***Armor***

Armor is stacked on top of each other to produce your total DR. Your secondary armor (Helmets, Gauntlets, and Boots) only have Half the DR of their listed Material.

***Armor Degradation***

You may choose to damage your Armor to half the damage from an incoming physical attack. Doing this reduces the Armor’s DR by 1 point. If the DR reaches 0 or less, it breaks and offers no benefit and cannot be damaged again until it is repaired. Only the Cuirass and Shields can be used in this manner.

***Base Armor***

| ***Slots*** | ***ENC*** | ***Value*** |
| --- | --- | --- |
| Cuirass | 2 | 40 |
| Helmet | 1 | 25 |
| Gauntlets | 1 | 20 |
| Boots | 1 | 20 |
| Shield | 2 | 30 |
| Buckler\*\* | 1 | 20 |
| Tower Shield\* | 3 | 40 |

\*\* +2 DoS to Block melee attacks, ½ DR  
\* +2 DoS to Block ranged attacks, -1 Speed

***Armor Craftsmanship Qualities***

| ***Quality*** | ***Value*** | ***Effect*** |
| --- | --- | --- |
| Inferior | x0.5 | -1 Condition |
| Standard | x1 | /// |
| Superior | x2 | +1 Condition |
| Masterwork | x3 | +2 Condition |

The Value multiplier is applied to the total of the Base Armor plus its Material.

***Armor Craftsmanship Qualities***

| ***Quality*** | ***Value*** | ***Effect*** |
| --- | --- | --- |
| Inferior | x0.5 | -1 Condition |
| Standard | x1 | /// |
| Superior | x2 | +1 Condition |
| Masterwork | x3 | +2 Condition |

* The Value multiplier is applied to the total of the Base Armor plus its Material.

***Armor Materials***

| ***Type*** | ***DR*** | ***ENC*** | ***EL*** | ***Value*** | ***Special Qualities*** |
| --- | --- | --- | --- | --- | --- |
| Fur | 2 | +0 | 1 | +5 | Frost (1) |
| Leather | 3 | +0 | 1 | +10 | /// |
| Ironhide | 4 | +0 | 2 | +50 | /// |
| Rubedo Hide | 6 | +0 | 3 | +70 | /// |
| Cloth | 1 | +0 | 1 | +0 | /// |
| Silk | 3 | +0 | 2 | +30 | /// |
| Silverweave | 4 | +0 | 4 | +60 | Magic (1) |
| Ancestor Silk | 5 | +0 | 5 | +110 | Magic (2) |
| Iron | 3 | +1 | 1 | +15 | /// |
| Chitin | 2 | +0 | 1 | +5 | Fire (1) |
| Bonemold | 4 | +1 | 2 | +40 | /// |
| Steel | 4 | +2 | 2 | +55 | /// |
| Trollbone | 4 | +3 | 2 | +75 | Regenerate |
| Dreugh Shell | 5 | +2 | 3 | +75 | Shock (1) |
| Moonstone | 5 | +1 | 3 | +85 | Magic (1) |
| Orichalcum | 5 | +2 | 3 | +80 | /// |
| Quicksilver | 6 | +1 | 4 | +120 | Magic (2) |
| Dwemer | 6 | +2 | 4 | +110 | /// |
| Adamantium | 7 | +2 | 4 | +150 | /// |
| Malachite | 7 | +1 | 6 | +165 | Magic (2) |
| Stalhrim | 7 | +2 | 4 | +180 | Icebound, Frost (3) |
| Ebony | 8 | +3 | 5 | +200 | Magic (2) |
| Dragonbone | 8 | +2 | 6 | +300 | Magic (2) |

A full set of Iron Armor (DR 3) would be broken up as follows

* Torso: +3
* Helmet: +1.5
* Gauntlets: +1.5
* Boots: +1.5
* TOTAL: DR 7 (.5)

***Armor Qualities***

*Magic (X)*

This armor takes X less damage from offensive spells. This has no effect on elemental effects, such as freezing or burning. This effect stacks.

*Regenerate*

Trollbone gear slowly repairs itself. After every Extended Rest, the item regains 1 Condition.

*Icebound*

Stalhrim gear takes better advantage of Frost enchantments, doubling the EL of any item made of Stalhrim when made using a Frost spell. Stalhrim Armor can also spend its Condition against frost attacks.

*Fire/Frost/Shock (X)*

This armor reduces incoming (Element) damage by X. This armor cannot be “Condition Burned” against elemental attacks, but does grant a +10 Bonus to tests made to resist elemental effects, such as freezing and burning. This effect stacks.