

Randomly Generated CF=1 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
1	Lamellar armor, Obsidian	18	+6	bulky	9	-0	
2	Couter or cowter, Steel	20	+10	non-	2	-0	+30 max hp;
3	Gambeson, Pig Iron	21	+3	very+3	664	+0	
4	Sabaton or solleret, Copper	21	+7	bulky	11	+0	
5	Lamellar armor, Obsidian	24	+4	non-	2	-5	
6	Mail armor, Copper	32	+8	fairly	3	-0	+10 max hp; +1V action per round
7	Cowter, Copper	36	+9	fairly	2	-0	+1 set Dex or Int; +20 max hp; Troll-like regen 3 hp/s
8	Tasset, Bronze	45	+9	very+1	74	-0	
9	Kasten-brust armor, Worked Iron	48	+6	very	28	-0	Damage Treshold 75
10	Tasset or tuille, Pig Iron	55	+5	non-	1	+10	
11	Bishop's mantle, Crude Iron	63	+3	non-	1	-20	
12	Brigandine armor, Wood	66	+6	non-	1	-10	
13	Aventail, Silver	80	+8	very+1	95	-0	+5 weapon needed to hit you; DR 90/+18
14	Brigandine armor, Worked Iron	104	+2	non-	2	-25	Bag of Holding 3000.; 1Z 1/hr: Dmg Threshold 55 vs. one effect
15	Rondel, Worked Iron	122	+2	non-	2	+60	
16	Scale armor, Pig Iron	124	+4	non-	2	-30	
17	Cowter, Copper	126	+6	non-	1	-20	
18	Rondel, Bone	144	+8	bulky	7	-5	
19	Bases, Silver	160	+5	fairly	3	-15	
20	Sabaton, Worked Iron	164	+4	non-	1	-40	
21	Aventail, Bone	165	+5	bulky	7	-10	
22	Aventail or camail, Crude Iron	180	+3	very+1	84	-5	+5 weapon needed to hit you; +1 revive or summon slot (Outsider)
23	Couter or cowter, Steel	198	+9	non-	2	+10	+70 Rogue Points
24	Brigandine armor, Obsidian	208	+4	fairly	3	+25	
25	Banded mail, Bronze	210	+5	very+3	664	-5	
26	Close helmet, Bronze	244	+2	fairly	2	-60	
27	Mail armor, Silver	252	+3	fairly	3	-20	Can be worn without shields
28	Spangenhelm, Worked Iron	252	+4	bulky	12	+20	
29	Guard of vambrace, Bone	256	+4	very	23	-15	
30	Couter or cowter, Copper	264	+6	very	32	-10	
31	Ring armor, Steel	276	+3	non-	1	-45	Can have any number Armor Adjectives instead of 1
32	Close helmet, Steel	315	+5	bulky	8	-20	
33	Mail armor, Silver	328	+2	very	33	-40	
34	Ring armor, Wood	336	+3	non-	1	-55	+2 Int; Grapple: Poison (BW save); 1E: Nausea (BW save)
35	Lamellar armor, Pig Iron	352	+11	non-	1	-15	4 inch move rate; PaRR 30%
36	Kasten-brust armor, Obsidian	384	+3	very	25	-15	Can deal normal ranged dmg to [hp] at a 1:1 ratio

37	Enclosed helmet, Obsidian	390	+3	very+1	53	-25	
38	Couter or cowter, Worked Iron	396	+2	bulky	12	+65	
39	Close helmet, Bronze	404	+2	non-	2	-100	+5 weapon needed to hit you; +1 revive or summon slot (Outsider)
40	Couter or cowter, Worked Iron	416	+2	very	34	-25	+2 Int; Grapple: Poison (BW save); 1E: Nausea (BW save)
41	Aventail or camail, Steel	420	+10	non-	2	-20	+70 Rogue Points
42	Viking armor, Obsidian	448	+4	fairly	4	+55	
43	Laminar armor, Wood	448	+4	fairly	3	-55	
44	Tasset or tuelle, Silver	488	+4	fairly	3	-60	
45	Boiled Leather armor, Worked Iron	495	+9	very+1	75	+10	
46	Kasten-brust armor, Obsidian	525	+5	very+1	62	-20	
47	Arming doublet, Bone	528	+11	very	16	-5	Bag of Holding 3000.; 1Z 1/hr: Dmg Threshold 55 vs. one effect
48	Boiled Leather armor, Silver	528	+11	bulky	6	-15	
49	Gambeson, Silver	558	+6	bulky	7	-30	
50	Hauberk, Copper	558	+9	non-	1	-30	+2 Chr; +9 martial arts maneuvers
51	Aventail or camail, Pig Iron	567	+9	bulky	7	+20	
52	Gambeson, Worked Iron	588	+2	very+3	277	-20	Damage Treshold 75
53	Viking armor, Copper	606	+6	non-	2	-100	
54	Plated mail, Copper	612	+6	non-	1	-50	+1 Con; +2+AT martial arts maneuvers
55	Aventail or camail, Crude Iron	630	+6	very+1	42	-20	
