

ARMOUR

On Jorune various kinds of armour has been developed and used. Many are made out of parts, skins or shells from the harsh joruni fauna. With the skill armour making these armours can be made and repaired as long as the right material and tools are available. Better and rarer types of armours such as grunder, thailarian and crystal studdings are well kept secrets among armour making klades. Hereditary knowledge closely linked to ritual and religion.

- Leather** All kinds of skins or hide from joruni animals. Wide variety of designs, colours and looks, but equivalent to terran leather. Most common is clemmesin or thombo hide. (Thombo smells bad when wet) Metal yellow Ittoka lizard hide is common in Thantier, Drail and Anasan.
- Ring** Leather studded with metal plates, rings or studs. Most common infantry armour. Better than leather and more flexible than kurbul.
- Kurbul** Joruni name for rigid leather armour. Leather boiled and hardened in wax. Stiff as a metal breastplate but thicker. Common armour for officers. Not flexible.
- Chain Mail** Interwoven metal rings. Various methods and qualities exist. Uncommon since steel is rare on Jorune. Armour for the rich. Heavy but flexible.
- Scale** Metal plates overlapping each other. Can be as scale or as bands. Unusual armour used by only a few cultures (skamaans) since steel is rare. Heavy.
- Carapace** Armour of drenns. Made from shells and horny details from animals. Gives good protection until cracked and weighs little compared to metal. Clumsy and unflexible.
- Grunder** A very rare and very expensive armour made from the skin from the armadillo-like Locurian Grunder creature. A heavy but flexible armour. Protects well against dyshas. The armour making skill is known to few.
- Thailarian** Extremely rare armour. Normally hereditary. Armours of keshts and sages. Made from the skins of a Dhar Corondon. Very good protection but clumsy. The armour making skill is known to few. Many rare ingredients needed for the making.
- Crystal** Armours can be studded with clear crystals that absorb and thus protect against dyshas. These crystals shatter when they have absorbed too much isho, but can be drained by caji.

Armour penalties

Sets of armour are protective but cumbersome and sometimes clumsy to wear. Armours add to *encumbrance penalties* through their weight. (See encumbrance penalty chart on character sheet.)

Furthermore armours give *combat penalties* (melee and throw skills, not missile) and *stat penalties* (AGI and SPO). Note the total stat and combat penalties on the character sheet.

LOCATION	Leather	Ring	Kurbul	Mail	Scale	Carapace	Grunder	Thailarian
Skull								
Eyes	100C	100C	100C	100C	100C	100C	100C	100C
Face	3 SPO	3 SPO	3 SPO	3 SPO	3 SPO	3 SPO	3 SPO	3 SPO
Neck								
Shoulders		1C	2C	2C	2C	3C, 1 AGI	3C	4C, 1 AGI
Upper arms			2C	1C	1C	2C	1C	2C
Elbows		2C	3C, 1 AGI	2C	3C, 1 AGI	5C, 1 AGI	3C, 1 AGI	5C, 1 AGI
Forearms					1C	2C		2C
Hands								
Thorax		1C	2C	2C	2C	2C	2C	2C
Abdomen		1C	2C, 1 AGI	2C, 1 AGI	2C, 1 AGI	3C, 1 AGI	2C, 1 AGI	4C, 1 AGI
Hips								
Groin								
Thighs								
Knees			1 AGI		1 AGI	1 AGI	1 AGI	1 AGI
Calves								
Feet								

Armour protection

TYPE	B	E	P	F	S	T
Leather/crudge	2	3	2	3	1	3
Ring/etc	2	4	2	3	2	3
Kurbul	3	4	3	3	4	4
Chain Mail	3	5	4	5	2	4
Scale	4	5	3	5	4	4
Carapace	5	6	5	6	5	5
Grunder	5	7	5	6	5	5
Thailarian	9	11	9	7	6	10
B.E.D.	7	6	7	7	7	6

Armour types

Armours are listed by fabric, price and armour parts. Add weight to find total armour weight.

