

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.

Armour material

- 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. Can be found in scale style.
- 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 (skamaani) 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 inflexible.
- 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 (Neutralizes 40 pts of incoming isho per location per attack. Cannot be drained by muadra. Drains by itself in 10 hours.) 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 only a 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 (>100 isho pts worth of dysha to location), but can be drained by caji (roll any moon skill). Also drain by themselves with 20 isho per day.

Armour parts

Great Helm	Any closed helm covering the face (whole, visor etc). Only eyes unprotected. Restricts vision. Normally of metal, kurbul, carapace or thailarian.
Halfhelm	Any standard helmet not covering face, eyes and neck. Can be made of kurbul, metal, ring, carapace or thailarian.
Cowl/Coif	Flexible armour covering the skull and neck (short) and sometimes even the shoulders (long). Made normally of cloth, quilt, leather, ring, mail or grunder. Short quilt cowls are always worn under great helms.
Breastplate	Plate covering thorax and abdomen. Common materials are kurbul and carapace. May also be made of thailarian. A cuirass is a combined breastplate and backplate.
Ailettes	Shoulder guards made from kurbul, carapace or thailarian.
Rerebraces	Upper arm guards of kurbul, carapace or thailarian.
Coude	Elbow armour of kurbul, carapace or thailarian.
Vambrace	Kurbul, carapace or thailarian armour for the forearms.
Kneecop	Armour for the knee. Normally of kurbul, carapace or thailarian.
Greaves	Calf protection. Normally made of kurbul, carapace or thailarian. Sometimes used as or combined with a buckler.
Gambeson	An undercoat of quilt (cloth stuffed with hay and used as padding) commonly worn under hauberks. Impoverished condrij will sometimes use gambesons by themselves (treat as leather).
Habergeon	An armoured shirt that covers the shoulders, thorax, abdomen, hips, groin and upper arms. Often made of ring, mail, scale or grunder. May sometimes be long sleeved or sleeveless.
Hauberk	A coat made of ring, scale, mail or grunder. The hauberk is sturdier and longer than the habergeon and might cover the knees and even calves (long). It is usually split to facilitate mounted use or just better leg movement. May be half sleeved or full sleeved. Usually made of ring, mail, scale or grunder.
Leggings	Armour to cover legs. Usually made of ring or mail (grunder is to stiff).
Kilt	Armour covering the hips, groin and thighs. The grunder style of leg protection (as grunder is quite sturdy).
Gauntlet	Any heavy glove made of reinforced leather (ring).
Glove	Sturdy leather gloves.
Mittten	A mail glove without separate fingers. Often an extension of a hauberk. A hole is left in the palm to allow the wearer to pull his hand out.
Surcoat	A cloth garment worn over hard armour for identification or decoration.
Tunic	A thin strip of garment (sleeveless) worn over any armour for identification or decoration.

Armour protection and penalties

Sets of armour are protective but cumbersome and sometimes clumsy to wear. Armours give *stat (and movement) penalties* (movement, AGI and AWA). Note the total stat penalties on the character sheet.

Armour penalties						
Location	Leather/ Fur/Quilt	Ring/ Bone	Kurbul	Mail	Scale/ Grunder	Carapace/ Thailerian
Skull						
Eyes	-10 skill	-10 skill	-10 skill	-10 skill	-10 skill	-10 skill
Face	-2 AWA	-2 AWA	-2 AWA	-2 AWA	-2 AWA	-2 AWA
Neck						
Shoulders						-1 AGI
Arms						
Elbows			-1 AGI		-1 AGI	-1 AGI
Hands						
Thorax						
Abdomen			-1 AGI	-1 AGI	-1 AGI	-1 AGI
Groin						
Legs						
Knees			-1 AGI		-1 AGI	-1 AGI
Feet						

Armour protection	
Leather, Fur Crudge, Quilt	2
Ring, Bone	3
Kurbul	4
Chain mail	5
Scale	5
Carapace	6
Grunder	7
Thailerian	9
B.E.D.	8
Dharsage Silver	15

Armour coverage and price

Armours are listed by fabric, price and armour parts.

LEATHER	Cost	Coverage
Hat/Cap		Sk
Cowl		Sk Nk
Vest		Sh Tx Ab
Shirt		Sh Ar El Tx Ab Gr
Tunic		Sh Ar Tx Ab Gr
Leggings		Gr Le Kn
Shoes, boots		Ft
Knee boots		Kn Ft
Gloves		Ha
Coat		Tunic + Ar El Le Kn

RING	Cost	Coverage
Halfhelm	100 GU	Sk
Cowl / sh	40 GU	Sk Nk
Cowl / lg	60 GU	Sk Nk Sh
Shirt	250 GU	Sh Ar El Tx Ab Gr
Hauberk / sh	300 GU	Sh Ar Tx Ab Gr Le
Hauberk / lg	350 GU	Sh Ar El Tx Ab Gr Le Kn
Leggings	300 GU	Gr Le Kn
Gauntlets	120 GU	Ha

KURBUL	Cost	Coverage
Halfhelm	1 GL	Sk
Great Helm	1.5 GL	Sk Fa Nk
Breastplate	2 GL	Tx Ab
Ailettes	60 GU	Sh
Coudes	40 GU	El
Rere- Vambraces	80 GU	Ar
Kneecops	60 GU	Kn
Greaves	60 GU	Le

CHAIN MAIL	Cost	Coverage
Cowl / sh	1 GL	Sk Nk
Cowl / lg	1.3 GL	Sk Nk Sh
Habergeon	9 GL	Sh Ar Tx Ab Gr
Hauberk / sh	10 GL	Sh Ar Tx Ab Gr Le
Hauberk / lg	11 GL	Sh Ar Tx Ab Gr Le Kn
Leggings	10 GL	Gr Le Kn
Kilt	4 GL	Gr Le
Mittens	1.5 GL	Ha

SCALE#	Cost	Coverage
Cowl / sh	3 GL	Sk Nk
Cowl / lg	3.5 GL	Sk Nk Sh
Habergeon	9 GL	Sh Ar Tx Ab Gr
Hauberk / sh	11 GL	Sh Ar Tx Ab Gr Le
Hauberk / lg	12 GL	Sh Ar Tx Ab Gr Le Kn

Unusual armour.

CARAPACE ^	Cost	Coverage
Halfhelm	5 GL	Sk
Great Helm	7 GL	Sk Fa Nk
Breastplate	15 GL	Tx Ab
Ailettes	10 GL	Sh
Coudes	6 GL	El
Rere- Vambraces	9 GL	Ar
Kneecops	7 GL	Kn
Greaves	10 GL	Le

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

GRUNDER*	Cost	Coverage
Cowl / sh	2 GC	Sk Nk
Cowl / lg	3 GC	Sk Nk Sh
Habergeon	10 GC	Sh Ar Tx Ab Gr
Hauberk / sh	11 GC	Sh Ar Tx Ab Gr Le
Hauberk / lg	12 GC	Sh Ar Tx Ab Gr Le Kn
Kilt	5 GC	Gr Le
Vambraces	1 GC	Ar
Greaves	1 GC	Le

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

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

CRYSTAL ☒	Cost	Coverage
Helms	1 GC	Sk (Fa Nk)
Breastplates	4 GC	Tx Ab
Habergeons	5 GC	Sh Ar Tx Ab Gr
Hauberks	6 GC	Sh Ar Tx Ab Gr Le (Kn)
Ailettes	1 GC	Sh
Greaves etc	5 GM	Ar <u>or</u> Le

☒ Rare. Price for crystal studding of relevant armour parts