#1 With a Bullet Point
One Idea. One Page. One Dollar

6 Anachronistic Armors

Sometimes rules supplements read like the world-setting bible of frustrated novelists. While solid world-building is a useful skill, you don't always need four paragraphs of flavor text to tell you swords are cool, magic is power, shadows are scary, and orcs are savage. Sometimes a GM doesn't have time to slog through a page of history for every magic weapon. Sometimes all that's needed are a few cool ideas, with just enough information to use them in a game. Sometimes, all you need are bullet points.

#1 With A Bullet Point is a line of very short, cheap PDFs each of which gives the bare bones of a set of related options. It may be five spells, six feats, eight magic weapon special abilities, or any other short set of related rules we can cram into about a page. Short and simple, these PDFs are for GMs and players who know how to integrate new ideas into their campaigns without any hand-holding, and just need fresh ideas and the rules to support them. No in-character fiction setting the game world. No charts and tables. No sidebars of explanations and optional rules. Just one sentence of explanation for the High Concept of the PDF, then bullet points.

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The High Concept: Examples of anachronistic "modern" armor for use in fantasy games where characters (or at least equipment) from different eras may end up in the bazaars of magic markets, or fantasy adventures may end up, at least briefly, in modern settings.

Ballistic Vest

Armor Type: Light **Cost:** 350 gp
Armor Bonus: +3   **Max Dex Bonus:** +4
Check Penalty: -1   **Arcane Spell Failure:** 5%
Speed (30 ft.): 30 ft. **Speed (20 ft.):** 20 ft.
Weight: 12 lbs.   **Hardness:** 3   **hp:** 30

This is a form of protective covering made from advanced fabrics which are woven, knit, or spun together to form a bullet-resistant protection. The armor bonus of a ballistic vest is increased by +3 (to +6) against attacks from firearms, and such attacks are never made as touch attacks.

Ballistic Vest, Tactical

Armor Type: Light **Cost:** 500 gp
Armor Bonus: +4   **Max Dex Bonus:** +3
Check Penalty: -2   **Arcane Spell Failure:** 10%
Speed (30 ft.): 30 ft. **Speed (20 ft.):** 20 ft.
Weight: 15 lbs.   **Hardness:** 3   **hp:** 40

This is a more covering version of the ballistic vest, with thicker protection over vital areas and coverings for the lower abdomen and shoulders. The armor bonus of a ballistic vest is increased by +3 (to +7) against attacks from firearms, and such attacks are never made as touch attacks.

Ballistic Armor, Reinforced

Armor Type: Medium **Cost:** 750 gp
Armor Bonus: +6   **Max Dex Bonus:** +3
Check Penalty: -3   **Arcane Spell Failure:** 15%
Speed (30 ft.): 20 ft. **Speed (20 ft.):** 15 ft.
Weight: 30 lbs.   **Hardness:** 8   **hp:** 45

Reinforced ballistic armor covers a larger area of the body and includes a layer of chainmail, ceramic trauma plates, or similar material to improve its protection against non-ballistic attacks. The armor bonus of the armor is increased by +2 (to +8) against attacks from firearms, and such attacks are never made as touch attacks.

Though the armor is heavy and bulky enough to slow its wearer's movement when the wearer moves carefully, it does not reduce movement for charge attacks or run maneuvers.

Ceramic Armor

Armor Type: Medium **Cost:** 1,100 gp
Armor Bonus: +5   **Max Dex Bonus:** +4
Check Penalty: -2   **Arcane Spell Failure:** 10%
Speed (30 ft.): 30 ft. **Speed (20 ft.):** 20 ft.
Weight: 10 lbs.   **Hardness:** 5   **hp:** 20

Ceramic armor is a form of ballistic armor that has been augmented with overlapping strong, lightweight ceramic plates. Because these ceramic plates are crucial to the protection offered by the armor, its defensive value can decrease over time. Each time the armor takes hp damage, it's AC value is reduced by 1, to a minimum of +1.

The armor bonus of the armor is increased by +3 (to +8) against attacks from firearms, and such attacks are never made as touch attacks.

Riot Shield

Armor Type: Shield **Cost:** 300 gp
Shield Bonus: +1   **Max Dex Bonus:** –
Check Penalty: -1   **Arcane Spell Failure:** 15%
Speed (30 ft.): –   **Speed (20 ft.):** –
Weight: 5 lbs.   **Hardness:** 8   **hp:** 3

This is a clear plastic shield designed to protect against rocks and similar weapons of opportunity. The shield runs from the wielder's shoulders to just below his knees, and is wide enough to offer good protection for the body. Its shield bonus is increased by +1 (to +2) against improvised weapons. The wielder may do nonlethal damage with shield bash attacks without taking the normal -4 penalty to do so.

Tactical Shield

Armor Type: Shield **Cost:** 600 gp
Shield Bonus: +3   **Max Dex Bonus:** +6*
Check Penalty: -3   **Arcane Spell Failure:** 35%
Speed (30 ft.): –   **Speed (20 ft.):** –
Weight: 25 lbs.   **Hardness:** 10   **hp:** 35
*If wearing other armor with a max Dex bonus, reduce that value by 1 when also carrying a tactical shield.

The tactical shield is a large, heavy steel shield with a plastic, ceramic, or ballistic cloth backing designed to stop even heavy weapons fire. It has a viewport (either a clear armored window or a closeable slit), and generally has lights mounted on the front (providing illumination equal to a bullseye lantern as long as the batteries last, normally about 4 hours of continuous use).

Firearm attacks are never touch attacks against a tactical shield.

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