

Quick Reference Page: Sunder

Weapon and Shield Hardness (CRB p. 175)

Item	Hard	hp	Item	Hard	hp
<i>Light Blade</i>	10	2	<i>Buckler</i>	10	5
<i>One-handed Blade</i>	10	5	<i>Light Wooden Shield</i>	5	7
<i>Two-handed Blade</i>	10	10	<i>Heavy Wooden Shield</i>	5	15
<i>Light Metal Haft</i>	10	10	<i>Light Steel Shield</i>	10	10
<i>One-handed Metal Haft</i>	10	20	<i>Heavy Steel Shield</i>	10	20
<i>Light Wooden Haft</i>	5	2	<i>Tower Shield</i>	5	20
<i>One-handed Wooden Haft</i>	5	5			
<i>Two-handed Wooden Haft</i>	5	5			
<i>Projectile Weapon</i>	5	5			

Armour has a hardness depending on its material (Steel: 10, Mithral: 15, Adamantine:20) and hit points depending on its type (armour bonus x 5)

Magic *weapons* cannot be damaged by weapons that have a lower enhancement bonus. (CRB p. 468)

Each +1 of enhancement bonus adds 2 to the hardness and +10 to the item's hit points. (CRB p. 174)

When an item reaches $\frac{1}{2}$ of its total hit points, it is *broken*. (see below)

When an item reaches 0 hit points, it is destroyed.

Broken Items (CRB p. 565-6)

Item Type	Effect
Weapons	-2 penalty on attack and damage rolls. Critical hit only on 20, and crit modifier x2
Armour	Armour bonus is halved, rounding down. Armour check penalty is doubled.
Tools for Skill Checks	-2 penalty to the skill check.
Wand or Staff	Uses twice as many charges when used

Sundered Items on the Chronicle (GtOP 4.2 p. 23)

"If during a scenario you find the *+1 frost longsword* from the example above and decide to use it until the end of the adventure, but then you get disarmed or it gets sundered, you are still able to buy that item off the Chronicle sheet at the end of the scenario."