

Personal Armor Sheet

Location	Armor	Armor Type	DB	Set DB	CP	MP
Foot	Boots					
Leg	Greaves					
Groin / Abdomen / Torso	Cuirass / Shirt					
Shoulder / Upper Arm	Pauldrons / Shirt					
Neck	Gorget					
Head	Helm					
Forearm / Elbow	Bracers					
Hand	Gauntlets					
-----	Whole Set			-----		

Armor Type: Material and bonus increment. (E.g., Boots - Soft Leather, Magic I.)

DB: The Defensive Bonus of the individual armor piece. (2.5 for the above boots.)

Set DB: The DB a whole set of the respective type would have. (25 for a set of Magic I Soft Leather armor.)

CP: The Casting Penalty for the armor piece.

MP: The Maneuver Penalty for the armor piece.

In the last row you can add together DB, CP, and MP for the whole set of armor.

The *Set DB* of the respective hit location will be applied when using the hit location system. Otherwise, the *DB* of the *Whole Set* line applies. You can enter the *Set DBs* in the diagram below. Use the diagram to keep track of the running total if you apply armor reduction.

DB Diagram

Parry DB:

Non-Armor DB:

Qu (x2-MP):

Magic:

Chi Def:

Shield:

Other:

(14) Head:

(13) Neck:

(15-16) Shoulders / Upper Arms:

(17-18) Forearms:

(19-20) Hands:

(7-12) Torso / Abdomen / Groin:

(4-6) Legs:

(2-3) Feet: