

Light Armour

Requires *Armour Training (light)* for proficiency. Untrained characters apply the armour check penalty to attack rolls and all Strength and Dexterity-related checks.

Cost: This is the armour's purchase Difficulty.

Bonus: The Toughness bonus granted by the armour.

Max Dodge (optional): This is the maximum dodge bonus to Defense this type of armor allows. Heavier armors limit mobility.

Penalty: The armour check penalty applies to Acrobatics, Climb, Escape Artist, Jump, Stealth, and Sleight of Hand checks. Double the normal armor check penalty also applies to Swim checks.

Weight: This column gives the weight of the armour sized for a Medium wearer. Armour fitted for Small characters weighs half as much, and armour for Large characters weighs twice as much.

Toughness: The toughness of the armour versus sunder attempts.

Armour	Cost	Bonus	Max Dodge	Penalty	Weight	Toughness
Armbands	6				1 lbs	2
Armor, Bezainted Leather	19	+3	+5	-3	23 lbs	11
Armor, Bronze Studded Leather Block	15	+3	+5	-1	18 lbs	8
Armor, Incan Cotton	12	+2	+5	-1	20 lbs	8
Aztec Cotton Armor	20	+2	+5	-2	20 lbs	9
Breast Plate, Tortoise	16	+3	+5	-2	20 lbs	9
Breast Plate, Bone Hair Pipe	6	+0	N/A	0	.5 lbs	0
Buckskin	13	+2	+6	0	8 lbs	3
Chainmail Shirt, Bronze	19	+4	+4	-2	27 lbs	12
Chainmail Shirt, Iron	20	+4	+4	-2	26 lbs	12
Chainshirt, Byzantine Early Steel	20	+4	+4	-2	25 lbs	12
Cloth Armor, Heavy (Padded)	9	+1	+8	0	10 lbs	4
Cloth Armor, Studded	13	+2	+5	0	15 lbs	6
Cloth, European Padded	11	+1	+8	0	10 lbs	5
Corded Armor	15	+2	+6	-1	14 lbs	6
Cuirass, Bronze Plated Linen	14	+3	+5	-2	25 lbs	11
Cuirass, Iron Scaled Linen	17	+4	+4	-3	24 lbs	11
Cuirass, Linen	13	+2	+5	0	12 lbs	5
Furs and Hides	11	+2	+5	-1	12 lbs	4
Jigap	13	+2	+7	0	12 lbs	5
Lamellar, Bronze-Bound Leather	18	+3	+4	-2	23 lbs	10
Leather Armor, Tanned	12	+2	+6	0	15 lbs	7
Leather, Bronze Studded	15	+3	+5	-1	15 lbs	7
Leather, Cuir-bouille	13	+2	+6	0	15 lbs	7
Leather, Cuir-bouille Studded	16	+3	+5	-1	20 lbs	10
Leather, Lacquered	17	+3	+5	-1	16 lbs	8
Mail Shirt, Shark Tooth [#]	15	+3	+4	-1	18 lbs	7
Padded Armor, Byzantine	11	+1	+9	0	10 lbs	4
Padded Armor, Silk	13	+1	+9	0	8 lbs	4
Paper Armor, Chinese Pirate	11	+1	+7	0	7 lbs	2
Scaled Jack	19	+4	+4	-3	22 lbs	11
Skin Armor	0	+1	+6	-1	8 lbs	2
Wood and Hide Armor	12	+2	+4	-2	18 lbs	8

[#] Grappling with someone in a shark tooth mail shirt automatically inflicts +1 Damage to an unarmoured foe, and will also automatically damage soft armours made of cord, cloth, or leather (treat as a sunder attempt). Any strength bonuses (from either combatant) increases the automatic damage accordingly.

Medium Armour

Requires *Armour Training (heavy)* for proficiency. Untrained characters apply the armour check penalty to attack rolls and all Strength and Dexterity-related checks.

Medium and heavy armour slows you down; if your base speed is 30 ft, this armour will slow you to 20 ft.

