

0.1 Shardbearer (Plate)

Shardplate is the almost perfect Armour.

0.1.1 Power Rating

Generalist: 4 Specialist: 5, and one free Stunt Buy-in: 3

0.1.2 Rules

The armour enhances the wearer's physique allowing the character to carry its great bulk, and then some. While wearing the armour the characters effective physique is increased by half their Power (round Up) (at Power 1,2: +1; 3,4: +2; 4,5: +3; 6,7: +4, 8,9:+5, 10: +6) This doesnt have a flow on effect to increase their health ¹

While wearing the armour it takes all damage instead of the wearer. The armour has a number of health points equal to the character's Power + 10. It is however armoured, so it reduces all damage it takes by 3. (It has Armour Rating 3)

The armour does not take wounds, however when it has taken damage equal to half of the characters Power rating (round Up), it no longer conveys a bonus to their physique. When it has taken full damage, it no longer functions to enhance the strength at all, nor does it protect the wearer. The plates have shattered, there is no Armour reduction applied to the character. Worse without its strength enhancement the character is unable to move, The character collapses prone under its great weight , and may take no actions that require motion beyond speaking. Any additional damage left over is transferred to the wearer.

Under most circumstances a character, in shattered Shardplate counts as defeated. Even if the wearer is unharmed, he is unable to react

Repairing

The broken armour will repair itself given time, and stormlight charged spheres. In a Short Breather, the armour repairs by 3 points. In a Long Breather, the armour is fully repaired. This is assuming access to large number of charged spheres.

If the character is in a hurry to have the armour repair faster,during a short breather. He may test Resources, with difficulty equal to the amount of damage he would like to heal (like always this cost him a point of Resources, whether even if he fails) In doing so he scrounges out some extra spheres, that might work. These spheres are usually of lesser quality and shatter under the strain.

0.1.3 Dressing

Shardplate, like all plate mail take a long time to put on. Unlike a Shardblade it doesn't just disappear when not in use, and appear when needed. It is a real thing, and heavy to boot. Putting on shardplate takes 5-10 minutes, with assistance. Without assistance it is practically impossible.

¹The health of someone in functioning Shardplate, rarely comes up. Called Shot to the eyes, poisoning being the main times it matters

0.1.4 Stunts

Bulky (*This stunt must be taken when you acquire the armour*)

This particular set of Shardplate is even heavier than most. It increases the characters physique just as much, but more than counteracts that with its increased bulk. The characters strength is increased only by 1/4 their Power rating (Round Up). (This means at Power 1,2,3,4 they get +1, at 5,6,7,8 they get +2, and at 9,10 they get +3)

However with this unsurpassed thick armour comes unsurpassed toughness: It absorbs 4 point of damage that is done against it, while it is functioning (It has Armour Rating 4).

Over-Exert

On a single action the character may apply more strength than even the prodigious strength of the armour. This damages the armour though. This applies to strength based pools only.

Instead of adding half their power the character may add 1x Power by taking 4 points of damage 2x Power by taking 8 points of damage 3x Power by taking 16 points of damage 4x Power by taking 32 points of damage (This will likely shatter the armer, and the wearer alike) This damage bypasses the armour's reduction, and excess damage overflows onto the wearer as normal. This ability can not be used if the armour is too damaged to yield a physique bonus.

If combined with the Bulky Stunt, the Physique added halved as expected

Fast Repairing

The armour heals 1 extra point in a short breather (healing 4).

Fists of Shard

The character knows how to hurt a man, a weapon beyond the armour is unnecessary. While in Shardplate, unarmed attacks do +2 damage. (Beyond the normal +1 for gauntlets)