

# NERO® Armor Play-test Suite 2004

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For NERO Rules: Matt Sims, original concept by Joseph Valenti and Matt Sims

## Objective

- 1) To increase the value and usability of wearing actual armor. As well as simplify the rating of armor and the bonuses involved.

## Armor

There are three ways a player may possess armor points: Physical Armor, Dexterity Armor, and Arcane Armor. The three types may be used together and add to one total of armor points. Each class has a maximum total armor which they may wear and they may use more armor than their maximum as follows: Maximum Armor Usable: Fighter - 50, Templar - 30, Rogue - 20, Scholar - 15. The skill Wear Extra Armor now allows an additional five points of armor to be worn per time purchased up to a maximum of 50 points. This limit is for all forms of armor added together and all bonuses to the armor.

**Physical Armor** – The Physical Armor Types are Leather, Chain Mail, and Plate Mail. There is a chart below that shows the value of each Armor Type for each Body Location. Each location is worth one point for leather, two points for chain, and three points for plate except the chest and back which are worth three times as much since they cover a larger area.

A suit of armor it may be rejected at any point on grounds of safety for such things including, but not limited to; protrusions, sharp edges, and unsafe materials.

- Any player will be awarded five bonus points of armor simply for being fully in costume with their entire visible costume being fully fitting with the in game atmosphere. This bonus costume award is over and above the total for wearing physical armor but does count against the limit for maximal armor worn. The bonus does not receive a tag because it is separate from the actual armor rep. It is reset with or in place of physical armor.
- Characters may select the armor type to use at each separate body location, making it easier for players to create their own personalized armor. Each location is considered covered in armor if at least three quarters of the entire area is covered. Locations with overlapping armor types count as the higher type.
- A Suit of Armor is evaluated by adding the armor point value for each body location covered.

- The values listed below are for armor that is real or looks real. High quality plastic armor can be counted as plate for example armor where a plastic barrel has been cut into small pieces and stitched together to form a representation of samurai armor, armor where plastic plates are completely incased in pockets to form a coat of plates, or armor where the plastic of a barrel is heat molded to form reasonable representations of armor pieces are all considered real armor for the ratings here. However simply cutting up a garbage can and making no attempt to disguise its true nature and gluing it to a shirt does not. Similarly tab armor or chain mail made of plastic rings are counted as real but a sweater or mesh t-shirt painted silver does not.
- The tag for armor allows a character to gain protection from a phys rep rated up to the value on the tag. To claim the entire value of an armor tag the player must wear a phys rep which has been evaluated by a marshal to be worth at least the value of the tag, you cannot wear 20 points of coverage, have a 30 point tag and claim 30 points of armor in game.
- In game older armor tags are worth the same value as before, you cannot turn in old tags and receive higher value armor, the new higher valued armor must be acquired in game.
- If part of a suit of armor is stolen the tag must be reduced by the amount of points the sections that were stolen covered. In order for a player to receive the tag for the armor they must take the entire suit of armor not just pieces.
- A player may use multiple tags of armor to add together to form a higher point total suit. However a chapter may release specific armor tags specifying exactly what part that specific suit covers. If a player is using a specific they may not use another specific tag that covers the same area. For example a player may use a two suits that just say Platemail 15 points of armor and be able to wear a rep for 30 points, but they cannot wear two suits that say breastplate simultaneously.

Item #	Body Location	IG Name of Armor Piece	Plate	Chain	Leather
			Mail	Mail	
1	Head*	Helm	3	2	1
2	Chest	Breastplate	9	6	3
3	Back	Backplate	9	6	3
4	Left Arm	Left Brassart	3	2	1
5	Right Arm	Right Brassart	3	2	1
6	Left Forearm	Left Bracer	3	2	1
7	Right Forearm	Right Bracer	3	2	1
8	Left Thigh	Left Cuissart	3	2	1
9	Right Thigh	Right Cuissart	3	2	1

10	Left Leg	Left Greaves	3	2	1
11	Right Leg	Right Greaves	3	2	1
	TOTAL**		45	30	15

\* Leather headgear will offer protection against a “4 Waylay” or lower. Chain headgear will offer protection against a “5 Waylay” or lower. Plate headgear will offer protection against a “6 Waylay” or lower.

