance. The standard weapon of the Rhiani & Gem Hadrar (riders of the gemsting)



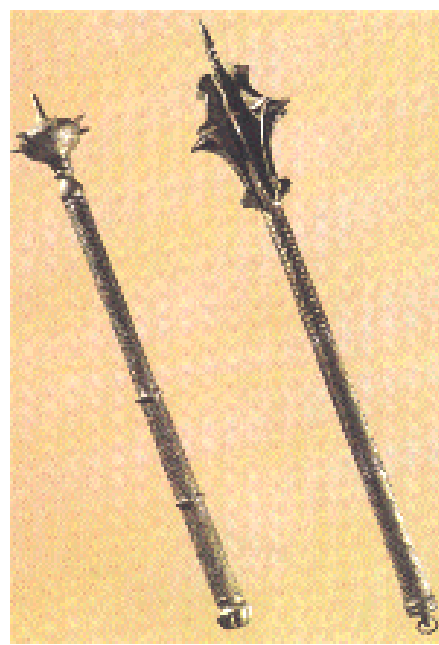
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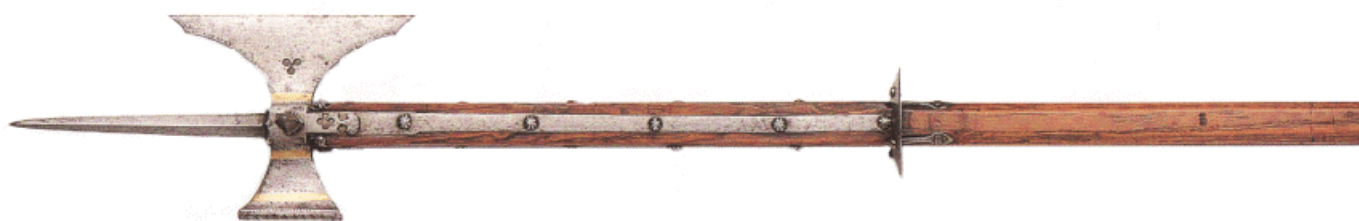
Item	base dice	max. critical	fumble	weight kg	strength	silver pieces	special
Axe ravensbeak	10 +2	E punct	6	3,1	310	15	punches through armor 75% of all times, ignoring armor-protection
Axe hand/throwing	10 +5	E slash	6	3,5	325	35	throwingrange as throwingknife A small stiletto is screwed into the axes metalhandle
Axe one- or twohanded	10 +3 20 +5	E sl&imp	8 6	5,3	400	25	May be used one or twohanded If an emeny gets attacked with the pointed tip it does halve damage, a puncture critical and has the ravensbeak armorpiercing ability
Greataxe twohanded	2d20 +10	2E sl&imp	8	12	520	137	The most powerfull of all weapons, only for the most stronges of all fighters Armormcleaving 50% of the time



IX



Item	base dice	max. critical	fumble	weight kg	strength	silver pieces	special
Club	10	D crush	4	3	120	1	made of solid hardwood
Warhammer	10 +3	D cr/pu	6	2,5	200	15	throwable as handaxe. Pierces Platearmor 25% of the time
Mace – Standard	12+ 4	E crush	7	2,4	250	18	go bonk some head
Mace - warrior	12 +6	E cr&imp	8	3,1	310	26	ignores non-plate helmets
Warhammer – twohanded	20 +10	E cr&imp	10	6	225	47	as warhammer, but also ignores pliable armoring



