



#03 - Armors of Quality

Special Mundane Armor Qualities

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INTRODUCTION

The reliance on mundane equipment in 5th edition fantasy games is more important than ever. Magical items are rare, and most characters rely on unenchanted equipment for a large portion of their adventuring career. As such, there exists a gap between mundane items and magical equivalents. In the past, this gap was filled with higher quality items, but the 5th Edition fantasy rules choose not to include rules for such items.

A simple +1 bonus to various statistics is not enough, as the current edition has shifted away from throwing a numeric bonus at something to solve a problem or fill a niche. Instead, this product presents you with a dynamic system for items of higher quality that feel like magic without actually doing anything supernatural. Swing an expertly balanced ancestral sword forged by a race synonymous with quality craftsmanship. Use disposable artisan quality tools to improve your success rate. Wear excellent accessories that highlight your ability to smooth talk and impress. These are not items of magic, but of equipment of quality!

EQUIPMENT OF QUALITY

Artisan quality items, masterfully constructed either by sheer accident or by painstaking design, are the focus of this article. Such an item, while not better numerically, offers an advantage over other items in some way. Most artisan quality items are in all ways improved, suffering no setbacks. Others are in some way diminished, usually by being brittle or less reliable after many uses. In either case, the items in question offer a fantastical advantage that is not inherently magical. Interestingly, these amazing items are predisposed to become magical, and are items of legend nonetheless.

HOW QUALITY ITEMS ARE MADE

There are two distinct methods for the creation of a quality item. First, an accident or intentional design can result in a artisan quality item. Accidents result from experimentation or the opus of an ancient artisan. These items are painstakingly crafted, and purposefully made with the finest materials, or imbued with strange reagents that draw on ambient supernatural forces.

Normally, any crafted item has a 5% chance of being crafted as a artisan quality item. A roll is made at the end of the crafting, with a artisan quality item resulting if the roll results in an unmodified 20. If a crafting roll is required, then simply allow any natural 20 results to produce a artisan quality item. Use the example item qualities below as a guideline to determine the qualities of your item.

Intentionally crafting a artisan quality item would require more rigorous conditions, and require a special blueprint to create. Such blueprints are an excellent item to find in a treasure hoard. The item would take twice as long to craft as normal, and cost a minimum of 500 gp or more depending on the intended qualities of the item. Again, discussions are encouraged between the game master and player to determine qualities that either match the examples below, or suit the specifics of your campaign.

A more esoteric means of creating quality items is through heroism. Swords and armor belonging to storied heroes may themselves gain a fantastic quality, even if they are not themselves inherently magical. Many of these items are handed down by history, stored in dark dungeons, or guarded by proud museum docents. However, it is possible for these abilities to manifest in the hands of a true hero, thus cementing that heroes legend in a very tangible way.

There are no hard and fast rules for the spontaneous creation of an artisan item, but a GM may feel like your players accomplished an especially significant event, such as slaying a dangerous beast, or saving the lives of many people. Such events may organically lead to the hero's weapon transforming into something unique without involving chance; a GM may simply decide that a feat of heroism is deserving of a reward.

Alternately, an exceptional dice roll is a potential catalyst for an item becoming artisan quality. If the player rolls an attack with advantage, and both dice result in a 20, such a fortuitous event could cause the weapon to develop an amazing quality.

Ultimately, as with any house rule, you are free to handle the creation of such items any way you wish. Artisan quality items are meant to occupy the lower levels of treasure without making magic items common and less special. If you as a GM decide that these items simply cannot be crafted, and are instead items of a bygone era, or if you would rather use them sparingly or not at all, the choice is always yours.

QUALITY ARMOR

The following qualities are available for armor. Note that no armor may possess more than one quality, though an armor may lose one quality and gain another. Though a player can possess both a special armor and shield, it is advised that such items are evenly split among the party. Some abilities are restricted to only armor or shields, or may possess more esoteric requirements.

Table- Quality Armor traits

Basher	shield
Buyant	armor
Durable	armor
Good Fortune	armor
Impressive	armor
Interposing	shield
Mirror Shine	armor
Nimble	armor
Resilient	armor
Slide	shield
Soul Armor	armor
Stalwart	armor
Tastes Bad	armor
Worn In	armor

Basher (shield). This shield is well balanced, hardy, and thick. You may make a melee attack with your shield that deals 1d6 bludgeoning damage. If you use your shield to successfully shove a creature, you may deal damage to that creature as if you had made an attack with the shield.

