

Personal Defenses

ARMOUR

Armour is a character's last defense against the damage of an attack. The Defense of a piece of armour is fully Resistant and adds to both the character's PD and ED. The armour's DEF is subtracted from the BODY of any Killing Attacks. The armour's DEF plus the character's PD or ED is subtracted from the STUN of all attacks.

ARMOUR ENCUMBRANCE

Most characters will wear some armour, though heavy armour will add to a character's encumbrance. Refer to the Encumbrance section of the Hero System Rulebook (Page 150) to find the DCV modifiers for carrying a heavy load. Encumbrance normally includes everything a character is carrying, but the GM may simplify this by only counting the armour itself. The Encumbrance and armour mass rules were designed for a standard 100 kg character. For characters who are very large or very small, multiply their armour mass and their Encumbrance break points by their mass multiple. This means that very large characters will have heavier armour, but it will not slow them down any more than a standard character in similar armour. Alternatively, to get the DCV modifier simply, you can ignore the mass multiplier and just look up the standard armour mass on the Encumbrance Chart, noting the effects.

ARMOUR DESCRIPTIONS

Transparent armours are normally colorless. They are often tinted or painted opaque so as not to be vulnerable to laser fire.

Light Plastic

A transparent lightweight polymer that is the lightest form of armour.

Acrylic Plastic

A stronger, lightweight polymer, also transparent.

Syntheleather

A lightweight synthetic material that resembles leather.

Woven Kevlar

A synthetic fiber material that is very flexible and is indistinguishable on the surface from ordinary clothes. Versus cutting attacks it is worth only 1/2 value (1/4 vs. AP) (- 1/4 Limitation).

Reflect

A highly reflective lightweight coating that is applied to armour or clothing to help offset the advantage that energy weapons give. Reflect is Hardened vs. Energy weapons such as lasers and beam swords (+ 1/4). Reflect is Ablative when hit by Physical attacks (-1/2 Limitation) in the location hit as the coating is chipped away or scuffed.

Fiberglass

A spun glass that is useful for armour and lightweight weapons.

Resin Bonded Kevlar

This is Kevlar that has been resin bonded. It improves on the effectiveness of the woven kevlar.

Ablative Foam Armour

This armour comes in an applicator and has the Ablative Limitation (-1). In a campaign that uses Hit Locations, the armour ablates in that location, which is no longer protected. That is, if a character is hit in location 4 and then is hit in location 4 again, the armour no longer protects him there. Ablative foam may be used over other armours and is one of the few cases with which stacking armour is allowed.

Steel

This is a mediumweight iron alloy. Steel is cheap; when damaged beyond repair, it can always be reforged; and stainless steel does not rust. These advantages somewhat outweigh the jokes users hear about medieval suits of armour.

Ceramic Plate Armour

Graphite ceramic plates inserted into a jumpsuit.

Heavy Reflect

A heavier version of the armour above.

Ceramic Bonded Kevlar

Graphite ceramic plates bonded to kevlar.

Polysteel

This is a mediumweight transparent armour made of polymer with a tensile strength higher than steel.

Diamondsteel

This is an opaque crystalline metal alloy as hard as diamond.

Duralloy

A transparent memory polymer-and-crystal compound. Components are pretensioned to resist changes in shape, hence memory.

Crysteel

This is a single transparent crystalline molecule matrix grown in the shape of piece of armour. The way it is created makes it one of the toughest materials known.

Faceplates

Transparent armours are used for the faceplates (location #3) of armours. When tinted, they provide Flash Defense at GM's option.

SF ARMOUR TABLE

Armour Resistant	DEF
Light Plastic	1#
Acrylic Plastic	2#
Syntheleather	3#
Woven Kevlar	3#
Reflect	+3 ED*
Fiberglass	4#
Resin Bonded Kevlar	5#
Ablative Foam Armour	+5 DEF*
Steel	6#
Ceramic Plate Armour	6#
Heavy Reflect	+6 ED*
Ceramic Bonded Kevlar	7#
Polysteel	7*
Diamondsteel	8*
Duralloy	9*
Crysteel	10*

#1/2 Listed mass in the Hero System Rulesbook. pg204

* 1/4 Listed mass in the Hero System Rulesbook. pg204

Each type of armour can be expanded to include a light version and a heavy version. The light style is -1 DEF, and is correspondingly lighter. The heavy style is +1 DEF, and is appropriately heavier. For example, Heavy Ceramic Plate Armour is DEF 7 and a full suit masses 14 kg.

