

Weapon and Armor Construction

Metal weapons and armor may be constructed from a variety of metals or may be found in a less than pristine condition. The following rules account for materials used and conditions and is an expansion of the Weapon Condition rules on page 157 of the EQRPG Player's Handbook.

Rusty Weapon

Effect: -1 on attack, -2 on damage.

Notes: This assumes the weapon is severely rusted, not simply coated with a light patina. Only iron or steel weapons can rust. Rusted weapons may be worked over by a person with Trade Skill (Blacksmith) and, on a skill check (DC 10), removes much of the rust turning the weapon into a Tarnished Weapon (see below).

Tarnished Weapon

Effect: -1 on attack, -1 on damage.

Notes: This is a Rusty weapon that was cleaned up as best as possible by a smith.

Bronze Weapon

Effect: -1 on damage.

Notes: Created by less technically advanced cultures, bronze is a softer metal that dulls and blunts easily making it less effective in combat. Trade Skill (Blacksmith) DC's for bronze weapons are 3 less than listed in the EQRPG Gamemaster's Guide on page 211.

Fine Steel Weapon

Effect: +1 on attack

Notes: Fine steel weapons are treated as Masterwork weapons. See EQRPG Player's Handbook page 157 and Gamemaster's Guide page 211.

Bronze Armor

Effect: -1 AC, +1 Armor Check Penalty.

Notes: Bronze armor tends to be heavier and less protective than it's steel counterparts.

Bronze Shield

Effect: +1 Armor Check Penalty

Notes: Bronze shields are more cumbersome than steel.

Fine Steel Armor and Shields

Effect: -1 Armor Check Penalty.

Notes: Fine steel armor is treated as Masterwork armor. See EQRPG Gamemaster's Guide page 211.