Armor

Armor is represented by an article of clothing, worn by the player, that simulates the type of armor that it represents.

leather armor
>Usually represented by leather (or fake leather or suede) clothing (such as a leather jacket) or strips of leather cut from leather clothing and tied over the armored area.
>Leather armor absorbs the first hit to any appendage. *I.e.,* the first hit does no damage to the character, but renders the armor on that body part ineffective until it is repaired. A second hit to the same body part hits as if the body part were unarmored.

metal armor
>Usually represented by metal or other materials painted to look like metal tied over the armored area.
>metal armor stops the first two hits to any appendage. *I.e.,* the first two hits do no damage to the character, but the second renders the armor on that body part ineffective until it is repaired. A third hit to the same body part hits as if the body part were unarmored.

magic armor
>Represented by armor (leather or metal; see above) and clearly marked with colored tape.
>Magic armor stops a number of hits based on its magical power above and beyond the hits stopped by the armor's natural material. For example, +1 leather armor stops one additional hit beyond normal leather armor. The first hit would be stopped by the magic, and would render the enchantment on that piece of armor ineffective until recharged (described under repairing weapons & armor). The second hit to the same body part would be stopped by the leather armor's natural armoring ability as described above. The third hit to the same body part would damage the character.