Armour	Cost	Bonus	Max Dodge	Penalty	Weight	Toughness
Breastplate Armor, Chinese	22	+5	+3	-4	30 lbs	15
Breastplate, Minoan Bronze	16	+4	+2	-3	30 lbs	13
Breastplate, Mycenaen Bronze	22	+5	+3	-4	32 lbs	14
Breastplate, Segmented	23	+5	+4	-3	26 lbs	13
Brigandine, Chinese	24	+5	+3	-5	41 lbs	19
Byrnie, Chainmail	22	+5	+2	-4	30 lbs	14
Chainmail, Bronze	21	+5	+2	-5	42 lbs	18
Chainmail, Early Steel	21	+5	+2	-5	40 lbs	18
Chainmail, Iron	21	+5	+2	-5	41 lbs	18
Chainmail, Late Steel	22	+5	+2	-5	40 lbs	19
Chainmail, Reinforced	22	+5	+3	-4	43 lbs	20
Chainmail, Steel Plated	23	+6	+2	-6	45 lbs	21
Chainshirt, Russian Double	22	+5	+3	-5	29 lbs	14
Coat of Plates	23	+5	+3	-4	25 lbs	13
Cuirass, Iron	22	+5	+3	-3	31 lbs	14
Hauberk, Late Steel Brigandine	22	+5	+3	-4	34 lbs	16
Hauberk, Middle Steel Brigandine	22	+5	+3	-4	34 lbs	16
Hide Armor, Rhino	17	+4	+3	-4	27 lbs	12
Hides, Heavy	16	+3	+4	-3	25 lbs	12
Karacena	22	+5	+2	-3	25 lbs	13
Keiko, Iron	22	+5	+3	-5	33 lbs	15
Lamellar, Bone	16	+4	+3	-4	26 lbs	11
Lamellar, Bronze	16	+4	+3	-5	32 lbs	13
Lamellar, Iron	17	+4	+2	-5	31 lbs	14
Lamellar, Late Steel	18	+5	+2	-5	29 lbs	14
Leather Armor, Plate Reinforced	23	+5	+3	-4	30 lbs	15
Leather, Steel Plated	19	+4	+2	-4	26 lbs	12
Nio Do	22	+5	+3	-4	34 lbs	16
Plate, Bone	13	+3	+4	-3	22 lbs	9
Plated Armor, Chinese (Mirrors)	23	+5	+3	-4	40 lbs	19
Scale Armor, Damascened	21	+4	+3	-4	30 lbs	16
Scale Mail, Bronze	17	+4	+3	-4	32 lbs	14
Scale Mail, Iron	17	+4	+3	-4	31 lbs	14
Scalemail, Chinese Steel	18	+4	+3	-4	30 lbs	15
Shirt, Brigandine Late Steel	12	+4	+4	-3	29 lbs	14
Shirt, Brigandine Middle Steel	11	+4	+4	-3	29 lbs	14
Shirt, Plated Bronze	14	+3	+4	-3	22 lbs	9
Slat Armor	16	+3	+4	-3	25 lbs	11
Tanko	23	+5	+3	-4	31 lbs	14
Tatami Do	22	+5	+3	-5	35 lbs	17
Yoroi	17	+4	+4	-3	28 lbs	13

Heavy Armour

Requires *Armour Training (heavy)* for proficiency. Untrained characters apply the armour check penalty to attack rolls and all Strength and Dexterity-related checks.

Medium and heavy armour slows you down; if your base speed is 30 ft, this armour will slow you to 20 ft.

Armour	Cost	Bonus	Max Dodge	Penalty	Weight	Toughness
Banded Armor, Bronze	22	+5	+1	-5	36 lbs	16
Banded Armor, Chinese	23	+6	+1	-6	35 lbs	17
Banded Armor, Damascened	27	+6	+1	-6	35 lbs	18
Breastplate and Mail, Byzantine Early Steel	25	+7	+0	-8	48 lbs	22
Chainmail, Rivetted	23	+6	+1	-6	45 lbs	21
Chainmail, Russian Double	24	+6	+2	-6	35 lbs	17
Do-Maru	23	+6	+1	-6	45 lbs	21
Field Plate, Late Steel	28	+8	+1	-6	50 lbs	23
Field Plate, Middle Steel	28	+8	+1	-6	50 lbs	23
Half Plate and Leather Armor	25	+6	+2	-5	35 lbs	17
Hatomune Do	27	+8	+0	-7	52 lbs	23
Hotoke Do	25	+7	+0	-7	51 lbs	23
Late Brigandine Steel	24	+6	+2	-5	41 lbs	19
Lorica Hamata	22	+5	+2	-5	41 lbs	18
Lorica Segmentata	22	+5	+3	-4	39 lbs	17
Lorica Squamata	22	+5	+3	-5	41 lbs	18
Mail, Iron Scale and Chain	22	+6	+0	-7	39 lbs	17
Mail, Scale and Plate	25	+7	+0	-8	51 lbs	22
Maru Do	23	+6	+1	-6	44 lbs	20
Middle Brigandine Steel	24	+6	+2	-5	41 lbs	19
Mogame Do	26	+7	+1	-7	47 lbs	21
Nuinobe Do	24	+6	+2	-5	42 lbs	19
Okegawa Do	25	+7	+0	-7	53 lbs	24
O-yoroi	25	+7	+0	-7	50 lbs	23
Persian Charioteer Armor [#]	23	+6	+1	-9	42 lbs	19
Plate Armor, Damascened and Scale	25	+7	+0	-8	52 lbs	25
Plate Armor, Half	23	+6	+1	-6	45 lbs	21
Plate Armor, Maximillian Late Steel	30	+9	+0	-7	48 lbs	22
Plate Armor, Maximillian Middle Steel	30	+9	+0	-7	48 lbs	22
Plate Armor, Tournament [#]	28	+9*	-1*	-8	45 lbs	21
Plate Mail, Three Quarter	27	+7	+1	-6	45 lbs	21
Plated Mail, Bakhteret	22	+6	+0	-7	49 lbs	22
Plated Mail, Kolontar	23	+6	+1	-7	47 lbs	21
Plated Mail, Sind	25	+7	+0	-7	50 lbs	23
Platemail, Half Middle Steel	25	+7	+0	-7	50 lbs	23
Platemail, Light Middle Steel	24	+6	+1	-5	40 lbs	19
Ringmail, Greek Bronze	22	+5	+1	-6	37 lbs	12
Ringmail, Greek Iron	22	+5	+1	-6	36 lbs	12
Scale Armor, Chinese Mountain Pattern	23	+6	+0	-6	45 lbs	21
Splint Mail, Bone	22	+5	+0	-7	34 lbs	15
Splint Mail, Early Steel	22	+6	+0	-7	45 lbs	21
Splint Mail, Wood	22	+5	+0	-7	35 lbs	14
Tsuzumi Do	23	+6	+1	-7	46 lbs	21
Yokinoshita Do	26	+7	+1	-6	49 lbs	4

