

# Repairing Weapons & Armor

Repairing weapons & armor takes one minute plus one minute per point per weapon, shield, or segment of armor. (E.g., repairing leather armor for one arm would take  $1 + 1 = 2$  minutes. Repairing metal armor for both arms would take  $1 + 2(2) = 5$  minutes.) Any character is assumed to be able to repair their own or anyone else's armor, but must have use of both arms to do so.

Note that a weapon that has been damaged by a *shatter* spell may be repaired this way, and is functional again once repaired.

Repairing magical weapons & armor:

1. The physical repair must be completed first, as described above.
2. To restore the magical protection of armor or a shield, a spellcaster who knows the spell must cast the *shield* spell on the armor or shield. (E.g., a +2 shield would require two points of *shield* spell to fully restore.)
3. To restore the magical damaging ability of a weapon, a spellcaster who knows the spell must cast the appropriate spell on the weapon. Restoring generic magical damage ability requires the *missile* spell. Restoring magical damage of a particular type (lightning, acid, fire, or ice) requires the appropriate spell.

Magical weapons & armor are powered by permanent enchantments. The spell reactivates the enchantment that is already built into the armor, so it is not limited by the spell's duration; once the enchantment is reactivated, it is once again permanent until it is again taken down in combat. (You can think of reactivating the enchantment like using a defibrillator on someone who has had a heart attack. Once their heart is restarted, it continues beating as before.)

Note that for safety reasons, any actual physical damage to boffer weapons used in game must be repaired before the weapon may be used again.

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