

# 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.

From:

<https://wiki.mrbigler.com/> - **LEHS Roleplaying Club**

Permanent link:

<https://wiki.mrbigler.com/doku.php?id=larp:combat:repair-weapons-armor>

Last update: **2022/03/19 14:35**

