

Masters Of The Earth D20 Armor System

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Introduction

This document details the use of armor in the Masters of the Earth setting. For the most part armor may actually be rare. As today, those who wear armor are typically involved in conflict of some sort, with a professional class of fighters who will have armor available to them and the common conscripted or volunteer fighters who most likely will not. Most often, when armor is found it will be pieced together from other items and be modified for use as improvised armor in most cases. The exceptions may be where civilization has thrived in one form or another. The various technology levels mean that there will be a rich variety of armors to choose from. The most popular and effective armors are those left over from the ancient wars during the Black Days. The ancients put their technological prowess to good use when constructing protection for their soldiers, police and vehicles. It is usually dangerous to acquire such items however. Even when a lucky or good scavenger finds the armor of the ancients, his or her jealous peers will covet it for their own, so relic armor often changes hands rather suddenly and violently.

Defense - Here is my take on an armors Defense bonus. Defense is NOT necessarily how hard it is to hit a target, whether static or on the move. It is a composite value based on many factors, but should mostly be viewed as how hard it is to hit a 'vulnerable' location that will then affect the target in some way. Lets face it, AC or Defense is NOT a realistic representation of real world combat. I mean, how hard would it be to hit a barn door, even one made out of titanium? Not very hard at all, right?! it is the combination of the material hardness and durability that really matters and this is simply expressed in the AC/Defense and Hit Point system within the D20 resolution system. So, if our barn door were made out of wood, then its hardness and durability would not be as great as if it were made out of titanium. Thus it is easier to hit a vulnerable area and break the wooden barn door than it would be the metallic version. This is expressed as a higher Def rating for a titanium door as well as a damage reduction score.

MOTE Armor Rules Conventions

Defense(Def) is used interchangeably with Armor Class(AC) and is synonymous in every way. The only difference in usage is the use of the optional hardness and penetration rules. In MOTE the hardness of a material or specific armor deducts from the applied damage of certain attack types. Penetration values assigned to some attack types lessen the effectiveness of armor.

The Defense rating of worn armor are often arbitrary assignments and have little to do with the materials based defense assignments of both the vehicle and robotic documents previously released, though I did make some attempts to factor in the materials rules.

- Energy weapons ignore hardness.
- Ammunition or attacks with a Penetration(Pen) rating deduct from the Defense rating of the object or armor worn.
- Ammunition with the AP designation ignores hardness.
- Except when specifically stated, always subtract an armors hardness rating from the total applied damage. This will occasionally mean that no damage is dealt to the target even on a hit.

Armor Hit Points – If using the alternate AHP system all damage taken by the armor, i.e. damage that only subtracts from the hardness value of the armor, is also subtracted from the armors hit points. At every 1/4th of total hitpoints the armor receives a -1 Defense rating with a minimum of 1 until all hit points have been exhausted, in which case the armor becomes useless and has no armor value or hardness. Not subtracted from the armors hit points is any damage that exceeds the hardness value of the armor and is then applied to the target within. Only damage that the armor stops is subtracted from its hitpoint total.

Except for the differences noted above, all other armor defense related material is valid. Please refer to the appropriate sections of any OGL source of your choice.

Armor Qualities

To wear heavier armor effectively, a character can select the Armor Proficiency feats, but most classes are automatically proficient with the armors that work best for them.

Here is the format for armor entries (given as column headings on Basic Armor Table below).

D100: Merely a convenient method for the random selection of an armor class and type.

Feat : The associated and required feat which the specific armor type requires. Characters without the pre-requisite feat receive non-proficiency penalties in most cases(see the Check Penalty entry).

Defense (Armor Bonus): Defense is synonymous with AC in every way except that Defense may also have a hardness rating, which subtracts from applied damage in some cases. Armor grants an armor bonus to Defense, while shields grant a shield bonus to Defense. The Def bonus from a suit of armor doesn't stack with other effects or items that grant a defense bonus, unless specifically stated. Similarly, the shield bonus from a shield doesn't stack with other effects that grant a shield bonus. Armor and Shield bonuses, unless stated otherwise, do stack with one another. Multiple layers of armors do not stack. The armor with the highest Def rating grants the user its Def bonus and the others do not, though Hardness bonus does.

Hard (Hardness): How much, due to material strength and durability, damage is reduced from some attack forms. Simply subtract the hardness from any damage from a qualifying attack form. Some attack forms ignore or reduce the effectiveness of hardness. Hardness from multiple layers of armor stack, though the Def bonuses do not.

Hit Points: The amount of maximum damage the armor may take before it requires repair or becomes degraded or useless. Each $\frac{1}{4}$ AHP = -1 Defense rating (cannot fall below +1 rating). If the armor or shield is reduced to zero(0) AHP, then it becomes useless and has a Def and hardness of +0 but still retains all its Check Penalties and Max Dex Bonus adjustments.

Max Dex (Maximum Dex Bonus): This number is the maximum Dexterity bonus to Def that this type of armor allows. Heavier armors limit mobility, reducing the wearer's ability to dodge blows. This restriction doesn't affect any other Dexterity-related abilities.

Even if a character's Dexterity bonus to Def drops to 0 because of armor, this situation does not count as losing a Dexterity bonus to Def.

Your character's encumbrance (the amount of gear he or she carries) may also restrict the maximum Dexterity bonus that can be applied to his or her Defense.

Shields: Shields do not affect a character's maximum Dexterity bonus.

Check Penalty (Armor Check Penalty): Many heavier armors hurts a character's ability to use some skills. An armor check penalty number is the penalty that applies to select skill checks by a character wearing a certain kind of armor. Double the normal armor check penalty is applied to Swim checks. A character's encumbrance (the amount of gear carried, including armor) may also apply an armor check penalty.

Shields: If a character is wearing armor and using a shield, both armor check penalties apply.

Non-proficient with Armor Worn: A character who wears armor and/or uses a shield with which he or she is not proficient takes the armor's (and/or shield's) armor check penalty on attack rolls and on all Strength-based and Dexterity-based ability and skill checks. The penalty for non-proficiency with armor stacks with the penalty for non-proficiency with shields.

Sleeping in Armor: A character who sleeps in medium or heavy armor is automatically fatigued the next day. He or she takes a -2 penalty on Strength and Dexterity and can't charge or run. Sleeping in light armor does not cause fatigue.

Speed Adjust (Speed): Medium or heavy armor slows the wearer down. The speed adjustment number on the Basic Armor Table is the character's speed adjustment and is subtracted from the characters total base speed. While wearing the armor most humanoids have an unencumbered speed of 30 feet. Medium-small characters have an unencumbered speed of 20 feet.

Shields: Shields do not affect a character's speed, but a shields added weight may.

