

# Equipment Breaking

Most types of equipment can break when faced with enough direct force. Each piece of equipment has a Toughness, which can be thought of as how resistant it is to breaking, either from good construction or hardy materials. If something is able to do enough damage directly to the piece of equipment (and not to something the equipment is covering) the equipment is considered broken. This means that it is effectively unusable, but the specific nature of how it breaks may still allow it to have some use. If a sword's blade is cut in half, technically the remaining bit is still someone damaging, and the RM could allow it to do half it's normal damage. Unless these specific natures are allowed, breaking a piece of equipment multiple times has no effect. All equipment can be broken, even armor and gadgets.

To break a weapon during combat, one must make an attack with enough success to exceed the sum of their enemies DEX & STR. Should they bypass the enemies resilience, if their weapon's break damage is equal to, or higher, than the equipment Toughness, the equipment breaks.

Repairing equipment can be done either by class abilities, or by using 3 stamina and spare parts. Repairing a piece of equipment with spare parts removes an amount of parts equal to the item's Toughness. If you don't have enough spare parts, other pieces may be scrapped for 2 stamina into an amount of spare parts equal to that equipment's toughness.

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