

Master Armor List 2.2.

Armor Type	CDV	MDV	GDV	Move	Cost	AGI	PWR	STR	Check	Availability
<i>Adamantite</i>										
Banded	7	7	2	20'	340,000	x	x	x	5	7
Brigandine	6	6	2	30'	190,000	x	x		4	6
Chain	6	5	2	30'	170,000	x	x		6	7
Full Plate	12	12	2	30'	2,000,000	x	x	x	6	7
Plate Mail	10	6	2	20'	400,000	x	x	x	5	7
Scale	7	6	2	20'	300,000	x	x	x	5	6
Shield	5	5	1	n/a	60,000				4	6
Helmet	1	1	0	n/a	40				2	2
Buff Coat	1	1	1	50'	20				2	1
Gambeson	1	1	1	50'	20				2	1
<i>Iron</i>										
Banded	5	5	2	20'	170	x	x	x	3	4
Brigandine	4	4	2	30'	95	x	x		2	2
Chain	4	3	2	30'	85	x	x		2	2
Full Plate	8	8	2	30'	1,000	x	x	x	4	5
Plate Mail	6	4	2	20'	200	x	x	x	3	4
Scale	5	4	2	20'	150	x	x	x	3	3
Buckler	1	0	0	n/a	10				2	1
Shield	3	3	1	n/a	30				2	2
<i>Leather</i>										
Hardened	2	2	2	40'	40	x			2	1
Studded	3	2	2	40'	60	x			3	3
Scale	4	3	2	30'	85	x			3	3
<i>Steel</i>										
Banded	6	6	2	20'	34,000	x	x	x	4	5
Brigandine	5	5	2	30'	19,000	x	x		3	5
Chain	5	4	2	30'	17,000	x	x		3	5
Full Plate	10	10	2	30'	200,000	x	x	x	5	6
Plate Mail	8	5	2	20'	40,000	x	x	x	4	5
Scale	6	5	2	20'	30,000	x	x	x	4	5
Shield	4	4	1	n/a	6000				3	4

AGI: An x indicates that the armor imposes a 1 die penalty on Agility RCs.

PWR: An x indicates that the armor imposes a 1 die penalty on Power RCs.

STR: An x indicates that the armor imposes a 1 die penalty on Strength RCs

Check: This is the die check necessary to craft a given suit of armor.

Availability: This is the difficulty in obtaining an item under normal circumstances.

1. Primitive or very common items, commonly available anywhere.
2. Available on request in small villages, commonly available in any city.
3. Commonly available in small to medium sized cities, very rare in rural areas.
4. Specialized, military, or rare items, normally available only in Medium to large cities. Rare in small cities, very rare in villages, and exceedingly rare in rural areas. Items of this availability and above are normally only made via special order.
5. Very rare items, not commonly available in any location. They may only be found and bought by GM permission in appropriate role-playing situations.
6. Found only by GM permission in very rare cases and only by role-playing situation.
7. All but impossible to find, and should only be allowed to be obtained in the rarest of situations.

Armor Descriptions

Buff Coat

This is a very heavy wool coat. It is made to give some protection from melee and missile weapons while not being overly cumbersome. The coat is readily available in most any locale. If worn with any other form of armor the Buff Coat does not add to the wearer's DVs.

Full Plate Armor

This incredibly intricate suit of armor fully encases the wearer from neck to toe in metal. The armor is custom fitted to the wearer and may not be worn by another without an expert armorer altering the suit, a process which takes some time, and a skill check one die lower than needed to create the appropriate type of suit.

Gambeson

This is a thick padded tunic that is normally worn under a suit of armor so that it does not chaff the wearer. All suits of metal armor are assumed to include a Gambeson, and so do not add to the DVs. The DVs listed are only for if the Gambeson is worn alone.