56	Ailette, Crude Iron	714	+2	very+3	558	-50	
57	Couter or cowter, Crude Iron	728	+4	fairly	2	-90	
58	Sabaton, Worked Iron	736	+4	fairly	4	-45	+1 set Dex or Int; +20 max hp; Troll-like regen 3 hp/s
59	Sabaton or solleret, Steel	765	+5	bulky	7	-50	
60	Brigandine armor, Steel	768	+8	non-	1	+95	
61	Spangenhelm, Bone	792	+6	non-	1	-65	DR 50/+19; Can have three Armor Adjectives
62	Bascinet, Pig Iron	819	+3	bulky	9	-90	
63	Aventail or camail, Bone	820	+4	very+1	70	-40	
64	Bascinet, Bronze	868	+2	very+3	342	-30	+70 Rogue Points
65	Sabaton or solleret, Steel	896	+4	very	24	-55	
66	Lamellar armor, Pig Iron	912	+4	bulky	9	+75	
67	Banded mail, Bone	912	+6	fairly	4	-75	
68	Rondel, Bone	918	+3	very+2	203	-50	
69	Mail armor, Copper	984	+8	bulky	10	-40	
70	Brigandine armor, Copper	1,001	+11	non-	1	-90	
71	Rondel, Steel	1,008	+6	very	28	-20	Bag of Holding 3000.; 1Z 1/hr: Dmg Threshold 55 vs. one effect
72	Gambeson, Worked Iron	1,008	+8	bulky	10	-20	+1 Chr; 8 martial arts maneuvers
73	Brigandine armor, Crude Iron	1,020	+5	very	33	-50	
74	Plated mail, Bronze	1,020	+10	fairly	2	-50	
75	Aventail or camail, Worked Iron	1,056	+11	very+2	221	-15	
76	Brigandine armor, Steel	1,104	+6	very	33	-45	
77	Close helmet, Silver	1,104	+2	very+2	209	-45	Can be worn without shields
78	Couter or cowter, Worked Iron	1,148	+7	very	33	-40	

79	Jack of plate, Wood	1,152	+3	very	21	-95	
80	Banded mail, Obsidian	1,176	+3	very+3	598	-55	
81	Kasten-brust armor, Bronze	1,188	+6	bulky	6	-65	
82	Aventail or camail, Crude Iron	1,240	+8	very+1	76	+30	
83	Bassinet Helmet, Bronze	1,274	+2	very+3	679	-90	
84	Splinted armor, Pig Iron	1,288	+7	very	13	-45	
85	Rondel, Obsidian	1,320	+5	fairly	4	-65	Barbarian Int bonus to TH; Immune Holy {incl. Eldritch / Unholy}
86	Couter or cowter, Steel	1,344	+6	very	29	-55	
87	Sabaton, Copper	1,376	+2	very	33	-85	Barbarian Int bonus to TH; Immune Holy {incl. Eldritch / Unholy}
88	Couter or cowter, Bone	1,420	+4	very+1	42	-70	
89	Mail armor, Wood	1,458	+9	non-	2	-80	Barbarian Int bonus to TH; Immune Holy {incl. Eldritch / Unholy}
90	Aventail, Wood	1,472	+8	fairly	4	-45	Barbarian Int bonus to TH; Immune Holy {incl. Eldritch / Unholy}
91	Brigandine armor, Pig Iron	1,536	+2	very	32	-95	+2 Dex; RR 65%
92	Haubergeon, Silver	1,560	+10	very+2	237	-25	
93	Viking armor, Crude Iron	1,600	+10	very+1	74	+15	MR 95%; Double Resist Anti-Radioactive
94	Guard of vambrace, Bone	1,620	+9	very+1	88	-35	
95	Cowter, Pig Iron	1,640	+5	very	15	-40	+2 Int; Grapple: Poison (BW save); 1E: Nausea (BW save)
96	Mail armor, Crude Iron	1,708	+4	very+3	397	-60	
97	Cowter, Pig Iron	1,830	+3	very+1	52	-60	+3 set Chr; +1Z actions; x2 move rate
98	Sabaton, Copper	1,845	+9	very+1	84	-40	
99	Close helmet, Copper	1,920	+5	fairly	4	-95	+10 max hp; +1V action per round
100	Laminar armor, Worked Iron	1,932	+7	bulky	10	-45	+1 set Dex or Int; +20 max hp; Troll-like regen 3 hp/s
101	Arming doublet, Worked Iron	1,980	+10	bulky	8	-65	
102	Aventail, Crude Iron	2,080	+8	very+1	53	-25	+1 Wis; +1 Luck (the ability score); 1M: One target(s) Fascinated (BW save)
103	Tasset or tuille, Wood	2,121	+3	very+3	699	-100	
104	Tasset or tuille, Bronze	2,196	+9	very	32	-60	
105	Brigandine armor, Steel	2,304	+6	very	25	+95	
106	Sabaton, Pig Iron	2,400	+5	very+1	65	-95	
107	Tasset, Copper	2,424	+6	fairly	3	-100	+35 max hp; +6 SLs to one progression
108	Plated mail, Bone	2,432	+4	very	32	-75	+2 Dex; RR 65%
