

Gísido LARP

Armor Stacking Playest



Overview

Players may receive benefits for wearing multiple armor types in the same areas at once (eg. *Plate armor over a gambeson*). To receive these benefits, all armor must cover at least 50% of its normal location, and each beneficial type of armor must be worn together in no fewer than five designated armor locations.

In terms of Armor Points granted by the armor worn, the character benefits from the protection of the highest-rated piece in a given location.

Stacked Armor Benefits

Armor Type	Benefit
Cloth	-1 Crushing Damage (minimum: 1)
Leather	-1 Elemental Damage (minimum: 1)
Chain	-1 Piercing Damage (minimum: 1)
Plate/Scale	-1 Physical Damage (minimum: 1)

Cloth

While wearing padded armor in addition to other armor types, the character may benefit from a reduction of one point from all incoming Crushing damage. The character may not receive less than one point of damage from a given attack, however.

Leather

While wearing leather armor in addition to other armor types, the character receives a reduction of one point from all incoming Elemental damage (Ice, Fire, Lightning, Magic, and Stone). The character may not receive less than one point of damage from a given attack, however.

Chain

When chainmail is worn with other armor types, the character benefits from a reduction of one point from incoming Piercing damage. The character may not receive less than one point of damage from a given attack, however.

Plate/Scale

When plate or scale armor is worn along with other armor types, the character benefits from a reduction of one point of damage from all physical weapons. This benefit does not extend to damage dealt by spells, poisons, or other non-physical means, and the character may not receive less than one point of damage from a given attack.