

## Armor

(Inspired by Cyberspace and Traveler Tech Manual)

Includes Armor from Trinity

Armor is used to shield a character and prevent damage. Armor is given in the following format: Bashing Damage Protection [Lethal Damage Protection]. If the armor is a spacesuit then if it is breached with lethal damage the suit's integrity is compromised. Self healing plastics are used so that the loss of breathable gas is kept to a minimum, but the duration that the person can spend in a vacuum is reduced by 10% of the normal maximum duration. Armor lasts until it suffers twice it's armor rating in damage. At that point it still defends against the attack, but now it has a breach. Spacesuits will be breached and need to be patched before the breathable gases are released. Someone can target a breach in armor at -2 Accuracy to penetrate the armor, with their shot acting as if the target creature has no armor.

Armor usually comes in modules that protect the torso (from the neck on down to the waist line), arms (arms with reinforcement at the shoulders), lower torso guards (from the waist down to the top of the thighs), and leg guards (protecting the upper and lower legs and reinforced at the knee). A full torso suit covers both the lower and upper torso. A full suit encompasses all areas providing total protection. Areas not covered by any armor are: Boots which protect the feet, gloves which protect the hands and a helmet which protects the face. Armor can be, and usually is worn in layers, if so then the armor values add to each other.

The Difficulty modifier applies if the torso protection is worn. Usually, additional modules don't provide any more Difficulty, however if multiple types of armor are worn then the Difficulty modifiers, if any, are added together.

Armor	Rating	Difficulty	Type of Protection	Cost	Weight
Ablative	1[1(3)]	+0	Full Torso	•• Cr 60	0.5
			Full Suit	•• Cr 95	1.0
Advanced Poly Carapace	5[5]	+3	Torso	••• Cr 145	3.0
			Full Torso	••• Cr 170	3.5
			Arm/Legs	•• Cr 120	2.0
			Full Suit	••• Cr 410	7.5
Antiballistic/Flack Jacket	4[4]	+1	Torso	•• Cr 60	1.0
			Full Torso	•• Cr 70	1.25
Armored Bodysuiting	2[3]	+2	Torso	•• Cr 150	2.5
			Full Torso	•• Cr 175	2.75
			Arm/Legs	•• Cr 100	1.0
			Full Suit	••• Cr 375	4.5
Armor Carapace	3[3]	+1	Full Suit	•••• Cr 2,000	10.0
Armored Exoskeleton	5[5]	+3	Full Torso/Legs	••• Cr 825	6.0
			Full Suit	•••• Cr 1,050	8.0
Armor Vest	1[3]	+0	Torso	•• Cr 120	2.0
Battle Dress	5[6]	+4	Full Torso	••• Cr 950	8.0
			Arms/Legs	••• Cr 600	5.0
			Full Suit	•••• Cr 2,150	18.0
Bio-organic Vac A. Suit	4[4]	+1	Full Suit*	••••• • Cr 700,000	30.0
Bioweave Armor	2[3]	+0	Full*	••••• • Cr 40,000	3.0