109	Rondel, Silver	2,460	+5	very+2	230	-40	+10 max hp; +1V action per round
110	Plated mail, Pig Iron	2,548	+2	very+3	654	-90	+2 Chr; +9 martial arts maneuvers
111	Mail armor, Wood	2,556	+9	very	18	-70	
112	Mail armor, Crude Iron	2,660	+7	very+1	85	-75	
113	Transitional Cuirass, Copper	2,688	+8	bulky	6	-55	+35 max hp; 0, 1/d: Counterspell a x1 effect
114	Lamellar armor, Crude Iron	2,772	+7	very+2	145	-65	
115	Close helmet, Crude Iron	2,808	+9	very+2	223	-25	+5 weapon needed to hit you; +1 revive or summon slot (Outsider)
116	Bascinet, Bone	2,904	+11	very	34	-65	
117	Tasset or tuille, Steel	2,982	+7	bulky	4	+70	+70 Rogue Points
118	Arming doublet, Silver	3,036	+11	bulky	10	-45	Damage Threshold 75
119	Lamellar armor, Crude Iron	3,240	+9	very+1	93	-35	+2 Int; Grapple: Poison (BW save); 1E: Nausea (BW save)
120	Laminar armor, Bone	3,366	+11	very+2	218	-50	

121	Jack of plate, Pig Iron	3,402	+7	very+2	195	-80	
122	Banded mail, Crude Iron	3,408	+4	very+2	186	-70	DR 50/+19; Can have three Armor Adjectives
123	Boiled Leather armor, Wood	3,408	+6	very	14	-70	+2 Chr; +9 martial arts maneuvers
124	Guard of vambrace, Bronze	3,479	+7	very+3	598	-70	
125	Lamellar armor, Pig Iron	3,843	+9	very+3	664	-60	
126	Rondel, Bone	4,128	+4	very+2	218	-85	Barbarian Int bonus to TH; Immune Holy {incl. Eldritch / Unholy}
127	Lamellar armor, Crude Iron	4,256	+4	very+3	362	-75	+1 Wis; +1 Luck (the ability score); 1M: One target(s) Fascinated (BW save)
128	Pixane, Worked Iron	4,260	+10	very+2	244	-70	
129	Jack of plate, Wood	4,340	+10	very+3	578	+30	+1 saves; automake saves on 19-20
130	Viking armor, Wood	4,368	+8	very+2	134	-90	
131	Nasal helmet, Bone	4,508	+7	very+3	407	-45	+1 Int; +10 dmg with all attacks; SR 20
132	Ring armor, Worked Iron	4,608	+8	very+2	200	-95	
133	Spangenhelm, Obsidian	4,697	+11	very+3	754	+60	
134	Jazerant, Obsidian	4,704	+7	very+2	123	-55	+20 max hp; Swimming at move rate 4 inches
135	Brigandine armor, Copper	5,040	+9	very+1	69	-55	MR 95%; Double Resist Anti-Radioactive
136	Aventail, Copper	5,060	+11	very+1	38	-45	Damaging Shield (40%, Teeth); Torso's M, 1/w: 60 Teeth dmg to a group (Reflex save)
137	Pixane, Bone	5,160	+5	very+2	122	-85	Gets Cml bonus among TH/saves
138	Cowter, Silver	5,832	+9	very	30	-80	+35 max hp; +6 SLs to one progression
139	Nasal helmet, Worked Iron	6,006	+11	very+2	219	-90	
140	Lame, Obsidian	7,100	+10	very+1	86	-70	DR 50/+19; Can have three Armor Adjectives
141	Spangenhelm, Steel	7,128	+9	very+2	182	-65	+30 max hp;
142	Kasten-brust armor, Bone	7,272	+6	very+2	255	-100	+2 Int; Grapple: Poison (BW save); 1E: Nausea (BW save)
143	Transitional Cuirass, Silver	7,740	+9	very+1	60	-85	Mount 30*AT hp; +AT among AC/dmg
144	Spangenhelm, Pig Iron	8,736	+8	very+2	205	-90	Custom Project one stat (Con->Dex, Str->Cml, or Con->Chr)
145	Brigandine armor, Silver	9,120	+10	very+2	148	-75	+5 weapon needed to hit you; +1 revive or summon slot (Outsider)
146	Close helmet, Crude Iron	9720	+10	very+2	239	-80	4 inch move rate; PaRR 30%
147	Plated mail, Copper	10010	+11	very+1	64	-90	+3 set Chr; +1Z actions; x2 move rate
148	Ring armor, Silver	10934	+11	very+3	433	-70	Bag of Holding 3000.; 1Z 1/hr: Dmg Threshold 55 vs. one effect
149	Rondel, Obsidian	10934	+11	very+3	357	+70	+1 set Dex or Int; +20 max hp; Troll-like regen 3 hp/s
150	Plated mail, Obsidian	11352	+11	very+2	98	+85	+35 max hp; 0, 1/d: Counterspell a x1 effect