

NAME




LOOK

Zireh, Armadura, Oklop, Bronya, Kuji, Berneni, Raudru, Pansari, Rustung, Kavaca, Amos, Yoro, Gaboes, Brunas, Sarva, Yarako, Basatra, Dospekhi, Kihub, Silaha, Kera, Zirh, Dunky, Arfwig, Pinzer, Aemilius, Appius, Blandus, Decimus, Glauca, Livianus

Style: Pristine, Fancy, Ancient, Sinister, Blood-stained, Rusty.
 Head: Great Helm, Armet, Burgonet, Barbute, Horned.
 Body: Breastplate, Cuirass, Mail.

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

| | | | | | |
|----------------------------------|-----------------------------------|----------------------------------|-------------------------------------|--------------------------------------|-------------------------------------|
| STRENGTH | DEXTERITY | CONSTITUTION | INTELLIGENCE | WISDOM | CHARISMA |
| <input type="checkbox"/> WEAK -1 | <input type="checkbox"/> SHAKY -1 | <input type="checkbox"/> SICK -1 | <input type="checkbox"/> STUNNED -1 | <input type="checkbox"/> CONFUSED -1 | <input type="checkbox"/> SCARRED -1 |
| STR | DEX | CON | INT | WIS | CHA |

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 14+CONSTITUTION

Alignment

- LAWFUL.** PREVENT YOUR WEARER FROM TAKING ANY DAMAGE IF IT'S A LIVING CREATURE.
- Chaotic.** Prevent taking damage by making your wearer take all of it.
- NEUTRAL.** DEFEND THOSE THAT BENEFIT YOU DISREGARDING THOSE THAT DON'T.

STARTING MOVES

Lost Offensive

When you don't have a wearer, you are just an empty armor and are unable to make the Hack and Slash, Volley or Defend moves.

Willing Wearer [STR]

You can be worn by a willing living being, in which case you can Roll+STR if you are attacked in melee range. On a 10+ you deflect the original blow and deal damage, on a 7-9 the attacker takes damage, as do you or your wearer (your choice) and on a miss both you and your wearer take damage as normal.

Self Armored

You start with 2 base armor, but you can't wear armor.

Unliving Being

You are not a living being. You do not require food, water or sleep. You speak with a spectral voice. The GM may have you roll at a -1 CHA on social encounters. While making camp, you regain HP by consuming metal or fabric from the surroundings. These can be from things like weapons and clothing. You can not be healed by magic or divine powers.

Curse of the Wearer [CHA]

You can possess a humanoid corpse and use it as if it were you. It must be a complete body. It starts with half your constitution as HP. Roll 2d6+CHA, on a 10+ pick 2, on a 7-9 pick 1, on a miss you fail to take control of the body.

- The body is strong, increase your damage to d6.
- The body is not as damaged as it may look, its HP is equal to your constitution.
- You acquire some knowledge from the body, get +1 to discern realities about the surroundings in which the body was.

Material

- DARKSTEEL**
You are made out of pure darksteel, known for being almost indestructible, you have a +1 on Last Breath rolls.
- DRAGON SCALES**
You are made out of the scales of a powerful dragon, whenever you would take fire damage. Roll 2d6+CON. On a 10+ pick 2. On a 7-9 pick 1.
 - You prevent taking damage.
 - You can prevent your wearer from taking damage.
- DIMENSIONAL FABRIC**
The source of this fabric is unknown, you are not a metal armor, but a robe. You get a +1 to spout lore about things related to other planes or dimensions.

BONDS

Fill in the names of your companions in at least one:

_____ knows something about my curse and what would happen if it was broken.

_____ has won me before. I know I can trust them, and they know they can trust me.

Whenever I take possession of a body, _____ seems scared of me.

_____ has proved to be a worthy ally, I would not mind protecting them.



CURSED ARMOR v1.0

LEVEL

XP

GEAR

Your load is 5+STR. You carry the mark of your curse – describe it.

Choose one:

- Bag Of Scrap (Source of healing when making camp, 3 uses, 1 weight)
- Adventuring Gear (5 uses, 1 weight)

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

REMAINING STRENGTH:

WHEN YOU POSSESS A BODY, YOU MAY CHOOSE TO INCREASE THE DAMAGE TO D8 INSTEAD OF D6.

UNWILLING SERVANT [CHA]

You may take a living humanoid's body by force, Roll 2d6+CHA. On a 10+ hold 3, on a 7-9 gain hold 2, on a 6- you get rejected, and take -1 to any actions against that person. You can spend hold to:

- Do a Hack and Slash, Volley or Defend move.
- Make the body remain completely still.
- Leave the body.

You don't instantly lose control when you run out of hold, but you are struggling over it, being unable to take any actions. You may roll again to attempt to take control back, but you get one less hold on your result.

REINFORCED

Gain a +1 to your base armor.

SHARED THOUGHTS:

If your wearer is a willing living person, you can both communicate with each other without the need to speak.

MADE TO DEFEND

When you defend you always get +1 hold, even on a 6-.

HOLY CURSE:

You can be healed by means of divine powers.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

OFFENSIVE DEFENSE:

Whenever you take a direct physical hit, your armor is dealt as damage to the attacker.

FORTIFIED (Requires REINFORCED)

Gain an extra +1 to your base armor.

FORCED WILL (Requires UNWILLING SERVANT)

On a 10+ you gain perfect control of the body, you may look into its mind as if it was an open book, ask the GM any question regarding the person you are controlling.

SPELLBREAKER [INT]

Gain the ability to counter spells targeted near you. When targeted by a spell, Roll 2d6+INT. On a 10+ pick 2, on a 7-9 pick 1 :

- You prevent the spell from having an affect on your allies or yourself.
- The spell also affects the caster.
- You prevent the caster from using the same spell until they have had at least 2 hours of rest.

AEGIS OF IMMORTALITY

If your wearer reaches 0 HP you may choose to assist them on their Last Breath roll.

SELF SUFFICIENT

You no longer need a wearer to do Hack and Slash, Volley or Defend, and you can grasp weapons with your gauntlets, increasing your base damage to d6.