

# Randomly Generated CF=6 Armor Table

**Cost:** In gold pieces (gp).

**AT:** How much the armor adds to AC.

**Bulk:** How bulky the armor is.

**Weight:** In pounds (lbs).

**Rogue Dex Mod:** The penalty to rogue abilities from the armor.

Name	gp	AT	Bulk	lbs.	Rog Dex Mod.	Notes
Viking armor, Worked Iron	7	+7	non-	1	-0	+3 Wis; Grapple: Poison (RSW save); 1E: Nausea (Spell save)
Aventail, Bone	13	+13	non-	1	-0	
Mail armor, Crude Iron	26	+13	fairly	4	-0	
Tasset or tuille, Copper	30	+5	very+2	106	-0	+2 Chr; +6 martial arts maneuvers
Tasset, Bronze	55	+11	very+1	38	-0	
Aventail, Silver	60	+10	very+2	154	-0	
Rondel, Copper	66	+11	non-	1	-5	
Jack of plate, Pig Iron	72	+4	bulky	11	-5	
Scale armor, Silver	72	+6	fairly	4	-5	
Ailette, Crude Iron	77	+7	non-	2	-10	+1 Wis; +3 Str; Exc. bonus; B.S. 5
Sabaton, Bone	96	+6	non-	2	-15	
Couter or cowter, Crude Iron	96	+6	non-	1	-15	
Bascinet, Bronze	132	+4	bulky	12	-10	+2 weapon needed to hit you; DR 100/+10
Laminar armor, Bone	132	+11	fairly	3	-5	+2 Chr; +6 martial arts maneuvers
Spangenhelm, Crude Iron	144	+12	fairly	3	-5	DR 10/+6
Bishop's mantle, Worked Iron	156	+13	fairly	3	+5	
Sabaton or solleret, Bronze	176	+4	very	32	-10	
Bases, Obsidian	180	+10	bulky	11	-5	Counts as a 60*AT hp Mount; Flying at 4*AT inches
Bishop's mantle, Obsidian	180	+5	very+2	100	-5	+20 max hp; +5 SLs to oen progression
Pixane, Wood	192	+8	very	19	-5	
Haubergeon, Pig Iron	216	+12	bulky	8	-5	
Arming doublet, Pig Iron	220	+10	fairly	3	-10	
Lamellar armor, Crude Iron	224	+4	non-	2	-55	+1 Wis; +3 Str; Exc. bonus; B.S. 5
Enclosed helmet, Copper	231	+7	bulky	8	-10	Can have any number Armor Adjectives instead of 1
Bascinet, Worked Iron	288	+9	fairly	5	-15	+20 max hp; Flying at move rate 9 inches
Laminar armor, Crude Iron	294	+7	very+3	649	-5	
Spangenhelm, Worked Iron	328	+4	fairly	3	-40	
Pixane, Pig Iron	330	+5	very+2	146	-10	Gets Dex bonus among TH/dmg
Ring armor, Steel	360	+10	very+2	209	-5	Can be worn with armor
Rondel, Copper	372	+6	fairly	4	-30	
Haubergeon, Crude Iron	378	+9	very+3	513	-5	
Bishop's mantle, Pig Iron	378	+9	fairly	3	-20	
Rondel, Steel	384	+8	bulky	9	-15	
Aventail or camail, Obsidian	385	+7	very+1	55	-10	
Tasset, Copper	396	+6	non-	2	-65	9 inch move rate; EaCR 75%
Kasten-brust armor, Bronze	403	+13	non-	2	-30	+3 Str; 8 martial arts maneuvers
Sabaton or solleret, Copper	432	+12	non-	2	-35	
Ailette, Obsidian	468	+13	non-	2	-35	+3 legs