Weight: This column gives the weight in pounds of the armor sized for a Medium wearer. Armor fitted for Small characters weighs half as much, and armor for Large characters weighs twice as much.

Cost: A relative cost of the armor for Small or Medium humanoid creatures. See Armor for Unusual Creatures, below, for armor prices for other creatures. This cost is completely subjective and dependant upon the regional economy as set up by the GM. Barter or trade may be prevalent (*incomplete component*)

Basic Armor Table

A basic list of specific named armors to which your players and you may easily refer to in regular game play. The table includes columns for various optional rules variants available in this system.

D100	Feat	Armor	Def	①Hard	②Hit Points	Max Dex	Check Penalty	Speed Adjust	Weight
1-49	Minor Armor								
1-2		Animal Skins/Furs	+1	0	100	+6	0	0	10
3-5		Leather	+1	0	100	+8	0	0	6
6-7		Padded Shirt	+1	0	140	+8	0	0	10
8-12		Ballistic Cloth Class I	+2	1	200	None	0	0	1
13-16		Composite Vest	+2	2	300	+5	-1	0	5
17-18		Dense Animal Skins/Furs	+2	2	200	+6	0	0	20
19-25		Hardened Leather	+2	3	240	+6	0	0	15
26-30		Poor Improvised Armor	+2	0	140	+2	-4	-10	45
31-36		Ballistic Cloth Class II	+3	3	400	None	0	0	1
-		Carapace, Partial	+3	3	300	+3	-3	0	10
37-41		Composite Armor	+3	9	500	+4	-2	0	15
42-49		Good Improvised Armor	+3	1	240	+3	-3	-5	35
50-54		Steelplast Vest	+3	8	400	+5	-1	0	8
55-64		Studded Leather	+3	3	340	+5	-1	0	20
65-70		Ballistic Armor Type I	+4	10	500	+4	-2	0	20
71-74		Chain Shirt	+4	2	440	+4	-2	0	25
75-78		Composite Sheath Armor	+4	9	700	+2	-2	-5	25
79-84		Excellent Improvised Armor	+4	3	340	+4	-2	-5	30
85-89		Scale Mail	+4	8	600	+3	-4	-5	30
90-94		Ballistic Armor Type II	+5	12	700	+3	-3	0	15
95-97		Chainmail	+5	2	700	+2	-5	-5	40
98-100		Steel Breastplate	+5	10	600	+3	-4	-5	30
50-79	Major Armor								
1-25		Ballistic Armor Type III	+6	15	900	+3	-4	0	10
-		Carapace, Total	+6	6	600	+0	-6	-10	20
26-52		Splint Mail	+6	8	800	+0	-7	-10	45
53-75		Steelplast Armor	+6	8	800	+1	-4	-5	20
76-85		Full Plate Armor	+7	15	1000	+1	-6	-10	50
86-100		Plated Alloy Armor	+7	20	1500	+2	-5	-5	40
80-99	Relic Armor								
1-20		Chameleon BC Class II	+3	3	340	None	0	0	2
21-30		Stealth Armor	+4	5	400	+3	-2	0	20
31-45		Chameleon Composite Sheath Armor	+4	6	600	+2	-2	-5	25
46-55		Dampening Composite Sheath Armor	+4	6	540	+2	-2	-5	30
56-70		Kinetic Armor	+5	5	700	+3	-3	0	35
71-80		Kinetic Composite Sheath Armor	+7	8	800	+2	-3	-5	30
81-90		Dampening Alloy Armor	+8	18	2000	+2	-5	-5	45
91-100		Energized Alloy Armor	+9	25	2200	+2	-5	-5	50
100	Powered Armor								
1-20		Powered Scout Armor	9	20	2500	+0	-10	n/a	400
21-60		Powered Battle Armor	10	25	3000	+0	-10	n/a	700
61-90		Powered Assault Armor	15	25	3000	+0	-10	n/a	800
91-100		Powered Assault Vehicle	25	25	4000	+0	-10	n/a	1200
①Hardness is meant only to be used in conjunction with the optional Penetration and armor piercing rules. If you not using ammunition penetration values, its probably best not to use armor hardness.									
②Hit Points are assigned arbitrarily using hardened leather as a standard by which all others were derived..									
③Powered armor assigns a def value and is not effected by anything else that is worn or used by the wearer, though PA dex adj is not factored									

Armor Descriptions

Minor Armor

Animal Skins/Furs – What the typical furry animal wears to dinner, and lunch, to bath, and over to grandma's house.

Leather – Soft leather, good for wallets, purses and backpacks, but has marginal armor value.

Padded Shirt – This is typically used as an underlay to metal armor to prevent chafing and wear on all the delicate spots of a wearers body. Worn alone, it still has some armor value.

Ballistic Cloth Class I – The first generation of high strength, microweave, anti-ballistic cloth. It is very thin, and very light and comes in any color of the rainbow, though black is always en vogue.

Composite Vest – New lightweight and malleable man made materials saw plenty of action as armor with good results, though your results may vary. This version only covers the upper torso.

Dense Animal Skins/Furs – Some animals simply have denser skin or fur and so can take more damage.

Hardened Leather – This is your basic combat armor of yore. It is what all the good men-at-arms are wearing this season. The typical garb of the professional, non-commissioned or peasant soldier.

Poor Improvised Armor – This is what you get when your not that good at making stuff, but you feel the need to look road warrior sheik. Improvised armor is made from just about anything laying around, pieces from existing armor, road signs, refrigerator doors, vehicle panels and table tops.

Ballistic Cloth Class II – The latest generation of high strength, microweave, anti-ballistic cloth.

This still retains the thinness, and lightness of the first generation but with even more stopping power.

Carapace, Partial – Those creatures who have a hard natural armor such as bony or chitinous plates over part of their body, or creatures with extremely thick skin or hair.

Composite Armor – Modern lightweight materials put to good use at last. Armor of this type covers the torso, and the upper arms and legs.

Good Improvised Armor – You're a mediocre armorer, but something is better than nothing. This armor is made out of whatever is handy or laying around the wastelands and ruins. You feel luckier than that sucker with no armor, though you sure don't look it.

Steelplast Vest – Steelplast is a late pre-apocalyptic discovery which developed a plastic like substance nearly as hard as steel. The manufacturing process to make the material was difficult, though it resulted in a substance that could then be manipulated and molded just as any other hard plastic of the time. This model only covers the torso.

Studded Leather – Your sergeants and low-level leaders can often be seen in this manly version of standard hardened leather armor. It was more expensive to make, so was reserved for those with deeper pockets. It covers from neck to groin and includes only the upper shoulders.

