

# MONSTER LEATHER

# For HårnMaster 2nd Edition

By Timo Hanschke & Bill Gant, January 2001

## INTRODUCTION

Player Characters encounter many types of beasts during their adventures. They fight Gargun, Ivashu and sometimes even dragons. Most of these characters are happy enough just to survive such encounters. Others are not - some characters are so creative that they think about making armour for themselves from the dead monsters' hides.

The Armour Protective Values (APVs) of leather made from a beast's hide are usually inferior to the APVs listed for that creature. Why? Because the APVs comprise not only the hide's inherent toughness, but also the bulk and fat content of the creature itself and any special attributes that the beast may possess. Therefore, the GM must consider these factors when designing armour made from monsters and beasts.

## ARMOUR PROTECTIVE VALUES

The following table lists examples for the APVs a hideworker or armourer might obtain after curing and preparing a particular beast's hide as leather or Kurbul:

| CREATURE  | NATURAL APV |    |    |    | LEATHER APV |    |   |   | KURBUL APV |    |   |   |
|---|-------------|----|----|----|-------------|----|---|---|------------|----|---|---|
|   | B           | E  | P  | F  | B           | E  | P | F | B          | E  | P | F |
| Aklash  | 10          | 8  | 7  | 7  | 5           | 6  | 6 | 5 | 7          | 7  | 7 | 5 |
| Bear  | 5           | 3  | 2  | 4  | 3           | 4  | 3 | 3 | 4          | 5  | 4 | 3 |
| Boar, Bull / Wild Cattle, Hirenu, Horse, Lion, Stag, Wolf | 4           | 3  | 1  | 3  | 2           | 4  | 3 | 3 | 4          | 5  | 4 | 3 |
| Dragon  | 12          | 15 | 12 | 14 | 6           | 10 | 8 | 8 | 8          | 11 | 9 | 8 |
| Giant Snake, Vlasta                                       | 2           | 1  | 0  | 2  | 1           | 3  | 2 | 2 | 3          | 4  | 3 | 2 |
| Griffin   | 3           | 4  | 2  | 4  | 2           | 4  | 3 | 3 | 4          | 5  | 4 | 3 |
| Ilme  | 10          | 8  | 7  | 9  | 5           | 6  | 6 | 6 | 7          | 7  | 7 | 6 |
| Nolah   | 8           | 10 | 10 | 4  | 4           | 7  | 7 | 3 | 6          | 8  | 8 | 3 |
| Ram / Mountain Goat / Sheep                               | 5           | 4  | 1  | 3  | 3           | 4  | 3 | 3 | 4          | 5  | 4 | 3 |
| Unicorn   | 6           | 4  | 2  | 5  | 3           | 4  | 3 | 4 | 5          | 5  | 4 | 4 |
| Wyvern  | 8           | 5  | 8  | 7  | 4           | 5  | 6 | 5 | 6          | 6  | 7 | 5 |
| Yelgri  | 3           | 3  | 1  | 4  | 2           | 4  | 3 | 3 | 4          | 5  | 4 | 3 |

## HOW TO CALCULATE THESE VALUES

When making leather, modify the natural APVs as shown below. For some creatures, special rules may apply and these are indicated below. Round fractions off to the nearest whole number.

- B** Halve the natural APV
- E** Halve the natural APV, then add 2
- P** Halve the natural APV, then add 2
- F** Halve the natural APV, then add 1

For Kurbul, simply add the following to the leather APVs: B+2 E+1 P+1 F+0. For long-furred creatures such as rams and mountain goats, the Blunt APV bonus is only +1.

## LEATHER WEIGHT

To determine the weight of the leather, use the Blunt aspect value as an indicator of the thickness and heaviness of the material. Use the following table to determine the material's weight factor for leather. This factor is then multiplied by the coverage (in %) of the armour to determine the actual mass of the armour. To determine the weight of the same coverage for Kurbul, simply multiply the complete weight by 1.25.

| Blunt APV     | 1    | 2    | 3    | 4    | 5    | 6    |
|---------------|------|------|------|------|------|------|
| Weight Factor | 0.15 | 0.20 | 0.25 | 0.30 | 0.35 | 0.40 |