Armor	Rating	Difficulty	Type	Cost	Weight
Brigandine	2[2]	+1	Full Torso	•• Cr 100	4.0
			Full Torso and Skirt	•• Cr 150	5.0
Ceramic Alloy Carapace	4[4]	+3	Torso	•• Cr 100	4.0
			Full Torso	•• Cr 125	4.25
			Arm/Legs	•• Cr 110	3.5
			Full Suit	••• Cr 342	11.25
Cloth	1[1]	+0	Full Torso	•• Cr 60	0.5
			Full Suit	•• Cr 100	1.0
Combat Armor	3[4]	+2	Full Suit	•••• Cr 2,500	12.0
Diplo Vest	2[2]	+2	Torso	•• Cr 225	2.75
			Full Torso	•• Cr 250	3.0
Fiberweave	0[1]	+0	Torso	• Cr 25	1.0
			Full Torso	• Cr 30	1.25
			Legs/Arms	• Cr 10	1.0
			Full Suit	• Cr 50	3.25
Field Suit	2[2]	+0	Full Suit	••• Cr 900	6.0
Grav Enhan. Power Plate	6[7]	+1	Full Torso	••••• Cr 50,000	15.0
			Full Suit	••••• Cr 60,000	40.0
Improved Ballistic	2[4]	+3	Torso	•• Cr 70	0.5
			Full Torso	•• Cr 90	0.75
			Full Suit	••• Cr 230	1.25
Improved Cloth	2[1]	+0	Full Torso	•• Cr 120	1.0
			Full Suit	•• Cr 190	1.5
Jack/Leather	2[1]	+0	Torso	•• Cr 60	1.0
			Full Torso	•• Cr 70	1.25
			Arms/Legs	•• Cr 60	0.75
			Full Suit	•• Cr 190	2.75
Lightweight Poly Carapace	2[2]	+1	Torso	•• Cr 200	2.5
			Full Torso	••• Cr 250	2.75
			Arm/Legs	•• Cr 150	1.5
			Full Suit	••• Cr 550	5.75
Metal Mesh	3[1]	+1	Full Torso	•• Cr 80	8.0
			Arm/Legs	•• Cr 60	4.0
			Full Suit	••• Cr 300	12.0
Poly Carapace	3[3]	+2	Torso	••• Cr 350	3.0
			Full Torso	••• Cr 400	3.25
			Arms/Legs	••• Cr 310	2.0
			Full Suit	•••• Cr 1,200	7.25
Protect	2[2]	+2	Full Torso	••• Cr 300	3.0
			Full Torso + Arms	••• Cr 385	4.0
			Lower Torso + Legs	••• Cr 400	7.0
			Full Suit	••• Cr 700	11.0
Reflex	1[1(4)]	+0	Full Torso	• Cr 25	0.5
			Arms/Legs	• Cr 10	0.25
			Full Suit	•• Cr 45	1.0
Reinforced Clothing	0[2]	+0	Torso	•• Cr 75	0.75
			Full Torso	•• Cr 100	1.0
			Arms/Legs	•• Cr 40	0.5
			Full Suit	•• Cr 180	2.0
Rigid Breastplate	4[5]	+1	Torso	•• Cr 105	4.0

Armor	Rating	Difficulty	Type	Cost	Weight
Riot Gear	5[5]	+2	Full Torso	•• Cr 100	4.0
			Arms/Legs	•• Cr 75	2.0
			Full Suit	•• Cr 250	8.0
Riot Shield	3[1]	+1	Full Suit	•• Cr 80	1.5
Tactical Vest	4[2]	+1	Torso	•• Cr 60	4.0

Boots/Shoes	Rating	Difficulty	Type of Protection	Cost	Weight
Armored Boots	2[3]	+1	Head	•• Cr 175	1.5
Combat Boots (20th)	1[1]	+0	Head	• Cr 50	1.0
Combat Boots (21st)	2[2]	+0	Head	•• Cr 80	1.25
Mailed Boots	2[2]	+1	Head	•• Cr 60	2.0
Sneakers/Soft Shoes	0[0]	+0	Head	• to ••• Cr 10-Cr 1000	0.25
Steel toed Boots	2[1]	+0	Head	•• Cr 55	1.0
Toughened Boots	1[2]	+1	Head	•• Cr 65	1.0

Gloves	Rating	Difficulty	Type of Protection	Cost	Weight
Leather	1[1]	+0	Hands	• to •• Cr 10 to Cr 200	0.25
Rigid Plastic	1[2]	+0	Hands	•• Cr 75	0.5
Metal	2[2]	+1	Hands	• Cr 50	0.75
Reinforced Plastic	2[2]	+1	Hands	•• Cr 100	0.5