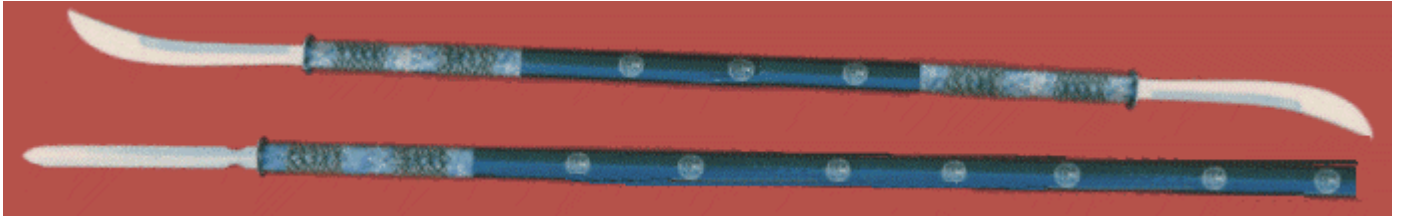
X



Item	base dice	max. critical	fumble	weight kg	strength	silver pieces	special
Shadow sickle	3d20	E slash	12	1,3	220	850	Baserange 5m
Chakram	20 +2	E slash.	9	0,9	150	120	Baserange 3m
Black star	8 -1	2C punc.	5	0,3	120	20	Baserange 1m
Silver star	6 -1	2C punc.	5	0,2	100	22	Baserange 2m
Gold star	6 -2	2C punc.	5	0,1	50	24	Baserange 3m
Tripple point	4 +1	C pu/sl.	4	0,1	80	20	Baserange 3m



XI



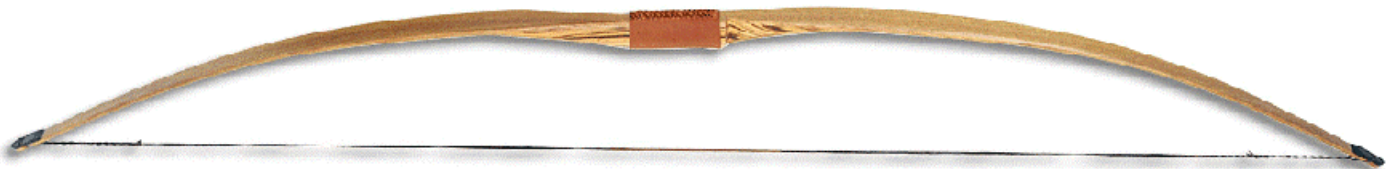
Item	base dice	max. critical	fumble	weight kg	strength	silver pieces	special
Cudgel	10 +3	E crush	4	4	100	1	made of sturdy hardwood
Double-Lillie	10 +5	E slash	10	4,3	110	90	for every point less than 100 in polearms the fumble is raised 1 point. 2 attacks per round
Spear/Lance	12 +3	E pu/sl	6	3,5	100	12	baserange 20m
Halbard, basic	12 +4	E sl/pu	8	4,5	90	25	2,5m long
Halbard, long	12 +6	E sl/pu	9	6	90	25	3,5m long, primarily used vs. riders or for 2 nd row attacks
Halbard, nobility	12 +8	E sl/pu	7	4,8	120	70	state of the art weapon for all whom like to show of
Halbard, minor royalty	20 +4	E sl/pu	6	4,3	150	150	only given to experts with poleweapons
Halbard, major royalty	20 +6	E sl/pu	6	5,2	150	185	as above
Halbard,high royalty	20 +8	E sl/pu	5	5,1	150	250	for the best of the best of the best, SIR !!