Gambeson, Steel	488	+4	fairly	4	-60	
Arming doublet, Silver	497	+7	non-	1	-70	
Aventail, Bone	504	+9	non-	2	-55	Immune Healing (Magic+Positive)
Boiled Leather armor, Pig Iron	505	+5	non-	2	+100	+1 Wis; +3 Str; Exc. bonus; B.S. 5
Laminar armor, Pig Iron	516	+6	non-	1	-85	+2 Str; RR 15%
Hauberk, Wood	552	+6	fairly	3	-45	+3 legs
Mail armor, Wood	560	+5	fairly	2	-55	+3 set Con; +4Z actions; x4 move rate
Jack of plate, Obsidian	608	+8	non-	2	-75	
Banded mail, Wood	608	+8	non-	2	-75	
Spangenhelm, Copper	612	+4	bulky	10	-50	
Brigandine armor, Obsidian	672	+7	very+2	161	-15	+5 max hp; -19 dmg per physical attack
Plated mail, Obsidian	672	+7	non-	2	-95	
Bases, Silver	676	+13	fairly	4	-25	
Scale armor, Copper	732	+4	bulky	9	-60	+20 max hp; +1V action per hour
Lamellar armor, Steel	736	+4	very	13	-45	
Enclosed helmet, Obsidian	736	+8	fairly	3	-45	Barbarian Dex bonus to saves; Immune Sugar (Alcohol+Positive)/Fog (Cold+Shadow)/Original Time
Arming doublet, Silver	744	+6	very	34	-30	
Boiled Leather armor, Bronze	756	+6	very+2	237	-20	Immune Healing (Magic+Positive)
Ring armor, Silver	775	+5	very+1	59	-30	DR 10/+6
Mail armor, Steel	784	+7	fairly	4	-55	+20 max hp; +1V action per hour
Banded mail, Wood	792	+12	very+2	260	-10	
Ailette, Steel	792	+4	bulky	10	-65	+2 Str; RR 15%
Bases, Bone	810	+10	non-	2	-80	+20 max hp; +1V action per hour
Laminar armor, Wood	819	+9	non-	2	+90	
Brigandine armor, Silver	819	+9	non-	1	-90	
Haubergeon, Copper	828	+6	bulky	12	-45	+2 weapon needed to hit you; DR 100/+10
Bases, Crude Iron	858	+13	non-	2	+65	+3 Wis; Grapple: Poison (RSW save); 1E: Nausea (Spell save)
Mail armor, Bronze	910	+5	very+3	312	-25	+2 Chr; +2 Luck (the ability score); 1Z: Two target(s) Fascinated (PP save)
Rondel, Bone	912	+12	non-	1	-75	Damaging Shield (65%, Teeth); Torso's V, 1/rd: 100 Teeth dmg to a group (no save)
Plated mail, Bone	918	+9	fairly	3	-50	+40 max hp; 0, 1/d: Counterspell a x2 effect
Laminar armor, Copper	920	+5	very	22	-45	
Bassinet Helmet, Copper	920	+10	fairly	4	-45	
Tasset or tuille, Silver	936	+9	very	23	-25	
Tasset or tuille, Copper	984	+6	very	12	-40	Barbarian Dex bonus to saves; Immune Sugar (Alcohol+Positive)/Fog (Cold+Shadow)/Original Time
Aventail or camail, Pig Iron	1,008	+12	very	24	-20	
Rondel, Obsidian	1,008	+9	very+3	734	-15	
Enclosed helmet, Bone	1,071	+7	bulky	7	-50	
Nasal helmet, Steel	1,107	+9	bulky	6	+40	
Boiled Leather armor, Bone	1,196	+13	fairly	2	-45	
Jazerant, Copper	1,232	+11	fairly	4	-55	
Splinted armor, Worked Iron	1,260	+10	very+2	91	-20	
Spangenhelm, Worked Iron	1,274	+7	very+3	734	-25	+2 Chr; +6 martial arts maneuvers
Laminar armor, Worked Iron	1,278	+6	bulky	8	-70	Damaging Shield (65%, Teeth); Torso's V, 1/rd: 100 Teeth dmg to a group (no save)