Ballistic Armor Type I – This is a dedicated armor type that had been superceded by more modern materials by the time of the end of all things. It was specifically made to stop firearm projectiles, and this version was the earliest form still in use before the end.

Chain Shirt – The armor of choice for the lesser known 7th child of a royal family. Sure he or she was next to worthless unless the other six siblings managed to bite it, but that didn't mean they wanted the 7th child dead. Gotta plan for the future. This armor is a long sleeved shirt made from small, interlocked ringlets, usually backed or worn over padded or leather armor. Does pretty good at turning a blade so long as it strikes between the neck and groin.

Composite Sheath Armor – Modern materials, modern design, articulating joints, covers the whole body, what more could you ask in a light weight armor system.

Excellent Improvised Armor – Not only can you make your own armor out of scrap metal, bailing wire and electrical tape, but it looks decent and works like a charm. Well....most of the time anyway. So...when people see you they don't see the favored son of a local baron, but they know they shouldn't mess with you.

Scale Mail – Armor made from small layered metal scales, typically covers the torso, and the upper arms and legs. Worn by favored retainers or the 4th or 5th son of a royal family.

Ballistic Armor Type II – The next generation, but alas, still obsolete armor types available to thwart firearm projectiles from before the end. Rarely covered more than the torso, crotch and shoulders.

Chainmail – Ahhh, the Cadillac of light armors. A full suit of the cherished and very expensive armor, typically used by the lesser gentry and the 2nd or 3rd sons of a royal family. This armor type could also be found in use by the more well to do mercenary captains. Don't forget to wear your padded panties...cuz the chafing will most definitely wear you out in places. Includes chain breaches and full shirt with cowl.

Steel Breastplate – Men of means who did not want to be encumbered by a full set of metal armor would wear a simple breast plate, mostly in the hopes of stopping a life ending arrow or crossbow bolt. This armor type covers most of the torso down to the waste and is often emblazoned with family heraldry or scary pictures of severed heads, devils or bunnies.

Major Armor

Ballistic Armor Type III – Some people just couldn't let this concept go, and this was the latest attempt by companies that couldn't or wouldn't keep up with technological advances to stay 'in the market'. Although this most definitely was an improvement over the previous generation of body armor, it still was an outdated armor type and was generally worn by armies of modest means or small town police forces with tiny budgets.

Carapace, Total – Those creatures who have a hard natural armor, such as bony or chitinous plates over most or all of their body. Usually associated with insects or insect like beings.

Splint Mail – Plated, layered ribs or slats typically fastened lengthwise across wearer and parallel to each other. Materials varied widely according to region, but the best were made from metal, though you could see bone, wood, bamboo, or other materials as well. This type of armor was worn by the well to do baron or mercenary captain. It allowed good freedom of movement while still providing adequate protection.

Steelplast Armor – A complete set of articulated armor using the latest in anti-ballistic technology. This armor is very rare and used in limited numbers by the more well-to-do nations for use in their special units.

Full Plate Armor – If chainmail is the cadillac of light armors, then surely this must be the rolls-royce of cumbersome, heavy armors. Remember the knights of yore as depicted in your favorite medieval romance movie, well, those guys didn't exist, but the armor did. This was mostly worn by professional military men of substantial means and considered 'heavy' or shock troops. Although it provided substantial protection, its value was limited by its great weight and degraded maneuverability.

Plated Alloy Armor – A modern version of the old full plate armor. This type is typically produced by post-apocalyptic societies of tech level II or III who have used modern materials and construction methods to make this the best in mundane heavy armor available to man or freak.

Relic Armor

Chameleon BC Class II – This is the latest development in ballistic cloth. Woven amongst the high strength fibers are the latest generation of optical fibers which allows the wearer to seem nearly invisible to the naked eye. It achieves this camouflaging effect by passing light through one side of the suit to the other thus objects on the far side can be seen as if the wearer were not even between the viewer and the object. This armor grants a +8 to the hide skill versus visual detection, but does not work for infrared or life-form detection. It also does nothing to dampen the sounds that the user may make in the course of breathing or existing.

Stealth Armor – This armor was made especially for the elite scouts of commando units. Not only does it have fiber cloth over a composite shell that has a camouflaging effect, but it also has a thermal dampening unit and electronic jammer effective against infrared, metal, life and electro-magnetic detection. This specialized armor grants the user a +6 to his or her hide skill. The suit does not effect any potential sound the user may make.

Chameleon Composite Sheath Armor – Just like the more mundane version with the same fiber cloth overlay found on the stealth armor. This is only good for visual detection and only grants the user a +4 bonus to the hide skill.

Dampening Composite Sheath Armor – This armor was developed in answer to the growing use of energy weapons prior to the end. It is a network of joined dampening modules that overlays a standard composite sheath armor that effectively absorbs up to 15 points of energy damage per round. It acts just like a hardness rating but is only effective against energy weapons. Damage that exceeds the energy rating of the dampening overlay is applied as normal. This armor type requires a small or medium power module.

Kinetic Armor – An early form of the force field that is effective only against objects with mass and movement, such as bullets, thrown objects, swinging swords, etc. This field is completely useless against any type of energy attack or a purely concussive force (1/2 damage vs explosives). This armor type requires a small or medium power module. Any moving mass large enough to cause knockback still does so.

Kinetic Composite Sheath Armor – Ye old standard full body composite armor with the kinetic overlay. Just a better version of the kinetic armor. This armor type requires a small or medium power module.

Dampening Alloy Armor – The ancients and some post apocalyptic technologically advanced societies that have managed to survive can sometimes convert standard alloy armor into this special type which is very effective against energy weapons and more mundane types. It otherwise is exactly like the previously described alloy armors. Protects the user from up to 25 points per round of energy-based damage. This armor type requires a small or medium power module.

Energized Alloy Armor – This, in its day, was an innovative method of making standard metallic armors even more effective, especially against the armor piercing ammunition that was being produced during its hey day. Energized armor is a powered armor that has an electro-magnetic field around it, which arranges or lines up all the molecules in the metal so that they are all aligned exactly the same direction, making the armor stronger than it's base metal superstructure.

Powered Armor

Powered armors are completely self-contained, sealed vehicles made from high density endurum alloy, that are actuated by the movement of the limbs of the wearer. Because of its dual nature, the wearers strength and dexterity scores are replaced by those of the suit. Each powered armor type has an associated strength and dexterity rating. In addition, most powered armor types have built in air filtration units, force fields, weaponry, navigation modules, sensors and communications devices. They are completely impervious to most any level of toxin, radiation or bio-hazard found in today's ruins. Dexterity bonuses are not factored into the Def column or armor bonus from the Basic Armor table.