Buyant. Through some strange circumstance or purposeful design, your armor allows you to float. You gain disadvantage to Strength (Athletics) checks when attempting to stay underneath the water's surface. You are unlikely to drown while wearing this armor, and gain advantage on any Strength (Athletics) checks made on the water's surface.

Durable. Your armor/shield is especially hardy, and resistant to intentional damage. Your armor is immune to mundane weapon attacks made to damage it. If a spell or special attack would break your armor, you gain advantage on any roll necessary to resist the effect. If no roll is allowed, then you may roll a d100. A result of 51 or higher means that the armor remains intact. Once broken, the armor is still repairable, but this special quality ceases to function.

Good Fortune. Your armor carries with it the blessing of your faith, or a simple kismet that grants you luck. You may reroll an ability check once. You can do so after the roll is made, but before the result of the roll is known. You must take second result. Once this ability is used, the armor's store of luck replenishes at the following dawn, allowing for another single reroll. The armor may sometimes lead you to situations that require you to balance the karma of the universe, typically to help the needy.

Impressive (armor). Your armor, though worn, appears impressive and grandiose. If you are wearing this armor when first meeting a person or group, your first Charisma check made to influence them has advantage. This effect does not work in certain places, such as social soirees or grand balls, as wearing armor could be considered gauche, negating the potential benefit.

Interposing (shield). Your shield is expertly balanced to protect you from deadly attacks. Once per turn, you can use a reaction to impart disadvantage on one ranged attack from an enemy that you can see.

Mirror Shine. Your armor/shield retains an amazing mirror polish. You gain advantage on all saving throws that involve gaze attacks. The shield is considered to be a polished surface.

Nimble (armor). Your armor is especially light and allows for extra mobility. This armor does not confer disadvantage on Dexterity (Stealth) rolls, and any relevant Strength requirements are reduced by 1. This armor quality does not confer a benefit to armor that has neither a Stealth penalty or a Strength requirement.

Resilient (armor). Through a trick of ingenuity, extra padding or plating provides you with special defenses. Your armor is especially good at resisting either bludgeoning, piercing or slashing damage. This damage type is chosen at the time that the item is created, or when it gains this quality, and the choice is permanent. You may use your reaction to gain the chosen damage resistance against one attack.

Slide (shield). Your shield is slippery, and has helped you to avoid danger in style. Once per turn, you can slide on your shield and increase your movement speed by 10 feet. If you use your shield to slide for extra distance, you must make a DC 11 Dexterity (Acrobatics) check or become prone at the end of that movement.

Soul Armor. This armor is linked to your fate, and protects you from deadly harm. If an attack would reduce you to 0 or fewer hp, you are instead reduced to 1 hp. This effect can only happen once per encounter. Once it has protected you a total of three times, the armor breaks. Though the armor is repairable by magical or mundane means, the soul armor quality ceases to function. Both armors and shields can receive this quality.

Stalwart (armor). Your armor helps you to stiffen and resist movement. You can use your bonus action to stay in place for 1 turn, gaining advantage on any relevant rolls to resist movement or remain in your space. You may not willingly move from your space during that turn.

Bitter (armor). Your armor is polished with a cheap chemical, soaked in terrible fluids, or soaked with some

other horrible substance. Thankfully, your armor retains no smell, and simply tastes bad. A creature who attempts to swallow you whole is at a disadvantage on the attack roll. If it succeeds at swallowing you, they must make a DC 15 Constitution saving throw or vomit you up, losing their next action. This quality may not affect certain creatures, such as constructs, undead, or creatures that eat refuse, at the GM's discretion.

Worn in. This armor is expertly fitted, is worn in, or is simply made of the finest materials. You gain advantage on any check or saving throw to avoid exhaustion while wearing this armor. This quality does not apply to exhaustion caused by a lack of food or water, nor does it apply to spells or supernatural effects that cause exhaustion.

EXPANDED OPTIONS EXPLAINED

Expanded Options are not rules supplements nor are they full on books about a certain subject. They present a set of rules, an idea, a concept for game masters and their players to explore. Hopefully they expand your game, broaden some horizons, and get people to think around the gaming table!

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The Fat Goblin Games 5th Edition Team consists of Ismael Alvarez, Michael Riter, and myself with input from the Fat Goblin Hoarde.

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