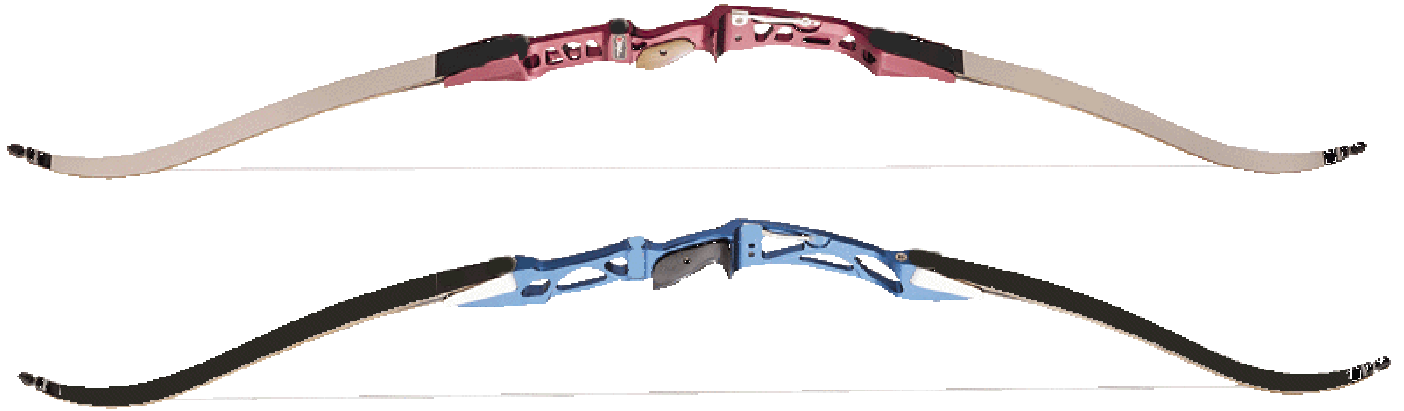


XII

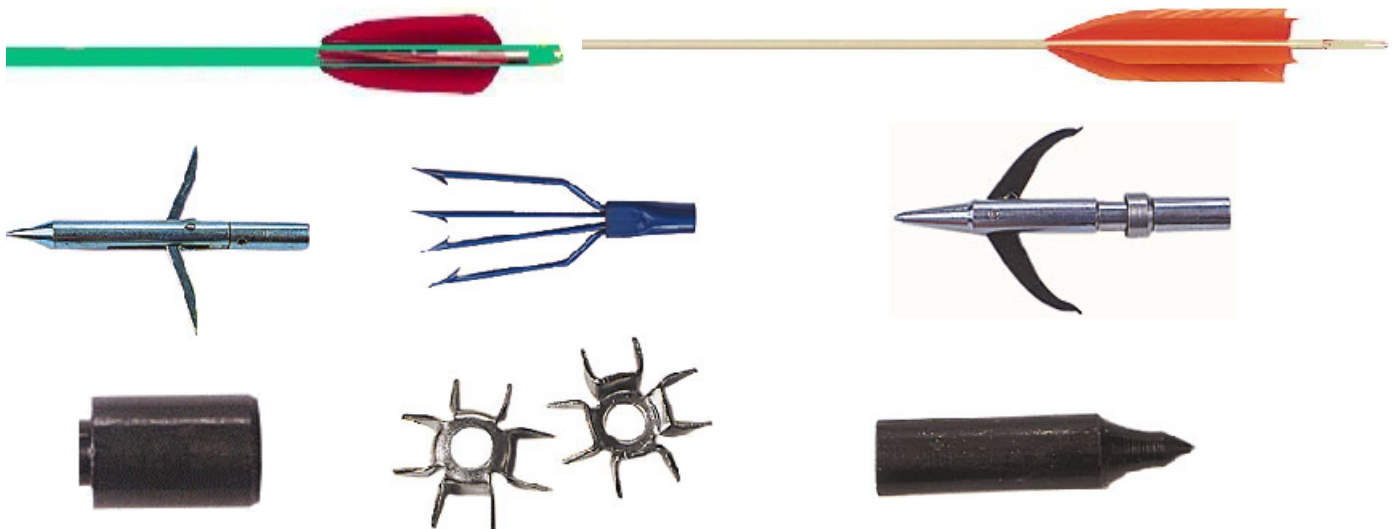


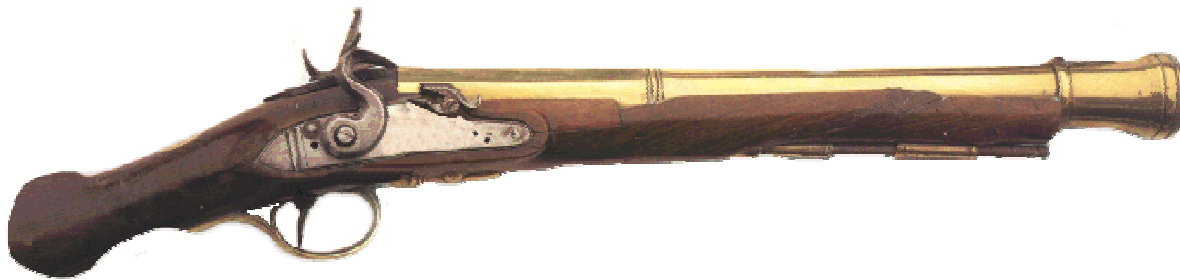
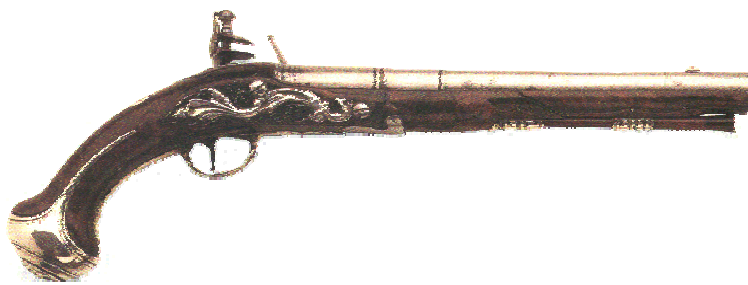
Item	base dice	max. critical	fumble	weight kg	strength	silver pieces	special
Shortbow standard	6 +1	E punct.	3	1,2	80	20	Baselrange 15m Strengthbonus min. 5
Shortbow hardwood	6 +2	E punct.	4	1,4	90	30	Baselrange 20m Strengthbonus min. 10
Longbow standard	8 +3	E punct.	5	2,8	90	50	Baselrange 40m Strengthbonus min. 15
Longbow hardwood	10 +4	E punct.	5	3,4	120	80	Baselrange 50m Strengthbonus min. 20
Longbow blood-oak	12 +5	E punct.	6	4	150	300	Baselrange 70m Strengthbonus min. 25
All arrows are armorslaying leather 100% Chain 75% Plate 40%							





Item	base dice	max. critical	fumble	weight kg	strength	silver pieces	special
Transit Bow I	20 +5	2E punct.	10	6	310	1500	Made of Steel II / Black Alloy compound Baserange 100m Strengthbonus min. 40
Transit Bow II	20 +10	2E punct.	10	7	420	2900	Made of Black Alloy / Mithril compound Baserange 150m Strengthbonus min. 65
Shaft 3-feathered	normal	--	--	0,1	15	0,1	25% armorpiercing
Shaft 5-feathered	normal	--	--	0,1	15	0,15	25% armorpiercing +10 OB