Powered Scout Armor – The Scout armor is the lightest of this type of armor and was made for fast, stealthy movement and was rarely involved in direct combat operations.

Movement: 40' Strength: (19/+4) Dexterity: (17/+3) Force Field: 25 point
Armament: 1xLight Laser and 1xTentacle/Stun Whip
Accessories: Computer w/ Nav module, GPS module, holoprojector, machine language, translator, mapping module, sensor module (Bio/Range/Motion/Electro-Magnetic), Control Module, Jump Boots, Grappling Hook, and Optical Scanner.

Powered Battle Armor – The standard heavy battle armor worn by line troops before the end.

Movement: 25' Strength: (21/+5) Dexterity: (13/+1) Force Field: 20 point
Armament: 1xHeavy Laser and 1xGauss Blaster and 1x Tentacle/Stun Whip
Accessories: Computer w/ Nav module, GPS module, sensor module (Range/Motion), Jump Boots.

Powered Assault Armor – The heavy mobile armor assigned to break through enemy defenses.

Movement: 20' Strength: (23/+6) Dexterity: (13/+1) Force Field: 20 point
Armament: 2xHeavy Laser and 1x40mm Grenade Launcher and 1x Mini-missile Launcher
Accessories: Computer w/ Nav module, GPS module, sensor module (Range/Motion), Jump Boots.

Powered Assault Vehicle – Because the operator does not move the legs by using his own leg movements, but instead steers with his knees, this is considered a vehicle. But otherwise is much like the Powered Assault Armor. Think 'light mech'.

Movement: 40'/80' Strength: (25/+7) Dexterity: (11/+0) Force Field: 25 point
Armament: 2xFusion Blasters and 2xMini-missile Launchers
Accessories: Computer w/ Nav module, GPS module, machine language, sensor module (Bio/Range/Motion/Electro-Magnetic), Control Module, and Aerial Pack.

Alternate Armor Tables

This table is based on a coverage and materials system instead of any named types of armor as in the previous armor table. This table is not really meant to work in conjunction with the Piecemeal Armor system detailed below. In addition, this table only covers the Basic Armor Proficiency, minor/major and does not include relic or powered armor types.

D100	Coverage	Material Bonus	Def	⑦Hard	⑥HP Value	②Hit Points	Max Dex	Check Penalty	Speed Adjust	Weight
1-50	Torso		+1	-	-	+5	-0	+0	-	+10
1-10		Heavy Cloth	+0	0	1	+15	None	0	0	+0
11-20		Composite, Soft	+0	1	2	+35	+8	-1	0	+5
21-30		③Hide, Soft	+1	0	2	+30	+8	0	0	+5
31-40		④Hide, Hardened	+2	3	10	+155	+6	0	0	+8
41-50		①Carapace	+3	5	15	+230	+3	-3	0	+6
51-65		Steelplast	+3	8	20	+310	+5	-2	0	+8
66		⑤Stone	+4	8	25	+385	+0	-8	-5	+35
67-80		Composite, Hard	+5	9	25	+385	+3	-2	0	+10
81-90		Steel/Basic Alloy	+5	15	30	+465	+1	-6	-5	+25
91-97		Titanium/Mithril	+5	20	40	+620	+2	-3	0	+15
98-100	Endurum/Duralloy	+6	25	100	+1525	+3	-2	0	+10	
51-80	Torso and Limbs		+2	-		+50	-1	+1	-	+20
1-10		Heavy Cloth	+0	0	1	+15	None	0	0	+0
11-20		Composite, Soft	+0	1	2	+35	+8	-1	0	+5
21-30		③Hide, Soft	+1	0	2	+30	+8	0	0	+5
31-40		④Hide, Hardened	+2	3	10	+155	+6	0	0	+8
41-50		①Carapace	+3	5	15	+230	+3	-3	-5	+6
51-65		Steelplast	+3	8	20	+310	+5	-2	-5	+8
66		⑤Stone	+4	8	25	+385	+0	-8	-10	+35
67-80		Composite, Hard	+5	9	25	+385	+3	-2	-5	+10
81-90		Steel/Basic Alloy	+5	15	30	+465	+1	-6	-10	+25
91-97		Titanium/Mithril	+5	20	40	+620	+2	-3	-5	+15
98-100	Endurum/Duralloy	+6	25	100	+1525	+3	-2	-5	+10	
81-100	Full		+3	-		+100	-2	+2	-	+30
1-10		Heavy Cloth	+0	0	1	+15	None	0	0	+0
11-20		Composite, Soft	+0	1	2	+35	+8	-1	0	+5
21-30		③Hide, Soft	+1	0	2	+30	+8	0	0	+5
31-40		④Hide, Hardened	+2	3	10	+155	+6	0	0	+8
41-50		①Carapace	+3	5	15	+230	+3	-3	-10	+6
51-65		Steelplast	+3	8	20	+310	+5	-2	-10	+8
66		⑤Stone	+4	8	25	+385	+0	-8	-15	+35
67-80		Composite, Hard	+5	9	25	+385	+3	-2	-10	+10
81-90		Steel/Basic Alloy	+5	15	30	+465	+1	-6	-10	+25
91-97		Titanium/Mithril	+5	20	40	+620	+2	-3	-10	+15
98-100	Endurum/Duralloy	+6	25	100	+1525	+3	-2	-5	+10	

①Bone, Bark, Exoskeleton, Hard Plastics, etc.

②Hit Points vary with size. Please refer to the Hit Point formula and tables available in the Vehicle document. The default size is medium, or man-sized for the tables. The formula is:

Size Class Multiplier[medium=15] (x) Material HP Value[⑥] (+) Material Hardness Value[⑦] (I rounded up to nearest 5)

③Hide, Canvas, Fur, etc.

④Leather, Hardened Leather, Ballistic Cloth, etc.

⑤I don't actually expect characters to be able to find or use stone as an armor material, but it is included for GM's reference, 'just in case'. Who knows what stone mutant may wonder the wastelands?

⑥Material Hit Point Value- used in the Armor Hit Points formula to determine armor hit point values.

Mount Armor

D100	Armor	Defense	Hard	Hit Points	Max Dex	Speed Adj	Weight
1-30	Hardened Leather	+2	3	300	+6	0	25
31-50	Studded Leather	+3	3	400	+6	0	35
51-55	Carapace	+4	6	700	+0	-5	35
56-65	Composite, Hard	+5	9	600	+4	-5	30
66-75	Steelplast	+6	8	900	+1	-5	35
76-80	Scale	+4	8	700	+3	-10	50
81-88	Chain	+5	2	800	+2	-10	65
89-91	Plate	+6	15	1200	+1	-20	80
92-98	Plate Alloy	+7	20	2000	+2	-15	70
99	Energized Alloy	+8	25	2200	+2	-15	75
100	①Dampening Alloy	+7	20	2000	+2	-15	75

① absorbs up to 25 points of energy damage per round

To repair mount armor requires twice the cost of humanoid armor repairs in materials and time.
To make mount armor requires three times the material cost and twice the time as for humanoid armor.

