



PLOT ARMOUR

Genres: all

The ultimate in protection, unless you're in a George RR Martin book.

Self-Readying Defensive Thing: ∞

Wearing Plot Armour makes your Character a "Main Character" in the story of your game. A Main Character can only sustain down to their last Wound and cannot sustain any additional Wounds no matter how many Wounds are inflicted upon them. They also cannot die for any reason. With Gamemaster approval, create whatever convoluted reason you feel is appropriate to explain why your Character does not sustain their final Wound or die any time that they would normally sustain their final Wound or die.