

Adventurers Armor Suit

300 gp



DEF +3*

CAP 2

Item

A complete suit of armor covering Torso and limbs.
If damaged, repair is 120 GP.
Limit One Armor Suit.

Item xxx Art © Susan Van Camp
Item Beta 07 Armor

Adventurers Armor Suit

Full Armor Suit

600 gp



COR -1
DEF +5*
SPD -1

CAP 3

Item

A complete suit of armor covering Torso and limbs.
If damaged, repair is 120 GP.
Limit One Armor Suit.

Item xxx Art © Susan Van Camp
Item Beta 07 Armor

Full Armor Suit

Leather Gloves

20 gp



DEF +1*

CAP 2

Item

*DEF may be added to Full Defense, Archers Defense and Warrior Parry.
Used more to make a fashion statement than as a combat item.
If damaged, repair is 4 GP.
Limit One pair gloves.

Item xxx Art © Susan Van Camp
Item Beta 07 Armor

Leather Gloves

Buckler

40 gp



STR +2**

DEF +3*

CAP 5

Item

*Once per round the DEF of the Buckler may be used against a melee attack.

**STR is added only when the Buckler is used as a weapon.

Item xxx Art © Susan Van Camp
Item Beta 07 Armor

Buckler

Battle Shield

60 gp



STR +1**

DEF +3*

CAP 1.5

Item

*Twice per round the DEF of the Battle shield may be used against a melee, or ranged, attack.

**STR is added when the shield is used as a melee weapon.

Item xxx Art © Susan Van Camp
Item Beta 07 Armor

Battle Shield

Large Shield

90 gp



DEF +3*

CAP 2

Item

*Three times per round the DEF of the Large Shield may be used against a melee, or ranged, attack.

**May be used as a melee weapon, but it adds no STR to the attack.

Item xxx Art © Susan Van Camp
Item Beta 07 Armor

Large Shield

Leather Boots

40 gp



STR +1**

DEF +1*

CAP 5

Item

*DEF may be added to Full Defense and Archers Defense.
**Added to kick attacks only.
GM may allow use in other situations.
If damaged, repair is 8 GP.
Limit One footwear.

Item xxx Art © Susan Van Camp
Item Beta 07 Armor

Leather Boots

Heavy Boots

80 gp



STR +2**

DEF +1*

CAP .6

Item

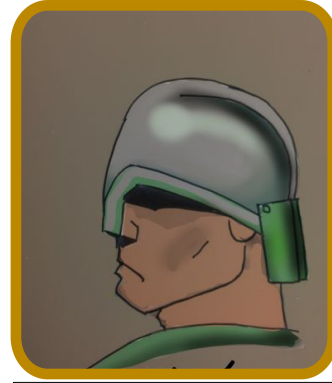
*DEF may be added to Full Defense and Archers Defense.
**Added to kick attacks only.
GM may allow use in other situations.
If damaged, repair is 16 GP.
Limit One footwear.

Item xxx Art © Susan Van Camp
Item Beta 07 Armor

Heavy Boots

Combat Helm

40 gp



DEF +1

CAP 3

Item

The standard helm. Regions and empires have variations, but they all work the same.
If damaged, repairs cost 8 GP.
Limit One helm.

Item xxx Art © Susan Van Camp
Item Beta 07 Armor

Combat Helm