Armor Sets

D10	Armor Set
1-2	Complete Set-light
3-4	Complete Set-heavy
5	Patrolman's Issue
5	Swat Issue
7	Field Infantry Mark I
8	Field Infantry Mark IIIa
9	Field Infantry Mark IIIb
10	Intruder System, Light Recon

1 : A **'Complete Set-light'** of armor includes any of the standard armors on the armor charts of defense value 4 or less, but also includes a shield and helm.

2 : A **'Complete Set-heavy'** of armor includes any of the standard armors on the armor charts of defense value 5 to 9, but also includes a shield and helm. *Powered armor is excluded

3 : Patrolman's Issue

- Helmet with face shield [+4 save vs blunt damage special effects to the head]
- Gorget
- Steelplast Vest Defense +3/8
- Official Department Coveralls: Ballistic Cloth Class I Defense 2/1
- Heavy high boots with shin guards
- Leather gloves with cuffs

4 : Swat Issue

- Helmet with face shield [+4 save vs blunt damage special effects to the head]
- Gorget
- Composite Sheath Armor Defense +4/9
- Official Department Coveralls: Ballistic Cloth Class I Defense 2/1
- Heavy high boots with shin guards
- Leather gloves with cuffs and inserts for electronics

5 : Field Infantry Mark I

- Sealed helmet and gorget with air supply and commlink [+4 save vs blunt damage special effects to the head, Immune to bio-chem agents]
- Ballistic Armor Type II with groin and shoulder guards Defense +5/12
- Heavy High Boots with steel reinforcement and shin guards
- Leather Gloves with cuffs and insert straps for electronics
- 1-50% = Standard cloth coveralls included
- 51-75% = Ballistic Cloth Class I Defense +2/1 included
- 76-100% = Ballistic Cloth Class II Defense +3/3 included

6 : Field Infantry Mark IIIa

- Sealed helmet with air supply and commlink [+4 save vs blunt damage special effects to the head, Immune to bio-chem agents]
- Steelplast Armor with articulated hip, joint, leg and arm guards. Defense +6/8
- Heavy high boots with steel reinforcement
- Powered gauntlets with flashlight and computer with navigation module
- 1-50% = Standard cloth coveralls included
- 51-75% = Ballistic Cloth Class I Defense +2/1 included
- 76-100% = Ballistic Cloth Class II Defense +3/3 included

7 : Field Infantry Mark IIIb

- Sealed helmet with air supply and commlink [+4 save vs blunt damage special effects to the head, Immune to bio-chem agents]
- Steelplast Armor with articulated hip, joint, leg and arm guards. Defense +6/8
- Heavy high boots with steel reinforcement
- Powered gauntlets with flashlight and computer with navigation module
- 1-50% = Standard cloth coveralls included
- 51-75% = Ballistic Cloth Class I Defense +2/1 included
- 76-100% = Ballistic Cloth Class II Defense +3/3 included
- Powered Exoskeleton : double movement and carry/lift weight, +4 unarmed combat damage

8 : Intruder System, Light Recon

- Sealed helmet with air supply, commlink, infrared and zoom vision enhancement and audio enhancer [+4 save vs blunt damage special effects to the head, Immune to bio-chem agents, +4 Spot and Listen]
- Chamelion Ballistic Cloth Class II Defense +3/3 with anti-biochem coatings [+8 Hide skill]
- Heavy High Boots with shin guards
- Powered Gauntlets with flashlight, computer with mapping, nav, and GPS modules and bio-sensor

Miscellaneous Body Suits

D6	Suit
1	Thinsuit
2	Environmental Suit
3	EVA Suit
4	EVA Pod
5	Climbsuit
6	Shadow Suit

1. Thinsuit or Pressure Suit or Flight Suit

A pressurized full body suit used by pilots. The suit regulates temperature and pressure. It typically has an associated helmet with accessories and an oxygen hose port. Thinsuits offer no armor value.

2. Environmental Suit

A special pressurized full body suit that protects the user from hazard exposures such as radiation, toxin and biological agents. Unless the suit is breached the suit offers complete protection from these hazards for any length of time. They have no armor value however.

3. EVA Suit

Extra Vehicular Activity suits are used by astronauts for short excursions outside of their vehicles in a vacuum or airless, extreme temperature environment. They can withstand extremes of temperatures and gain a +6 save vs any environmental or weapon attack that is heat or cold based and in addition grant a +4 vs radiation hazards, and the user is immune to all toxin or biological hazards. The suit will have a built-in air supply that lasts for 2 hours of normal low intensity activity. The suit also has external pockets, belts, hooks for tools and a helmet that can have any number of useful accessories, but typically includes as a minimum, a flashlight and communications module. The EVA suit provides no armor value.

4. EVA Pod

An Extra Vehicular Activity Pod is used by astronauts for extended excursions outside of their vehicles in a vacuum or airless environment. The EVA Pod is made from high-tech metals and composites and offers all of the protections of an EVA suit plus a +6/4 Def bonus. The pod typically carries enough air for a full 8 hour period.

5. Climbsuit

This is a specialized suit used by some specialized military and paramilitary forces as well as climbing enthusiasts from all over the world. It has specialized built in friction pads on all major joints to assist the climber as well as a gravity belt that automatically detects a fall and activates to slow decent to prevent injury. The gravity belts power supply (small) has enough power to slow decent for a distance of 100', after that it runs out of power and falling speeds accelerate as normal from that point. The suit offers a +8 to climbing skill checks and has no armor value.

6. Shadow Suit

A shadow suit is a full body suit made from a high-tech material that absorbs light and sound. The user makes little sound while wearing only the suit and may hide in shadowy or dark locations granting a +6 to the hide skill and granting a -4 to listen checks to any listeners in the area. The shadow suit offers no armor value.

Shields

To select a shield, first choose a size from the shield base statistics table then on the shield materials table select the material from which your shield is made. Simply add the rows and columns from each table to get the final defense adjustment, check penalty score, hardness value, hit points, weight and cost. As in all provided cost assessments, it is a relative number in whatever denomination required, meant only to allow the GM to value the item in his or her economy. In most apocalyptic settings, barter or trade is common and the provided values would have little meaning.