SECTIONAL DEFENSE

Armour need not cover a character completely; each location on the Hit Location Chart can be armoured individually. The mass of the piece of armour for each Hit Location is listed in the Sectional Armour Mass Table. Remember that the total mass of a character's armour is important. The player should total the armour mass and figure his DCV and END Encumbrance modifiers.

PIECES OF ARMOUR

Most named pieces of armour cover several hit locations. Not all named pieces of armour historically were used with all types of armour, but nearly any type of armour can be used to cover any of a character's Hit Location. The Sectional Armour Defense Table lists a number of different pieces of armour, their coverage, and the base mass in kilograms. Remember to adjust the mass for material used. If the armour is Hardened multiply the mass by the advantage.

Example: A Crysteel Helm covering locations 3-5 masses 3.69 kg.

The same Helmet Hardened masses 4.6125 kg.

If you are using Superheroic rules, use the Armour Coverage and Cost Table and apply the Limitations based on the number of locations the armour covers. Remember that each DEF of armour is PD and ED and so costs 3 points.

Most armour is OIF.

SECTIONAL ARMOUR MASS TABLE IN KILOGRAMS

Hit Location		Armour Base Defense									
Name	(roll)	1	2	3	4	5	6	7	8	9	10
Full Suit	(3-18)	3.50	5.00	7.00	10.00	14.00	20.00	28.00	40.00	56.00	80.00
Head	(3)	.02	.02	.03	.05	.06	.09	.13	.18	.25	.36
Head	(4)	.05	.07	.10	.14	.19	.28	.39	.56	.78	1.11
Head	(5)	.10	.14	.19	.28	.39	.56	.78	1.11	1.56	2.22
Hands	(6)	.16	.23	.32	.46	.65	.93	1.30	1.85	2.59	3.70
Arms	(7)	.24	.35	.49	.69	.97	1.39	1.94	2.78	3.89	5.55
Arms	(8)	.34	.49	.68	.97	1.36	1.94	2.72	3.89	5.45	7.78
Shoulder	(9)	.41	.58	.81	1.16	1.62	2.32	3.24	4.63	6.48	9.26
Chest	(10)	.44	.63	.88	1.25	1.75	2.50	3.50	5.00	7.00	10.00
Chest	(11)	.44	.63	.88	1.25	1.75	2.50	3.50	5.00	7.00	10.00
Stomach	(12)	.41	.58	.81	1.16	1.62	2.32	3.24	4.63	6.48	9.26
Vitals	(13)	.34	.49	.68	.97	1.36	1.94	2.72	3.89	5.45	7.78
Thigh	(14)	.24	.35	.49	.69	.97	1.39	1.94	2.78	3.89	5.55
Leg	(15)	.16	.23	.32	.46	.65	.93	1.30	1.85	2.59	3.70
Leg	(16)	.10	.14	.19	.28	.39	.56	.78	1.11	1.56	2.22
Foot	(17)	.05	.07	.10	.14	.19	.28	.39	.56	.78	1.11
Foot	(18)	.02	.02	.03	.05	.06	.09	.13	.18	.25	.36

SECTIONAL ARMOUR DEFENSE

Hit Location		Armour Base Defense									
Name	(roll)	1	2	3	4	5	6	7	8	9	10
Faceplate	(3)	.02	.02	.03	.05	.06	.09	.13	.18	.25	.36
Full Helmet	(3-5)	.16	.23	.32	.46	.65	.93	1.30	1.85	2.59	3.69
Coif	(4-5,9)	.55	.79	1.10	1.57	2.20	3.15	4.41	6.30	8.82	12.59
Helm	(4-5)	.15	.21	.29	.42	.58	.83	1.17	1.67	2.34	3.33
Cap	(5)	.10	.14	.19	.28	.39	.56	.78	1.11	1.56	2.22
Gauntlets	(6-7)	.41	.58	.81	1.16	1.62	2.31	3.24	4.63	6.48	9.25
Gloves	(6)	.16	.23	.32	.46	.65	.93	1.30	1.85	2.59	3.70
Brassards	(7-8)	.58	.83	1.17	1.67	2.33	3.33	4.67	6.67	9.34	13.33
Vambraces	(7)	.24	.35	.49	.69	.97	1.39	1.94	2.78	3.89	5.55
Rerebraces	(8)	.34	.49	.68	.97	1.36	1.94	2.72	3.89	5.45	7.78
Pauldrons	(9)	.41	.58	.81	1.16	1.62	2.32	3.24	4.63	6.48	9.26