LEATHER	Wgt	Cost	Coverage
Hat/Cap	0.3		Sk
Cowl	0.5		Sk Nk
Vest	1.5		Sh Tx Ab
Shirt	3		Ua Sh Tx Ab Hp Gr
Tunic	3.5		Ua Sh Tx Ab Hp Gr Th
Leggings	3.5		Hp Gr Th Kn Cf Ft
Shoes	0.5		Ft
Calf boots	1		Cf Ft
Knee boots	2		Kn Cf Ft
Gloves	0.3		Ha
Coat	6		Tunic + El Fo Kn

RING	Wgt	Cost	Coverage
Halfhelm	2	100 GU	Sk
Cowl / sh	2.3	40 GU	Sk Nk
Cowl / lg	2.5	60 GU	Sk Nk Sh
Shirt	7	250 GU	Ua Sh Tx Ab Hp Gr
Hauberk / sh	9	300 GU	Ua Sh Tx Ab Hp Gr Th
Hauberk / lg	10.5	350 GU	Ua Sh Tx Ab Hp Gr Th Kn
Leggings	6	300 GU	Hp Gr Th Kn Cf
Gauntlets	1	120 GU	Ha

KURBUL	Wgt	Cost	Coverage
Halfhelm	2	1 GL	Sk
Great Helm	2.5	1.5 GL	Sk Fa Nk
Breastplate	4	2 GL	Tx Ab
Ailettes	1.5	60 GU	Sh
Rerebraces	0.3	40 GU	Ua
Coudes	0.3	40 GU	El
Vambraces	0.5	50 GU	Fo
Kneecops	0.3	60 GU	Kn
Greaves	0.5	60 GU	Cf

CHAIN MAIL	Wgt	Cost	Coverage
Cowl / sh	2	1 GL	Sk Nk
Cowl / lg	2.5	1.3 GL	Sk Nk Sh
Habergeon	12	9 GL	Ua Sh Tx Ab Hp Gr
Hauberk / sh	14	10 GL	Ua Sh Tx Ab Hp Gr Th
Hauberk / lg	15	11 GL	Ua Sh Tx Ab Hp Gr Th Kn
Leggings	10	10 GL	Hp Gr Kn Cf
Kilt	6	4 GL	Hp Gr Th
Mittens	1.8	1.5 GL	Ha

SCALE#	Wgt	Cost	Coverage
Cowl / sh	2.5	3 GL	Sk Nk
Cowl / lg	3	3.5 GL	Sk Nk Sh
Habergeon	15	9 GL	Ua Sh Tx Ab Hp Gr
Hauberk / sh	17	11 GL	Ua Sh Tx Ab Hp Gr Th
Hauberk / lg	18	12 GL	Ua Sh Tx Ab Hp Gr Th Kn

Unusual armour.

CARAPACE ^	Wgt	Cost	Coverage
Halfhelm	2.5	5 GL	Sk
Great Helm	3.5	7 GL	Sk Fa Nk
Breastplate	7	15 GL	Tx Ab
Ailettes	3.5	8 GL	Sh
Rerebraces	0.5	5 GL	Ua
Coudes	0.5	6 GL	El
Vambraces	0.8	9 GL	Fo
Kneecops	0.5	7 GL	Kn
Greaves	0.8	10 GL	Cf

^ If more than 15 IP to hit location (Before armour) = cracked.

GRUNDER*	Wgt	Cost	Coverage
Cowl / sh	2.3	2 GC	Sk Nk
Cowl / lg	2.5	3 GC	Sk Nk Sh
Habergeon	15	10 GC	Ua Sh Tx Ab Hp Gr
Hauberk / sh	17	11 GC	Ua Sh Tx Ab Hp Gr Th
Hauberk / lg	18	12 GC	Ua Sh Tx Ab Hp Gr Th Kn
Kilt	5	5 GC	Hp Gr Th
Vambraces	1.5	1 GC	Fo
Greaves	1.5	1 GC	Cf

* Very rare. Normally only sold/tailored as a set.

THAILARIAN*	Wgt	Cost	Coverage
Halfhelm	3	6 GC	Sk
Great Helm	4	9 GC	Sk Fa Nk
Breastplate	10	22 GC	Tx Ab
Ailettes	4	4 GC	Sh
Rerebraces	1	2 GC	Ua
Coudes	1	2 GC	El
Vambraces	1.5	2 GC	Fo
Kneecops	1	2 GC	Kn
Greaves	1.5	3 GC	Cf

CRYSTAL \square	Wgt	Cost	Coverage
Helms	0.5	1 GC	Sk (Fa Nk)
Breastplates	1	4 GC	Tx Ab
Habergeons	1.2	5 GC	Ua Sh Tx Ab Hp Gr
Hauberks	1.3	6 GC	Ua Sh Tx Ab Hp Gr Th (Kn)
Ailettes	0.5	1 GC	Sh
Greaves etc	0.3	5 GM	Fo <u>or</u> Cf

\square Rare. Price for crystal studding of relevant armour parts