Table: Shield Base Statistics

D100	Size	Def Base	Check Penalty	Base HP's	Weight	Cost
1-50	Small	+1	0	50	3	20
51-80	Medium	+1	0	100	5	30
81-100	Large	+2	-1	200	10	40

Table: Shield Materials

D100	Material	+/- Def	+/- Check	Hard	Hit Points	+/- Weight	+/- Cost
1-20	Leather	0	-1	3	+50	+1	+0
21-40	Wood	0	-1	5	+100	+2	+0
41-70	Plastic	+1	-1	9	+200	0	+10
71-75	Carapace	+1	-1	3	+150	0	+30
76-85	Steelplast	+2	-1	8	+250	+1	+50
86-90	Steel	+2	-2	15	+300	+5	+20
91-99	Alloy	+2	-1	20	+400	+3	+100
100	ⓂEnergized Alloy	+3	-1	25	+500	+4	+500
Ⓜrequires power supply							

Helmets or Headgear

Helmets can be of four primary types in this system. Those that cover only the top of the skull and do not protect the neck or face, those that protect some of all of the head, neck and face and those that do all of that and are sealed against environmental hazards and then finally, those that are powered and often have accessories.

Some specific armor types preclude the use of some helmet types. The GM should always use best judgment when determining whether or not specific helm and armor combinations should be allowed or whether some restrictions should be instituted.

It is also important to know that helmets in the MOTE setting only add bonuses to the save versus the effects of blunt force effects of some weapon types. Typically the effects saved against will be Stun or Knockout. Some helmets will also allow bonuses to saves versus other effects such as the toxin, biological or radiation hazards. Helmets do not add to the Defense value of the character in the MOTE setting. The hardness rating is subtracted from damage that is inflicted to the head only and does not add to the total hardness value of any other armor worn by the user. If you do not use a critical hit system or a selected location system that allows the head to be specifically targeted, then disregard the hardness rating associated with the helm types.

Table: Helmets

D100		Type	Helm	Save Bonus	Hard	Weight
1-50	1-15	Cap	Leather	+1 save vs stun or knockout	0	.5
	16-25		Hardened Leather	+2 save vs stun or knockout	3	1
	26-35		Studded Leather	+2 save vs stun or knockout	3	3
	36-39		Carapace	+3 save vs stun or knockout	3	1
	40-60		Plastic/Hard Composite	+3 save vs stun or knockout	9	2
	61-70		Steelplast	+3 save vs stun or knockout	8	2
	71-85		Steel	+4 save vs stun or knockout	10	5
	86-99		Alloy	+4 save vs stun or knockout	15	4
	100		Energized Alloy ^①	+6 save vs stun or knockout	20	5
	51-75		1-15	Full	Leather/Soft Composite	+2 save vs stun or knockout
16-25		Hardened Leather	+3 save vs stun or knockout		4	2
26-35		Studded Leather	+3 save vs stun or knockout		4	6
36-39		Carapace	+4 save vs stun or knockout		4	2
40-60		Plastic/Hard Composite	+4 save vs stun or knockout		10	4
61-70		Steelplast	+4 save vs stun or knockout		9	4
71-85		Steel	+5 save vs stun or knockout		11	10
86-99		Alloy	+5 save vs stun or knockout		16	8
100		Energized Alloy ^①	+7 save vs stun or knockout		21	10
75-95		1-40	Sealed		Soft Composite	+6 save vs hazards
	41-75	Plastic/Hard Composite		+4 save vs stun or knockout +8 save vs hazards	9	5
	76-80	Steelplast		+4 save vs stun or knockout +8 save vs hazards	8	5
	81-85	Steel		+5 save vs stun or knockout +6 save vs hazards	10	11
	86-99	Alloy		+5 save vs stun or knockout +8 save vs hazards	15	9
	100	Energized Alloy ^①		+7 save vs stun or knockout +8 save vs hazards	20	10
	96-100	1-35		^① Powered	Plastic/Hard Composite	+4 save vs stun or knockout ^② +8 save vs hazards
36-45		Steelplast	+4 save vs stun or knockout ^② +8 save vs hazards		8	6
46-75		Steel	+5 save vs stun or knockout ^② +6 save vs hazards		10	12
76-95		Alloy	+5 save vs stun or knockout ^② +8 save vs hazards		15	10
96-100		Energized Alloy	+7 save vs stun or knockout ^② +8 save vs hazards		20	11

^①Requires a small power supply

^②Powered helms can be either sealed or unsealed. Unsealed helmets do not gain the hazard save bonus

Helmet Accessories (feel free to add your own favorites)

1. Flashlight: (as armor accessory)
2. Visual Enhancement:
 - a. Infrared 100' range
 - b. Zoom x4 magnification
3. Audio Enhancement: +6 Listen check
4. Optical Scanner: (as armor accessory)
5. Holographic Projector: (as armor accessory)
6. Machine Language Translator with Control Module: (as armor accessories)
7. Translator: (as armor accessory)
8. Communication Module: (as armor accessory)
9. Air Purifier: filters toxins from the air. Immune to airborne toxins and agents of all types.
10. Targeting Computer Module: +2 range attack
11. Nav Computer Module: +4 Navigation checks

Makeshift Armor Method

The following table reflects a location/materials based piecemeal armor system as apposed to the ever popular location/piece based system. I felt that a PA setting would, more often than not, make use of and take the form of scavenged materials instead of mixing and matching of existing armor types. This system is an alternative to both the standard armors offered in the Basic Armor Tables and the Alternative Armor Tables. As in the Alternative Armor Tables, this system does not account for powered armored systems of any kind.

Table: Makeshift Armor

Material	Location	Round any fractions to nearest (i.e. - +1 ¼ = +1, +1 ½ = +1, +1 ¾ = +2, etc)				
	*Head	Torso	Left Leg	Right Leg	Left Arm	Right Arm
Plant Fiber/Wood	+0	+1	+1/4	+1/4	+1/4	+1/4
Hide/Leather	+0	+2	+1/4	+1/4	+1/4	+1/4
Composite/Plastic	+1	+3	+1/2	+1/2	+1/4	+1/4
Steelplast/Carapace	+2	+3	+1/2	+1/2	+1/4	+1/4
Aluminum/Steel	+3	+4	+1/2	+1/2	+1/2	+1/2
Titanium/Mithril	+3	+4	+3/4	+3/4	+1/2	+1/2
Endurum/Duralloy	+4	+5	+3/4	+3/4	+3/4	+3/4

*note: the headgear bonus does not apply directly to Def. Headgear merely provides a bonus to the saves vs certain special effects caused by hazards of some weapon types.

