

DEFLECTION AND EVASION AC

The main AC rules is split into two main categories; Deflection and Evasion. All other categories are ignored. Both categories works to accommodate the two physical methods of avoiding attacks; Dodging an attack, and stopping an attack with armor.

Most characters will start off with 0 Deflection but 10 Evasion as dictated by the bonus value of the Acrobatics skill. If the Acrobatics skill is a +4 skill, the Evasion AC is 14 (10 base, + 4 Acrobatics). Dexterity already modifies the acrobatics skill so it does not directly modify the Evasion AC.

When determining whether a character has dodged or deflected, both numbers are added together to determine the final AC value. But Evasion is used first as the lower value, before deflection. So if a character has 10 Evasion and 5 Deflection, the values would show like this.

EVASION	DEFLECTION	TOTAL AC
<i>10</i>	<i>5</i>	<i>15</i>

What this actually means on a standard aim roll is this:

EVASION	DEFLECTION	TOTAL AC
<i>1-10</i>	<i>11-15</i>	<i>15</i>

When rolling a d20 to determine the hit, anything in the range of 1 to 10 is completely dodged. Anything between the ranges 11 to 15 could not be dodged but is instead deflected off the armor. Anything above 15 lands a hit on the character.

This is very important to characters with Armor that reduces damage. If a character had a Plate Mail armor that reduced 6 damage per strike, any attacking character that hits the aim roll of 11-15 would roll for normal damage but subtracted the damage that was reduced by the armor's damage reduction value.

Armor	Weight	Evasion AC Skill Penalty	Deflection AC	Total AC Bonus	Spell Failure	Max Evasion Bonus	Movement Speed (ft)	Cost
Light Armor								
<i>Padded Armor</i>	10 lbs	0	+1	+1	1-1	20	30	50s
<i>Leather Armor</i>	15 lbs	0	+2	+2	1-2	19	30	100s
<i>Studded Leather</i>	20 lbs	-1	+3	+2	1-3	18	30	250s
<i>Harden Leather</i>	20 lbs	-1	+4	+3	1-3	17	25	300s
<i>Hide Armor</i>	25 lbs	-2	+5	+3	1-4	16	25	350s
Medium Armor								
<i>Ring Mail</i>	20 lbs	-2	+6	+4	1-4	14	25	500s
<i>Scale Mail</i>	25 lbs	-2	+7	+5	1-4	13	25	750s
<i>Chain Mail</i>	30 lbs	-3	+8	+5	1-5	12	20	1'500s
<i>Splint Mail</i>	35 lbs	-3	+9	+6	1-6	11	20	2'000s
<i>Banded Mail</i>	45 lbs	-4	+10	+6	1-6	10	20	2'500s
Heavy Armor								
<i>Breast Plate</i>	25 lbs	-3	+8	+5	1-5	11	20	5'000s
<i>Half Plate</i>	30 lbs	-4	+10	+6	1-6	9	20	7'500s
<i>Plate Mail</i>	40 lbs	-5	+12	+7	1-7	7	15	10'000s
<i>Field Plate</i>	50 lbs	-6	+14	+8	1-8	5	15	20'000s
<i>Full Plate</i>	50 lbs	-7	+16	+9	1-9	3	15	40'000s
Shields								
<i>Buckler</i>	3 lbs	0	+1	+1	1		--	150s
<i>Small Shield</i>	7 lbs	-1	+3	+2	+2		--	250s
<i>Medium Shield</i>	10 lbs	-2	+5	+3	+3		--	350s
<i>Large Shield</i>	15 lbs	-3	+7	+4	+4		--	500s