Helmets	Rating	Difficulty	Cost	Weight
Bicycle	1[1]	+0	• Cr 20	0.25
Helmet	2[2]	+0	• Cr 45	1.5
Motorcycle/Police/Security	2[1]	-1 to any Perception rolls	•• Cr 30	1.0
with +1 Accuracy HUD			+ •• Cr 300	+0.1
Steel Pot	2[3]	-1 to any Perception rolls	• Cr 45	2.0
Kevlar	3[3]	-1 to any Perception rolls.	•• Cr 75	2.0
with +1 Accuracy HUD			+ •• Cr 1,500	+0.1
with 1 kilometer range radio			+ • Cr 50	+0.1
Sentinel	4[5]	-1 to any Perception rolls.	•• Cr 125	2.0
with 1 kilometer range radio			+ • Cr 50	+0.1
with 5 kilometer range radio			+ •• Cr 75	+0.2
with 10 kilometer range radio			+ •• Cr 100	+0.25
with +1 Accuracy HUD			+ ••• Cr 1,500	+0.1
with +2 Accuracy HUD			+ ••• Cr 3,000	+0.1
				+0.15

Armor may be worn over other armor, the result is cumulative, the values are simply added together. Many types may be worn under normal clothing, in this case they can be worn under a spacesuit. A few can be worn instead of a spacesuit, and a very few can't be worn with a space suit. Some can be integrated with a spacesuit. This will all be noted in the individual armor descriptions. If any combination of armor results in two different Difficulty ratings, those ratings are cumulative.

**Ablative 1[1(3)]:** Cloth or padded armor that sacrifices itself by burning off layers when attacked by laser fire. For the first five hits it provides a 3 armor bonus vs. laser weapons. For the first 10 hits it provides a 2 armor bonus and for the first 15 hits it

provides a 1 armor bonus against laser weapons. Full torso cost •• Cr 60 and weighs 0.5 kilograms, Full suit cost •• Cr 95 and weighs 1 kilogram. It can be worn over or under normal clothing. Ablative can be added to any armor providing cheap protection against laser weapons without making the armor shinny. It is legal to own this armor and it is flexible with no Difficulties wearing it.

**Advanced Poly Carapace 5[5]:** Kevlar, strong plastic and metal sandwich providing excellent protection. Torso costs ••• Cr 125 and weighs 3 kilograms, Full torso costs ••• Cr 150 and weighs 3.5 kilograms, arm and leg guards cost •• Cr 100 and weighs 2 kilograms each set, full suit costs ••• Cr 410 and weighs 7.5 kilograms. It is hard to bend and heavy +3 Difficulty to all Physical tasks. Ownership is restricted to Law Enforcement and the Military, but it can be found on the market in military surplus stores. Ownership is not illegal, but wearing it in public is. It may be worn over normal clothing, but it is too bulky to wear with a space suit.

**Antiballistic/Flack Jacket 1[3]:** Layers of Kevlar. Torso protection costs •• Cr 60 and weighs 1 kilogram. Full torso protection costs •• Cr 70 and weighs 1.25 kilogram. Both types are typically worn under normal clothing. Semi Flexible with +1 Difficulty. It is legal to own and use. It can be worn over or under normal clothing.

**Armored Bodysuiting 2[3]:** Semi-rigid strips of Kevlar and plastic sandwiched between cloth armor. Torso costs •• Cr 150 and weighs 1.5 kilograms, Full torso costs •• Cr 145 and weighs 1.75 kilograms. Arm and leg guards costs •• Cr 100 and weighs 0.75 kilograms each set, Full suit costs ••• Cr 375 and weighs 3.25 kilograms. It is semi-rigid and provides a +2 Difficulty to all Physical tasks. It is restricted to only military and police, but it can be found in military surplus stores, however wearing it makes any crimes committed while wearing it aggravated. A full suit can be integrated with an space suit creating a fully sealed environment, this adds cost •• Cr 75 and 1 kilogram of extra weight.

**Armor Carapace 3[3]:** Also known as "beetle" or "bug suit." This biotech armor is grown organically, but offers no formatting benefits. Rigid with a +1 Difficulty to any Physical task performed while wearing this armor. It will not set off a metal detector, cost •••• Cr 2,000 and 10.0 kilograms. It can't be worn with a spacesuit, but it can be worn over normal clothing.