Shields

Requires *Shield Training* to use effectively. Untrained characters apply the armour check penalty to attack rolls and all Strength and Dexterity-related checks.

Bonus: Dodge bonus granted by the shield.

Armour	Cost	Bonus	Penalty	Weight	Toughness
Scutum	14	+2	-2	15 lbs	8
Shield, Aboriginal Fire	4	+1	-1	3 lbs	2
Shield, Great Bark	13	+3	-3	15 lbs	5
Shield, Great Bronze	16	+3	-3	22 lbs	9
Shield, Great Early Steel	16	+3	-3	25 lbs	12
Shield, Great Iron	16	+3	-3	26 lbs	12
Shield, Great Late Steel	17	+3	-3	25 lbs	13
Shield, Great Middle Steel	16	+3	-3	25 lbs	13
Shield, Great Wooden	14	+3	-3	13 lbs	6
Shield, Large Bark	9	+2	-2	10 lbs	3
Shield, Large Bronze	13	+2	-2	17 lbs	7
Shield, Large Copper	13	+2	-2	16 lbs	7
Shield, Large Early Steel	14	+2	-2	15 lbs	8
Shield, Large Grass	10	+2	-2	7 lbs	2
Shield, Large Hide	9	+2	-2	8 lbs	3
Shield, Large Iron	14	+2	-2	16 lbs	8
Shield, Large Late Steel	15	+2	-2	15 lbs	9
Shield, Large Leather	11	+2	-2	9 lbs	4
Shield, Large Middle Steel	14	+2	-2	15 lbs	15
Shield, Large Viking Wooden	12	+2	-2	10 lbs	5
Shield, Large Wooden	11	+2	-2	10 lbs	5
Shield Skirt, Leather [#]	9	+1	--	1 lbs	1
Shield, Small Middle Steel	12	+1	-1	6 lbs	5
Shield, Small Bark	4	+1	-1	4 lbs	1
Shield, Small Bronze	9	+1	-1	5.5 lbs	3
Shield, Small Copper	9	+1	-1	5.5 lbs	3
Shield, Small Early Steel	11	+1	-1	6 lbs	4
Shield, Small Hide	4	+1	-1	3 lbs	1
Shield, Small Iron	10	+1	-1	6 lbs	5
Shield, Small Late Steel	12	+1	-1	6 lbs	5
Shield, Small Leather	8	+1	-1	4 lbs	2
Shield, Small Reed	3	+1	-1	2 lbs	0
Shield, Small Viking Wooden	9	+1	-1	5 lbs	3
Shield, Small Wooden Shield	8	+1	-1	4 lbs	2
Shield, Tower Early Steel	18	Cover	-10	60 lbs	26
Shield, Tower Hide	15	Cover	-8	21 lbs	8
Shield, Tower Late Steel	18	Cover	-10	60 lbs	27
Shield, Tower Middle Steel	18	Cover	-10	60 lbs	27
Shield, Tower Wooden	16	Cover	-10	45 lbs	19

[#] A leather shield skirt may only be attached to large and great shields. The wearer can block a non-critical hit with the skirt (treat as a sunder attack on the skirt). Note that this usually destroys the skirt.

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