Hauberk	(7-14)	2.85	4.07	5.70	8.15	11.40	16.30	22.80	32.60	45.64	65.18
Corselet	(9-15)	2.43	3.47	4.86	6.94	9.72	13.90	19.40	27.80	38.89	55.55
Byrnie	(9-14)	2.27	3.24	4.54	6.48	9.07	13.00	18.20	25.90	36.30	51.85
Cuirass	(9-13)	2.03	2.89	4.05	5.79	8.10	11.60	16.20	23.20	32.41	46.30
Vest	(10-13)	1.62	2.31	3.24	4.63	6.48	9.26	13.00	18.50	25.93	37.04
Breastplate	(9-11)	1.28	1.83	2.56	3.66	5.12	7.32	10.20	14.60	20.48	29.26
Skirtplate	(12-13)	.75	1.06	1.49	2.13	2.98	4.26	5.96	8.52	11.93	17.04
Chausses	(14-18)	.57	.81	1.13	1.62	2.27	3.24	4.54	6.48	9.07	12.94
Leggings	(14-17)	.55	.79	1.10	1.57	2.20	3.15	4.41	6.30	8.82	12.58
Skirt	(14)	.24	.35	.49	.69	.97	1.39	1.94	2.78	3.89	5.55
Greaves	(16-17)	.15	.21	.29	.42	.58	.83	1.17	1.67	2.34	3.33
Boots	(17-18)	.06	.09	.13	.19	.26	.37	.52	.74	1.03	1.47
Knee Cops	(15)	.16	.23	.32	.49	.65	.93	1.30	1.85	2.59	3.70
Demigreaves	(16)	.10	.14	.19	.28	.39	.56	.78	1.11	1.56	2.22
Anklelets	(17)	.05	.07	.10	.14	.19	.28	.39	.56	.78	1.11
Shoes	(18)	.02	.02	.03	.05	.06	.09	.13	.18	.25	.36

ARMOUR COVERAGE AND COST

Covers # of Locations	Activates	Limitation
1 or 2	8-	-2
3	9-	-1 1/2
4	10-	-1 1/4
5 to 7	11-	-1
8 to 12	12-	-3/4
13 or 14	14-	-1/2
15	15-	- 1/4
16		-0

EXAMPLE ARMOUR LIMITATIONS

Name	(Locations)	Limitation
Full Helmet	(3-5)	-1 1/2
Coif	(4-5,9)	-1 1/2
Face Plate	(3)	-2
Helm	(4-5)	-2
Cap	(5)	-2
Gauntlets	(6-7)	-2
Gloves	(6)	-2
Brassards	(7-8)	-2
Vambraces	(7)	-2
Rerebraces	(8)	-2

Pauldrons	(9)	-2
Hauberk	(7-14)	-3/4
Corselet	(9-15)	-1
Byrnie	(9-14)	-1
Cuirass	(9-13)	-1
Vest	(10-13)	-1 1/4
Breastplate	(9-11)	-1 1/2
Skirtplate	(12-13)	-2
Chausses	(14-18)	-1
Leggings	(14-17)	-1 1/4
Skirt	(14)	-2
Greaves	(16-17)	-2
Boots	(17-18)	-2
Knee Cops	(15)	-2
Demigreaves	(16)	-2
Anklelets	(17)	-2
Shoes	(18)	-2

AVERAGE DEFENSES

If a character is wearing different armour on different parts of his body, and the campaign is not using the Hit Location rules, he should calculate the average value of his armour. It is also appropriate when the character is hit by an attack that is not concentrated against a single area.

There are two methods of calculating the Average Armour Value. In the first, the player should total the Armour Defense covering hit locations 9-14, add the Armour Defense covering the head, and then divide the total by 7. This is the equivalent of wearing a byrnie and a helm. The armour covering the head must cover at least two of the head hit locations to count toward the Average Armour Value.

This Average Armour calculation is a simplification, but it takes into account about 70% of a character's hit locations, and all hit locations that have a x1 or x2 BODY multiple on the Hit Location Chart.