**Armor Vest 1[3]:** A monfiber vest with small ceramic plates. Flexible with a +0 Difficulty to any Physical task performed while wearing this armor. It will not set off a metal detector, cost •• Cr 120 and 2.0 kilograms. It can be worn under normal clothing.

**Armored Exoskeleton 5[5]:** A set Kevlar lined with metal, reinforced with plastic and turned to provide a +2 to Strength, but wearing it causes a -1 to Dexterity. Full torso and leg guards costs ••• Cr 825 and weighs 6 kilograms, full torso, arm and leg guards costs •••• Cr 1050 and weighs 8 kilograms. Ownership is limited to only military and a few police. Private sell or ownership of this armor is illegal. Rigid with a +3 Difficulty to any Physical task performed while wearing this armor. It will set off a metal detector. It can be integrated with an spacesuit providing full environmental protection adds cost •• Cr 75 and 1 kilogram of weight. It is far too bulky to wear with clothing.

**Battle Dress 5[6]:** The best armor usually available to troops, it is composed of Kevlar, reinforced with metal and rigid plastic. Full torso cost ••• Cr 950 and weighs 4 kilograms, arm and leg guards cost ••• Cr 600 and weighs 3 kilograms each pair, Full suit •••• Cr 2150 and weighs 10 kilograms. Typical armor issued to Legion troops. It is rigid and only partial flexible +4 Difficulty. It is only used by military and specially licensed paramilitary units, it is illegal for anyone else to own or use. It can be integrated with an environment suit providing full environmental protection adds cost •• Cr 75 and 1 kilogram. It can be worn over light clothing, but not other armor.

**Bio-Organic Vacuum Assault Suit (bioVAS) 4[4]:** This symbiotic organism, based on Qin technology, is covered with segmented bioceramic plates that are connected by

multilayered, modified spider silk and sealed with advanced fiberweave. The bioVAS protects against vacuum and blocks hostile radiation and biological and chemical emissions. The plate covers an integral musculature, providing enhanced strength without interfering with movement or manipulation. The suit runs for up to 4 hours off an energy cell and a nutrient battery. If the batteries run out, the bioVAS switches to backup photosynthetic nodes that power it for an additional 30 minutes. These nodes recharge themselves in 15 minutes after being depleted. During recharging the bioVAS maintains only life-support systems, and is otherwise immobile. While a person can wear and survive in a suit for some time, the basic suit lacks humans nourishment sources. Aside from its protective capabilities, the basic bioVAS adds three dots to your character's Strength. Gauntlets, sensors, maneuvering thrusters and other bioware may be integrated as well (refer to specific bioapps for costs and Tolerance ratings.) Access to a bioVAS is highly restricted, and one must be formatted with a Tolerance of •••. It is rigid, but with the musculature it is easy to move in causing +0 Difficulty (+5 Difficulty if the power fails). Cost ••••• •• Cr 700,000 and it weighs 30 kilograms. Attempting to move in a unpowered suit is extremely hard. It operates as a space suit. It is so bulky that only a jump suit can be worn underneath it.

**Brigandine 2[2]:** Leather or Cloth with metal plates and rivets sewed together, it is an old type of armor, but it is possible that suits of it could be made and used. It has a +1 Difficulty to all Physical tasks while wearing it. Full Torso cost •• Cr 100 and weighs 4.0 kilograms, Full torso and skirt cost •• 150 and weighs 5.0 kilograms.

**Ceramic Alloy Carapace 4[4]:** Kevlar sandwiched between metal plates. Torso protection costs •• Cr 100 and weighs 3 kilograms, Full Torso costs •• Cr 125 and weighs 3.25 kilograms, arm and leg guards cost •• Cr 110 and weighs 3 kilograms for each pair. Full suit costs •• Cr 345 and weighs 9.25 kilograms. Difficult to bend and heavy +3 Difficulty to all Physical tasks while wearing this armor. It will set off a metal detector. It is restricted to law enforcement agencies and military units, but may be found on the market in military surplus stores. Ownership is not illegal, but wearing it in public is. It is too bulky to wear with a spacesuit, but it can be worn over normal clothing.