EXAMPLE 1: Gosh Gooblizer the Mighty has, over the course of several months in the wastelands exploring the dangerous and unholy ruins of the ancients, assembled the following pieces of armor, of which he is very proud.....

Steelplast Torso = +3 Leather Left Leg = +1/4 Titanium Right Leg = +3/4
 Steel Left Arm = +1/2 Leather Right Arm = +1/4 Plastic Helmet = +1
Results = +4 ¾ = +5 AC Bonus +1 Fort SV vs head

EXAMPLE 2: Same dude same situation expressed in game terms.....

2 Steelplast sheets tied with string and strung over the shoulder and tied around the waste and covering the torso= +3, a homemade piece of animal hide, cured and hardened just like mom used to make on the left leg = +1/4, scavenged titanium outer shell of a humanoid robotic warrior fallen in an ancient battle on the right leg = +3/4, Gosh found a couple of ancient metal sign posts and used his hammer and Tinker or Craft skill to beat it into shape and secured it with leather straps so it fits snugly if not too comfortably on his left arm +1/2, scavenged Leather Arm piece (ala Gladiator) held in place with electrical wiring to the torso piece on the right arm = +1/4, while scavenging in an old Big K store, Gosh ran across a marvel of the ancients still in its box marked 'FOOTBALL HELMET', whatever that means, it seemed to fit his large cranium very well. +1 Fort Saves. *Sure he looks like shit, but he's alive.....!*

Table: Material vs Location Weight

Material:	Plant Fiber Wood	Hide Leather	Composite Plastic	Steelplast Carapace	Aluminum Steel	Titanium Mithril	Endurum Duralloy
*Base Weight	20	20	15	30	50	45	30
Torso	10	10	7.5	15	25	22.5	15
Left Leg	2.5	2.5	1.875	3.75	6.25	5.625	3.75
Right Leg	2.5	2.5	1.875	3.75	6.25	5.625	3.75
Left Arm	2.5	2.5	1.875	3.75	6.25	5.625	3.75
Right Arm	2.5	2.5	1.875	3.75	6.25	5.625	3.75

*Note: All weight values are in pounds for consistency with D20 standards

All weights based on the following formula standard:

- Torso = 1/2 total weight of equivalent armor set base weight
- Each leg and each arm = 1/8 total weight of equivalent armor set base weight
- Not factored are the head and feet base weight

Armor Size Adjustment

Armor and shields for unusually big creatures, unusually little creatures, and non-humanoid creatures have different costs and weights from those given on Table: Basic Armor and Shields. Refer to the appropriate line on the table below and apply the multipliers to cost and weight for the armor type in question.

Table: Armor and Shield Cost and Weight Adjustments

Size	Humanoid		Non-humanoid	
	Cost	Weight	Cost	Weight
Tiny or smaller ^①	x1/2	x1/10	x1	x1/10
Small	x1	x1/2	x2	x1/2
Medium	x1	x1	x2	x1
Large	x2	x2	x4	x2
Huge	x4	x5	x8	x5
Gargantuan	x8	x8	x16	x8
Colossal	x16	x12	x32	x12

^①Divide armor bonus by 2.

Donning Armor

The time required to don armor depends on its type; see Table: Donning Armor.

Don: This column tells how long it takes a character to put the armor on. (One minute is 10 rounds.)
 Readyng (strapping on) a shield is only a move action.

Don Hastily: This column tells how long it takes to put the armor on in a hurry. The armor check penalty and armor bonus for hastily donned armor are each 1 point worse than normal.

Remove: This column tells how long it takes to get the armor off. Loosing a shield (removing it from the arm and dropping it) is only a move action.

Table: Donning Armor

Armor Type	Don	Don Hastily	Remove
Shield (any)	1 move action	n/a	1 move action
Any Minor semi-hard armor, such as: padded, hardened leather, studded leather, or vest or shirt	1 minute	5 rounds	1 minute ^①
Any hard Minor or Major armor such as: sheath armor, improvised armor of any type, scale mail, chainmail, banded mail, splint mail or any misc. full armor suit	4 minutes ^①	1 minute	1 minute ^①
Half-plate or full plate or alloy armor or any Relic Armor other than ballistic cloth or sheath types	4 minutes ^②	4 minutes ^①	1d4+1 minutes ^①

^① If the character has some help, cut this time in half. A single character doing nothing else can help one or two adjacent characters. Two characters can't help each other don armor at the same time.
^② The wearer must have help to don this armor. Without help, it can be donned only hastily.

Repairing and Manufacturing Armor

Repairing an item is a function of the *Repair* skill and manufacturing an item is a function of the *Build* skill. To repair an item requires that you first recognize and know the use of a particular item. So, if you have not previously figured out the item for which you desire to repair, you must roll a *Deduction*-identify object check. The pc must also have the tools and materials required to repair the item on hand. After that the check to repair a relic is similar to understanding it. EX: The pc rolls against the items DC or complexity rating plus or minus the pc's tech level difference plus any modifiers for its condition.

In addition to the skill and materials conditions when repairing or fabricating armor, to specifically repair armor requires one of two basic feats depending on the nature of the armor itself. All armors have an associated tech level based on it's materials and method of manufacturing. An armor that has a tech level of I or II can be considered to require the *Armor, Simple* feat. Those with a tech level of III or IV

would require the *Armor, Complex* feat to build or repair. For judging and assigning a specific armor or shields tech level, simply consider its material, if the armor or shield is made from material that can only be manufactured with modern technological methods or the armor or shield itself requires modern methods to manufacture then again, it would probably require the *Armor, Complex* feat. Those armors that could conceivably be manufactured with the primitive methods and technological skills available to 18th or 19th century or earlier would merely require the *Armor, Simple* feat.

The following information can also be found in the *mote_technology* document and is repeated here for clarities sake.

Identify, Repair and Build Times

The time to identify an object is the tech level x10 in minutes.

The time to *Repair* an item is equal to its tech level in hours x the repair/fabricate adjustment number determined by the Condition of the item. For added difficulty the GM can add in the repair adjustment number to the final repair DC roll.

To fabricate or *Build* an item from scratch is the items tech level in hours x size class expressed as a number.

The check against an items DC is attempted at the end of a repair or build period. Successful attempts mean the item is repaired or fabricated. Unsuccessful attempts mean the time starts from scratch and the cost in materials is halved for the next attempt.

Table: Identify, Repair and Build Times

Tech Level	DC	Identify Time	Repair Time	①Build Time
I	12	10 min	1 hour	Varies
II	16	20 min	2 hours	Varies
III	20	30 min	3 hours	Varies
IV	24	40 min	4 hours	Varies

①Build time = TL x size class (fine=1, colossal=9) in hours

There is a chance of catastrophic failure, as in all repair and build functions. Refer to the technology document for particulars.