Ripperpoint	+10	+ slash	+2	0,4	30	5	-30 OB, -50% range
Fishingpoint	1	--	--	0,1	5	2	-40 OB, -75% range, +100OB when hunting for fish, etc. within 10m
Grapplepoint	+3	--	+4	0,6	50	12	-40 OB, -75% range, holds up to 120 kg
Hammerpoint	+10	only crush	+1	0,5	110	1	-30 OB, -50% range
Ripperbits	+10	1d4 slash	+1	0,2	80	1	deliveres slash criticals only vs. AT 1-6, vs. higher AT's arrow is stopped after 1cm of penetration
Steelpoint	+3	--	+1	0,2	250	0,2	armorpiercing +20%





Item	base damage	max. critical	fumble	weight kg	strength	silver pieces	special
Arquebus	10 +8	E punc.	10	1,4	50	8000	Baserange 5m.
Blunderbus	3d20	D pu.&sl.	10	2,5	60	14000	Baserange 3m
Rifle	12 +8	E punc.	10	3,2	30	35000	Baserange 10m



Note : All explosive weapons are fashioned by Druegar (darkdwarves) exclusively. Also, only they know the recipe for the thunderpowder, which propells the leaden balls. Price for one dose of explosive is 1 silverpiece.

Gun and rifle get loaded with one ball of lead, but the blunderbus gets loaded with lots of scrap metal. The blunderbus fires this tidbits in a cone. For each meter distance the pieces drift 0.5 meters outward, so at 10 meters range the cone would have a diameter of 5 meters