

Gambesons

by far the most common form of worn armor amongst the denizens of Flax. Gambesons are made of layers of cloth, most commonly linen or wool, that has been quilted to provide extra durability. Gambeson is worn as body armor, sleeves, leggings, and even hoods or hats.

Common Gambeson Armor

- Skull Cap - Armor Value: 3, Body Value: 2, Reflex Penalty: 0, Cold Damage Reduction: 2, Additional Notes: head only, wearer suffers one penalty dice to all hearing based perception checks.
- Padded Cap - Armor Value: 4, Body Value: 2, Reflex Penalty: 0, Physical Damage Reduction: 1, Cold Damage Reduction: 2, Additional Notes: head only, wearer suffers two penalty dice to all hearing based perception checks.
- Padded Hood - Armor Value: 5, Body Value: 3, Reflex Penalty: 0, Physical Damage Reduction: 1, Cold Damage Reduction: 2, Additional Notes: head only, wearer suffers three penalty dice to all hearing based perception checks.
- Vest - Armor Value: 4, Body Value: 3, Reflex Penalty: 1, Physical Damage Reduction: 1, Cold Damage Reduction: 2, Additional Notes: body location only.
- Tunic - Armor Value: 5, Body Value: 3, Reflex Penalty: 1, Physical Damage Reduction: 1, Cold Damage Reduction: 2, Additional Notes: body location only.
- Sleeves - Armor Value: 3, Body Value: 2, Reflex Penalty: 2, Physical Damage Reduction: 1, Cold Damage Reduction: 2, Additional Notes: arms only.
- Leggings - Armor Value: 3, Body Value: 2, Reflex Penalty: 1, Physical Damage Reduction: 1, Cold Damage Reduction: 2, Additional Notes: legs only.

Common Gambeson Modifications

- Thickened - increase Armor Value and Body Value by one, Reflex Penalty by two, Cold Damage Reduction by one, and add an additional die to any already present perception penalties. This modification can be added to an item any number of times but the Reflex Penalty increase goes up by one each beyond the first.
- Craftsmanship (war) - Increase Physical Reduction by 1.
- Craftsmanship (comfort) - Reduce Reflex Penalty by 1.
- Craftsmanship (Warmth) - Increase Cold Reduction by 2.

Mail

the best armor most could ever hope to afford, its made of thousands of interlocked steel rings that are riveted shut providing fantastic coverage and protection against piercing or cutting weapons. Mail is expensive due to the 20-40lbs of steel required to make it as well as the great amount of time they take to create, once purchased however they are fairly simple to repair and upkeep and are often handed down from soldier to soldier or parent to child. Some mail has small plates replacing sections of interwoven links, this increases the protective nature against powerful piercing attacks that can burst links. Mail is almost always worn with, either over or under, a gambeson or other padded armor.

Common Mail Armor

- Coif - Armor Value: 7, Body Value: 0, Reflex Penalty: 0, Physical Damage Reduction: 1, Additional Notes: head only.
- Aventail - Armor Value: 2, Body Value: 1, Reflex Penalty: 0, Additional Notes: head and body only, does not count as an extra item of armor for Reflex Penalty calculation.
- Tunic - Armor Value: 7, Body Value: 1, Reflex Penalty: 1, Physical Damage Reduction: 1, Additional Notes: body location only.
- Skirt - Armor Value: 5, Body Value: 0, Reflex Penalty: 0, Physical Damage Reduction: 1, Additional Notes: legs only.
- Sleeves - Armor Value: 5, Body Value: 0, Reflex Penalty: 2, Physical Damage Reduction: 1, Additional Notes: arms only.
- Leggings - Armor Value: 5, Body Value: 0, Reflex Penalty: 1, Physical Damage Reduction: 1, Additional Notes: legs only.

Common Mail Modifications

- Tighter Weave - increase Armor Value and Physical Damage Reduction by one and Reflex Penalty by two.
- Thicker Rings - increase Armor Value by one and Reflex Penalty by two.
- Platted - increase Armor Value by one.
- Craftsmanship (protection) - Increase Physical Reduction by 1.
- Craftsmanship (comfort) - Reduce Reflex Penalty by 1.
- Material (steel) - no change, armor is assumed to be steel unless listed otherwise
- Material (Askelonian Artisan Steel) - Reduce Reflex Penalty by two and Physical Damage Reduction by one.
- Material (Askelonian Arming Steel) - Increase Armor Value and Physical Damage Reduction by one.
- Material (True Steel) - Increase Armor Value and Physical Damage Reduction by one, reduce Reflex Penalty by one.
- Material (Iron) - Reduce Armor Value and Physical Damage Reduction by one and increase Reflex Penalty by one.
- Material (Bronze) - Reduce Armor Value by one.

Plate

the strongest armor to be found anywhere on Flax. Due to its price most soldiers will never own plate armor beyond their helm, if they can afford even that. Lords and wealthy soldiers may be able to afford a brigandine, a cloth doublet with scores of small plates sewn into the inside in an overlapping pattern. The wealthiest Lords of Askelone equip their loyal knights in full plate harnesses making them nearly invulnerable to mundane weapons on the fields of war, less steel-rich nations may augment the armor of their most elite warriors with pieces of plate but are unlikely to be able to afford a full plate harness and even less likely to have access to smithies capable of their creation.

Common Plate Armor

- Half Helm - Armor Value: 8, Body Value: 1, Reflex Penalty: 0, Physical Damage Reduction: 2, Additional Notes: head only, wearer suffers one penalty dice to all hearing or sight based perception checks.
- Great Helm - Armor Value: 10, Body Value: 2, Reflex Penalty: 0, Physical Damage Reduction: 2, Additional Notes: head only, wearer suffers two penalty dice to all hearing or sight based perception checks.
- Brigandine - Armor Value: 8, Body Value: 0, Reflex Penalty: 3, Physical Damage Reduction: 3, Additional Notes: body location only.
- Full Harness - Armor Value: 10, Body Value: 0, Reflex Penalty: 5, Physical Damage Reduction: 4, Additional Notes: body only.
- Joint Protection - Armor Value: 4, Body Value: 1, Reflex Penalty: 2, Physical Damage Reduction: 1, Additional Notes: arms only.
- Sleeves - Armor Value: 6, Body Value: 1, Reflex Penalty: 3, Physical Damage Reduction: 2, Additional Notes: arms only.
- Greaves - Armor Value: 4, Body Value: 1, Reflex Penalty: 1, Physical Damage Reduction: 1, Additional Notes: legs only.
- Leggings - Armor Value: 6, Body Value: 1, Reflex Penalty: 2, Physical Damage Reduction: 2, Additional Notes: legs only.

Common Plate Modifications

- Thickened - increase Armor Value by one and Reflex Penalty by two.
- Craftsmanship (protection) - Increase Physical Reduction by 1.
- Craftsmanship (comfort) - Reduce Reflex Penalty by 1.
- Material (steel) - no change, armor is assumed to be steel unless listed otherwise
- Material (Askelonian Artisan Steel) - Reduce Reflex Penalty by two and Physical Damage Reduction by one.
- Material (Askelonian Arming Steel) - Increase Armor Value and Physical Damage Reduction by one.
- Material (True Steel) - Increase Armor Value and Physical Damage Reduction by one, reduce Reflex Penalty by one.