Ailette, Silver	1,288	+7	very	28	-45	+3 set Con; +4Z actions; x4 move rate
Jack of plate, Steel	1,296	+4	very	22	-80	
Aventail, Bone	1,364	+11	very	33	-30	
Hauberk, Steel	1,368	+9	fairly	2	-75	
Aventail or camail, Wood	1,380	+10	bulky	11	-45	
Mail armor, Pig Iron	1,440	+10	very	25	-35	Mount 10*AT hp; +AT among TH/saves
Transitional Cuirass, Pig Iron	1,456	+13	very+3	252	-15	
Rondel, Obsidian	1,584	+12	fairly	3	-65	+40 max hp; 0, 1/d: Counterspell a x2 effect
Rondel, Pig Iron	1,647	+9	bulky	6	+60	DR 40/+15; Can have three Armor Adjectives
Bases, Copper	1,650	+5	very+1	45	-65	Gets Dex bonus among TH/dmg
Tasset, Silver	1,705	+11	very+1	94	-30	
Sabaton, Obsidian	1,720	+5	very	13	-85	
Nasal helmet, Steel	1,824	+12	fairly	4	-75	+3 Str; 8 martial arts maneuvers
Arming doublet, Obsidian	1,836	+9	very	26	-50	DR 10/+6
Guard of vambrace, Worked Iron	1,860	+10	very+2	241	-30	
Lamellar armor, Pig Iron	1,860	+10	very+2	244	-30	
Bassinet Helmet, Obsidian	1,860	+12	very+1	68	-30	
Viking armor, Wood	1,980	+10	bulky	5	-65	+50 max hp;
Kasten-brust armor, Worked Iron	1,980	+10	bulky	6	-65	+2 Chr; +2 Luck (the ability score); 1Z: Two target(s) Fascinated (PP save)
Banded mail, Wood	1,988	+7	very	18	-70	
Sabaton, Silver	2,064	+6	very	23	-85	
Cowter, Bronze	2,064	+4	very+2	145	-85	9 inch move rate; EaCR 75%
Jazerant, Pig Iron	2,112	+11	fairly	2	-95	Mount 10*AT hp; +AT among TH/saves
Brigandine armor, Wood	2,135	+7	very+1	35	+60	
Couter or cowter, Pig Iron	2,160	+10	very+2	193	-35	
Bishop's mantle, Silver	2,280	+5	very+2	138	-75	+50 max hp;
Guard of vambrace, Worked Iron	2,304	+12	fairly	3	-95	Custom Project one stat (Str->Int, Int->Dex, or Str->Con)
Tasset or tuille, Wood	2,304	+6	very	17	-95	Can be worn with armor
Bascinet, Silver	2,310	+5	very+3	478	-65	
Rondel, Pig Iron	2,556	+12	bulky	5	-70	IR 5%; Double Resist Negative Energy / Death/Minerals (Earth+Positive)/Splinters (Wood+Air+Shadow)
Viking armor, Copper	2,706	+11	very+2	152	-40	9 inch move rate; EaCR 75%
Bishop's mantle, Copper	2,772	+6	very+3	483	-65	+20 max hp; +1V action per hour
Sabaton, Copper	2,808	+13	very+2	186	-35	Damaging Shield (65%, Teeth); Torso's V, 1/rd: 100 Teeth dmg to a group (no save)
Lame, Crude Iron	2,808	+13	very+2	227	-35	
Banded mail, Bone	3,060	+12	very+1	81	-50	
Plated mail, Bone	3,157	+11	very+3	483	-40	+9 saves; automake saves on 15-20
Jack of plate, Crude Iron	3,159	+13	bulky	11	+80	+20 max hp; +1V action per hour
Jack of plate, Wood	3,185	+5	very+3	463	-90	
Lamellar armor, Bronze	3,185	+7	very+1	84	-90	
Tasset or tuille, Bronze	3,220	+10	very+3	387	-45	Counts as a 60*AT hp Mount; Flying at 4*AT inches
Lame, Pig Iron	3,360	+10	very+2	189	-55	Damaging Shield (65%, Teeth); Torso's V, 1/rd: 100 Teeth dmg to a group (no save)
Lamellar armor, Wood	3,408	+8	very+2	132	+70	Can have any number Armor Adjectives instead of 1
Tasset, Obsidian	3,612	+6	very+3	438	-85	
Plated mail, Bronze	3,636	+12	bulky	8	-100	

Bases, Obsidian	3,696	+11	very+2	157	-55	
Boiled Leather armor, Bronze	3,834	+9	very+2	134	-70	
Plated mail, Steel	3,834	+9	very+2	253	-70	+2 Chr; +6 martial arts maneuvers
Ring armor, Copper	3,960	+12	very+1	52	-65	+9 saves; automake saves on 15-20
Couter or cowler, Bone	3,960	+12	very+1	48	-65	+9 saves; automake saves on 15-20
Laminar armor, Crude Iron	4,128	+12	very	24	-85	Can have any number Armor Adjectives instead of 1
Ring armor, Bone	4,180	+11	very+1	58	-75	+40 max hp; 0, 1/d: Counterspell a x2 effect
Sabaton, Wood	4,270	+10	very+3	649	-60	Can have any number Armor Adjectives instead of 1
Lamellar armor, Silver	4,284	+12	very+3	433	-50	
Gambeson, Obsidian	4,300	+10	very+1	79	-85	+20 max hp; +1V action per hour
Sabaton, Bronze	4,730	+11	very+1	85	-85	
Jack of plate, Worked Iron	5,096	+13	very+3	543	-55	
Sabaton or solleret, Bone	5,184	+9	very+2	182	-95	+2 Cml; +7 dmg with all attacks; SR 20
Mail armor, Wood	5,252	+13	very	33	+100	
Enclosed helmet, Worked Iron	5,676	+11	very+2	120	-85	Can have any number Armor Adjectives instead of 1
Lamellar armor, Bronze	6,006	+11	very+2	243	-90	
Bascinet, Bone	6,020	+10	very+3	593	-85	+3 weapon needed to hit you; +2 revive or summon slot (Magical beast)
Jack of plate, Pig Iron	6,060	+12	very+1	86	-100	
Bassinet Helmet, Steel	6,237	+11	very+3	513	-80	
Guard of vambrace, Silver	7,488	+13	very+2	244	-95	+20 max hp; Flying at move rate 9 inches