

## Grim-n-Gritty Advanced Armor Rules 1.3 by Ove & Higgins ©

Armor	AR	Slash	Pierce	Bludge	Penalty	Dex	Sp.Fail	HP	Weight
Light armor									
Padded	1	1	1	1	-0	+8	5%	15	10 lb.
Leather	2	2	2	1	-0	+6	10%	20	15 lb.
Studded leather	3	3	3	2	-1	+5	15%	25	20 lb.
Chain shirt	4	4	2	3	-2	+4	20%	30	25 lb.
Medium armor									
Hide	3	3	3	3	-3	+4	20%	35	25 lb.
Scale mail	4	4	4	3	-4	+3	25%	40	30 lb.
Chainmail	5	5	3	4	-5	+2	30%	40	40 lb.
Breastplate	5	5	4	4	-4	+3	25%	50	30 lb.
Heavy armor									
Splint mail	6	6	5	6	-7	+0	40%	55	45 lb.
Banded mail	6	6	5	6	-6	+1	35%	60	35 lb.
Half plate	7	7	6	7	-7	+0	40%	65	50 lb.
Full plate	8	8	7	8	-6	+1	35%	70	50 lb.
Shields									
Buckler	+1				-1		5%	5	5 lb.
Small Shield, w	+2				-1		5%	10	5 lb.
Small Shield, m	+2				-1		5%	10	6 lb.
Large Shield, w	+4				-2		15%	20	10 lb.
Large Shield, m	+4				-2		15%	20	15 lb.
Tower Shield	*				-10		50%	40	45 lb.

This table offers in addition to the standard Grim-n-Gritty Armor Rating (AR) system, its more realistic variant – armor has different AR for different damage types, and armor takes damage if its hardness is penetrated. If no physical damage type (S/P/B) is specified, as for example a *Fireball* spell, standard AR value (equals Slashing) is used. *Magic Missile* spell goes directly to the wound, since it cannot harm objects. If armors HPs go to 0 or below, it is destroyed and gives no AR, penalties still apply. Damaged or destroyed armor can be repaired using Craft skills or by magical means at DMs direction.

For every enchantment bonus of the armor add one to the AR. Thus a +2 full plate would have an AR of 10. 8 for the full plate + 2 for the magic = AR 10. In advanced system this means AR 10/9/10 respectively. Magical armor also adds +5 hit points to the armor per +1 bonus. So the previously mentioned +2 full plate would have 80 Hit Points. 70 for the full plate + 10 for the magic = 80 HP. Spikes do not add any bonus HPs to the armor nor to the shield.

Next rule makes the game even more grittier – Armor Check Penalty from the encumbrance and armor, but not from shields is added to the Defensive Roll. If a natural 1 is rolled in defense, opponents hit is considered a critical threat, and defender has to roll again to unconfirm the critical. If opponent still hits, a critical hit is scored.

Defender loses his Base Defense Bonus against Touch attacks. Immobilised or helpless targets (and immobile inanimate objects) do not roll 1d20 for Defense. They only get their size modifier + any other modifiers determined by the referee. In melee, if defender has no shield (buckler does not count as a shield) or unsheathed melee weapon he is proficient with, he loses his base defence bonus. Thus Improved Unarmed Strike feat becomes quite useful.

Hardnesses:     Leather: 2  
                   Wood: 5  
                   Metal: 10

In case of special materials, see DMG.

Shield is hit when Attack Roll misses Defensive Roll by Shield bonus minus one, so in case of ordinary Buckler and Small shield when Attack Roll equals Defensive Roll. Thus in case on +4 Large shield (+6 bonus), attacker has to miss by 5 or less to hit the shield.