The calculation is only accurate if the character has some armour covering even those locations that are not included in the calculation; but it does represent the way many characters in literature are depicted. If the GM feels that a character is abusing the average armour rule by heavily armouring the locations in the calculation, but leaving the other locations undefended, the GM may reduce the Average Armour Value by 1 or 2 to compensate.

A more comprehensive, but more easily abused, method is to add up the character's defenses in all 16 hit locations and divide by 16. This tends to give big bonuses to characters who wear armour on their hands, arms, legs and feet, but it does take all the armour a character is wearing into account. If a character has a reasonable distribution of armour when the GM is using hit locations (heavy armour covering x1 and x2 BODY locations) then using all 16 hit locations is a more comprehensive calculation of the character's Average Armour Value and Encumbrance.

PRICE OF ARMOUR

The starting price for armour should be 500 CR per kilogram before mass reduction for material used. For example a complete suit of Crysteel (80 KG before mass reduction) costs 40,000 CR. Even more than weapons, armour comes in a dizzying array of options. The GM should consider the calculated price and adjust for common sense. Extremely light armour, like boots, should have increased cost.

PERSONAL SCREENS

SUPER TECH

FORCE FIELD

A force field casts a field of energy which protects the character. It cannot fully form around heavy armours because of secondary electric fields (and playability).

Force fields are designed as if they were a full suit of armour, up to 10 DEF, and they are priced 2,500 per equivalent kilogram, so a 5 DEF force field which masses 14 kg would be priced at 35,000. A force field may be Hardened with the same increases in cost and equivalent mass as Armour. In the example, above the same force field would mass 17.5 kg and be priced at 43,750.

Example Force Field:

Ability: 5 PD / 5 ED Force Field, 0 End (+1/2), Persistent (+1/2) Hardened (+ 1/4), OIF: Force Field device (-1/2), -1 PD / -1 ED per 1 DEF of Armour Worn (- 1/4), Power Cell Lasts for One Hour (- 1/4)
Active Cost: 22 Real Cost: 11 Mass: 1 kg.

Force Shield PRICE: 2000

This is a wrist device that when activated forms a disk of force in front of the character that behaves like a shield.

Ability: +4 DCV, OIF: Force Shield Device (-1/2), Power Cell lasts for 1 Hour (- 1/4)
Active Cost: 20 Real Cost: 11 Mass: .5 kg.

LIFE SUPPORT EQUIPMENT

Skin Suit PRICE: 1000

This is a vacuum suit that is put on in case of emergency. It is essentially a plastic bag vaguely shaped like a person which, when donned, fills with heated air and shrinks to proper size. One size fits all.

Ability: LS: Self Contained, Vacuum/High Pressure, Intense Heat/Cold, Immune to Disease, Immune to High Radiation; OIF: Spacesuit (-1/2), Fragile (- 1/4), Power Cell lasts for one hour (- 1/4)
Active Cost: 22 Real Cost: 11 Mass: 2 kg.

Space Suit PRICE: 5000

This suit is used for short excursion into hostile environments. Its major advantage over primitive space suits is the ease of movement it allows.

Ability: LS: Self Contained, Vacuum/High Pressure, Intense Heat/Cold, Immune to Disease, Immune to High Radiation; OIF: Spacesuit (-1/2), Power Cell lasts for one day (- 1/4)
Active Cost: 22 Real Cost: 13 Mass: 4 kg.

Deep Space Suit PRICE: 10000

This is a full environmental space suit.

Ability: LS: Self Contained, Vacuum/High Pressure, Intense Heat/Cold, Immune to Disease, Immune to High Radiation, Need not Eat/Excrete, OIF: Spacesuit (-1/2), Power Cell lasts for one week (-0)

Active Cost: 27 Real Cost: 18 Mass: 10 kg.

GENERAL RULES

All suits (Except the skin suit) must be armoured up to a minimum 3 DEF. Use the rules for creating a suit of armour and all locations must be armoured; simply choose the armour you want and add its cost and masses to the above cost and mass.

Example: Albert has a character in a Advanced Tech campaign and wants a normal space suit with armour:

Fiberglass Helmet, DEF: 4; (3-5): 0.23 kg

Woven Kevlar Bodysuit, DEF: 3; (6-18): 3.925 kg

Add the costs and mass for Life Support (Space Suit) for a total of 9.155 kg and -2 DCV.

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