



Buckler	1	X	35
Small shield	1	X	45
Medium shield	1	X	55
Body shield	1	X	65 (can "parry" missile at.)
Leather	1	1	25
Padded	1	1	20
Studded leather	2	2	60
Ringmail	2	2	40
Brigandine	3	3	60
Scale	3	3	90
Hide	3	3	75
Chainmail	4	4	140
Elven chainmail	3	4	125
Splint	5	5	100
Banded	5	5	150
Plate	6	6	210
Field plate	7	7	210
Full plate	8	8	210

-----

I believe I've included everything here. If you have any more questions about the system, I'll respond or add the information to this document and send you a new copy. If you're interested I also have new systems for...

- Parrying using fighters' handbook rules, where a character's weapon skill and not his armor decides whether or not the parry is successful.
- Negative HP value a character can go to before death. Some people say characters die at 0hp, some say characters die at -10hp, some people use negative CON or negative half CON. I use a survival check system based on CON and the character's level, so that noone can say "bandage me THIS ROUND or I'll die!" There is no exact cutoff point.
- Priest spellcasting. In my system, a priest doesn't have to memorize spells. This differentiates priest magic from wizardly magic. Priest spells are granted directly from the priest's diety, and there is never a 100% chance of success or of failure. If there is a spell failure, it is most likely because of a shortcoming on the part of the priest. If a priest complains when a spell fails, he is penalized (by his diety) This system actually makes priests much more versatile, giving them access to higher level spells earlier, but only if they role-play and use spells less frequently.

Hope you enjoy the info, and hope it's useful! I'd love your comments, etc...

-Greg Howley

Bristol, CT (@Central CT state U)

Howley\_Gre@CCSUa.CTStateU.edu