Don't forget to add in the condition modifiers when repairing an armor or shield from the table: Condition.

Table: Condition

D6	Condition of Item	Repair Adjustment	Default % of Damage
1	New or Mint Condition	0	
2	Very Good Condition	0	0% damage
3	Good Condition	0	0% damage
4	Minor Fault	2	1-30% damage
5	Major Fault	4	31-70% damage
6	Catastrophic Fault	6	71-90% damage
7	Item is Un-repairable	-	100%+ damage

Armor Accessories:

The following is a list of items or accessories available for use in some or all armor systems. The enterprising GM may elect to make these available through normal merchandizing channels or as hard won finds after a major battle. Feel free to expand the list to include your favorite accessories.

1. Thermal Glazing – A coating used on some modern armors that reflects ½ the damage inflicted by thermal laser weapons. Damage of ½ or more to the treated armor will result in damage to the thermal glazing as well and render it useless.

2. Dampening Overlay – A series of small sealed disks attached by super-conducting cables in a body net that is worn over armor. It can often interfere with some skill related tasks. Absorbs a set amount of damage from energy weapons. If any of the disks are broken or opened the entire overlay will not function.
3. Toxin Overcoat – A thin coating over hard armors that protects the user from toxic agents in the environment. +4 saves vs toxin hazards.
4. Basic Computer – Allows the control and monitoring of armor power systems and any attached modules. Typically it is worn on the hand and or wrist as a gauntlet, glove or bracer. Occasionally the computer is built into the armor itself. The computer, unless stated otherwise will have default modules attached other than the power control features. They are the Communications Module with the Voice feature, electronic notebook and the scientific calculator. Other modules or accessories are optional and may or may not be installed.
 - a. Communications Module
 1. Voice – standard audible communications
 2. Machine – communicate with automatons
 3. Holo projector – visual image display
 4. Translator – any ancient tongue
 5. Universal Translator – any spoken tongue
 - b. Navigation/GPS Module – know where you are relative to another point and where the cardinal compass points are.
 - c. Mapping Module – Can input mapping info and display it if the holoprojector is installed. May also have a mapping database of specific locations or regions.
 - d. Medical Assistant Module – Grants any combination of the medical feats available. The skill check is still made as an ‘unskilled’ check if the PC has no ranks in the Medical skill.
 - e. Fact Book Module – General Encyclopedia from the ancient days. Details specific subjects, places, people, things, ideas, etc.
 - f. Sensor Module
 1. Bio-Sensor – Can detect lifeforms out to its range of 50’, determine its base classification (mammal, amphibian, avian, etc), its general size class, (small, medium, large, etc), its general health and cardinal direction. This device can also be used to identify specific biological hazards.
 2. Range – Can determine exact range to a target, simply point as a weapon and it shoots out an invisible beam that is reflected back to the sensor which then extrapolates the data to give a range reading to the user. Max range 1000’.
 3. Chemical – Identifies chemical substances by using an artificial ‘nose’. Can also detect the level and direction of chemical toxins and hazards up to 40’.
 4. Electromagnetic – detects any electromagnetic disturbances out to a 100’ range. It will give direction and range information to user.
 5. Motion – Detects motion out to a 100’ range and returns the cardinal direction of that motion to the user.
 6. Vibration – Detects any vibrations other than the user and specifically marked targets from sources out to it’s maximum range. It will give the cardinal direction from which this source is causing the vibrations to occur.
 7. Radiation – Detects the specific level and direction or source of any radiation hazards in it’s range of 100’
 8. Metal Detector – Detects the presence and direction of most metals or alloys within it’s 30’ range.
 - g. Control Module – Works in conjunction with the Communications Module with the Machine language feature installed to remotely control robotic units that recognize the user as its master.
5. Igniter Attachment – A small flame emitter
6. Gauntlet/Gloves – Worn to protect the hands against harmful hazards
 - a. Cloth
 - b. Rubber

- c. Leather
 - d. Articulated Plastic
 - e. Articulated Composite
 - f. Articulated Steelplast
 - g. Articulated Steel
 - h. Articulated Alloy
7. Accessory Belts
 - a. Chest Harness
 - b. Waist Harness
 - c. Combo Harness
 - d. Thigh Harness
 - e. Concealed Waist Harness
 - f. Concealed Ankle Harness
 8. Bio-Chem Mask – A simple filter mask that covers the mouth and nose with straps to keep it attached to the face. It allows the user to ignore some airborne chemical or biological hazards.
 9. Bio-Chem Head Cover – A fully enclosed soft plastic hat with a clear face shield and attached airsupply. Allows the user to ignore airborne chemical or biological hazards.
 10. Flashlight Attachment – Lights a 5' area for a range up to 40'. Must be pointed like a weapon.
 11. Fire Extinguisher – Is able to extinguish fires or cover an area equal to 5' per charge. A typical attachment will carry up to 2 charges.
 12. Grappling Hook – A gas propelled climbing attachment with a light climbing line and a range of 60'. Each time this attachment is used it requires the reloading of the gas cylinder(picture the general size and shape of a BB-gun's propellant bottle).
 13. Gravity Boots – Allows the wearer to move freely, clinging to the surface of choice in low or no gravity situations.
 14. Water Purifier Kit – Contains a UV beam and water purifier tablets that assists in the sanitation of food and liquid products. The UV beam can also be used to sterilize patients before medical procedures.
 15. Optical Scanner – Allows the scanning of images, text and the taking of still or moving pictures that are then stored and may be viewed or uploaded to other computer systems at a later date. The scanned information can also be displayed with the holoprojector feature of the Communications Module.
 16. Personal Shield Generator – Generates a small shield that covers a portion of the user. Can be directed to block incoming attacks. Typically a shield of this type has a maximum damage reduction of 10 to 20 points and regenerates at 1/4the usual rate.
 17. Memory Module – A specific knowledge skill is bestowed to the computer, which can be accessed by the user.
 18. Jump Boots – Allows the user to leap 3 times the usual distance in length and height for a number of times equal to its charges. Each set has a d10+2 charges.
 19. Aerial Pack – Allows the user to fly at a speed of 80-100' and to hover for a period of rounds equal to its charges. Each pack has between d10+10 charges.
 20. Small Tool Kit
 - a. Mechanical lock entry - +2 lockpick skill
 - b. Electronic lock entry - +2 electronic lock skill
 - c. General small tool - pliers, cutters, screwdrivers
 21. Force Field Module – This item is worn as a small pack or as part of the armor itself and differs from the Personal Shield Generator in that it covers the entire body and can be of any strength.

This concludes the Masters of the Earth D20 Armor System

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