\*\* A suit of armor, such as a chain shirt, may combine multiple pieces which must be identified on the armor tag.

**Refitting Physical Armor** – When a suit of armor takes damage it can be refitted to its full value, unless it is reduced to zero (see below). Refitting in this way can be done by anyone, and requires that the person spend an uninterrupted minute during which he can use no other game skills and cannot walk around. During the refitting the character will adjust (i.e. tighten straps, reposition plates) his armor so that it offers the best protection possible. If the character receives damage, loses the use of his arms, or is rendered unconscious at any point during the process, the refit is interrupted for no effect and must be begun again. A player can even refit the armor of his companion. In this case, one character is the refitting the armor while the other is the target and the same rules apply to them as to a single character. Refitting a suit of armor which is being worn will refit all pieces of the armor not just an individual area of armor.

Reducing a suit to zero is known as “breaching.” Breached armor can also be refit as normal, but the value of the tag will be reduced by two points. If a player is using multiple tags for armor and one or more tags are rendered and one or more are not rendered the player must choose the non-rendered part to be damaged in the breach, a single piece of rendered armor will not protect non-rendered armor. A destroy spell with armor as the target will affect all non-rendered pieces. A player may still wear a rep that is above the value of the tag(s) used, it simply represents damaged armor. If a player is using a tag for more armor than are actually wearing but only claiming the amount they are actually wearing and the armor is breached they must reduce the value of the tag to the value they were actually wearing and then remove the points for breaching.

**Arcane Armor and Formal Effects on Armor** – Arcane armor is a formal magic that creates an invisible field that surrounds a character wearing a piece of armor bearing that bears the formal magic. For each casting of arcane armor on an item the wearer of the item adds two points of armor to their total. Points of arcane armor are lost first when a player takes damage. To refit their arcane armor the player must meditate for 60 seconds. The refit of arcane armor is done separately from the refit of physical or dexterity armor. Arcane armor is never breached. If an arcane armor item is removed the armor it conveys will

reset but when an arcane armor item is placed on it takes 60 seconds before it will convey the armor points to the wearer. Arcane armor cast under the original system acts as arcane armor under the playtest except it is on the spirit and if the value is greater than 10 it only adds 10 points of armor. Any formal magic which targets a suit of armor represented by one or more tags, including Arcane Armor, will target the entire suit and a single tag for the total value of the suit with any magical effects placed on it will be issued for the item and all old tags collected. The suit will be a single magic item and to steal it the entire suit must be taken. Arcane Armor of any value counts as a single effect toward the five effect limit.

The formal magic arcane armor is replaced with the following:

Name:           **Arcane Armor**

Target:           Item which must be a piece of armor

Duration:        5 days

School: Celestial or Earth (scroll must be marked as one or the other)

Components:    P2, C1, E1

This formal magic provides 2 points of armor to the wearer of the item per casting of the formal to a maximum of five castings. These points of armor will be lost first when a player takes damage. It requires a minute of concentration to refit back to full value. Multiple arcane armor items may be worn and their bonuses add together but never to more than 10 points of armor total. Arcane Armor in no way provides protection against a waylay.

**Summer Armor Rules** – Each chapter has the option to declare summer armor rules at any time the weather warrants it. This can only be declared by the appropriate chapter staff when conditions are such that wearing armor constitutes a safety hazard, such as in 90+ degree weather where there is an increased risk of heatstroke if armor is worn. If summer armor rules are declared (and this does not simply apply in the summer but any time a significant safety risk exists) then any player who has their phys rep with them may consider themselves to be wearing it IG when they are not actually wearing it. They must still wear full costume in order to gain any armor rating at all and must wear a clearly visible swatch of cloth with the letter “A” on it hanging from a belt to symbolize they are wearing it. For waylay protection a mesh cloth which covers the back of the head and is visible to a player approaching from the back must be worn. Two people cannot use the same phys rep of armor to gain advantage from summer armor rules. In addition no one may claim to have a suit higher than the value they are using. At any time any player may ask a marshal to confirm a player’s suit during summer armor rules.