**Cloth 1[1]:** Cloth or padded armor, often worn under mesh armor. Often worn under clothing, but it can be worn over clothing as well. Full torso costs •• Cr 60 and weighs 0.5 kilograms, a full suit costs •• Cr 100 and weighs 1 kilogram. It is legal to own. Flexible, no difficulties wearing it. Legal to own and wear. It can be worn over, or under normal clothing or a spacesuit.

**Combat Armor 3[4]:** Full-body, hard-shell combat gear worn by advanced tactical soldiers and police forces. It is not available to commercial markets. Full suit only cost ••• Cr 2,500 with a weight of 12 kilograms. It can be integrated with a spacesuit for cost • Cr 50 and adds one kilogram to the weight.

**Diplo Vest 2[2]:** A torso only suit typically worn under clothing. Cost •• Cr 225 and weighs 1.75 kilograms. Full torso •• Cr 250 and weighs 2 kilograms. Hard to bend +2 Difficulty. Legal to own and wear. It looks like normal clothing.

**Fiberweave 0[1]:** An organic weave lining added to normal clothing (essentially an early version of bioweave armor). The armor adds little mass, and tough fibers offer moderate protection. It is bio grown, but doesn't require formatting. It is flexible with a +0 Difficulty. Cost; torso • Cr 25 and weighs 1 kilogram, full torso • Cr 30 and weighs 1.25 kilograms, arms and legs cost • Cr 10 and they weight 1 kilogram for each set, Full Suit cost • Cr 50 and it weighs 3.25 kilograms. It is legal to own and wear. It is added to normal clothing, usually underneath.

**Field Suit 1[3]:** A lighter version of combat armor, made of monofiber weave and ceramic inserts. It is flexible and offers a +0 Difficulty to all Physical tasks. Full Suit cost ••• Cr 900. It is used by the Military and some Police organizations, but it is illegal

to own and use and it weighs 6.0 kilograms. It is flexible enough to be worn over or under a spacesuit and normal clothing.

**Grav Enhanced Powered Plate 6[7]:** Made with orbital steel, Kevlar, and rigid reinforced plastic. The armor uses a microfusion reactor to power it. Full torso cost ••• Cr 2,000 and weighs 10 kilograms, but it acts like it only weighs 5 kilograms. Full suit cost •••• Cr 6,000 and weighs 20 kilograms, but it acts like it only weighs 10 kilograms. It is fully environmentally sealed as in a spacesuit. It is difficult to move in and has a +1 Difficulty, due to its enhanced musculature. It can operate for up to 12 hours before it needs servicing. It is usually set up with a nipple for water and a slot that distributes small food pellets. It is one step less than a full VARG. Used by the elite Chinese Orbital Military it allows a soldier to use a conventional airlock where most VARGs don't fit. Ownership and use by any private units or persons is illegal.

**Improved Ballistic 2[4]:** Layers of Kevlar over strong plastic plates. Torso protection costs •• Cr 75 and weighs 1.5 kilograms. Arm and Leg guards cost • Cr 70 and weighs 0.5 kilograms each. Full torso costs •• Cr 90 and weighs 0.75 kilograms, a full suit costs •• Cr 230 and weighs 1.25 kilograms. Hard to bend +3 Difficulty to all Physical tasks. Restricted to law enforcement agencies and the military, but it can be found on the market in military surplus stores. It is restricted to only military and police, but it can be found in military surplus stores, however wearing it makes any crimes committed while wearing it aggravated. It can be worn over or under normal clothing.

**Improved Cloth 2[1]:** a suit of cloth that is hardened with underlying strips of strong plastic. Full torso costs •• Cr 120 and weighs 1 kilogram, Full Suit costs •• Cr 190 and weighs 1.5 kilograms. Flexible, no difficulties wearing it. It is legal to own and wear. It can be worn over or under normal clothing.

**Jack/Leather 2[1]:** boiled leather that is hardened against Bashing damage. It does not guard well against Lethal damage, like weapon fire. This type of armor covers things like thick leather jackets or motorcycle leathers. It is flexible and easy to move in. Torso set: cost •• Cr 60 and weighs 1 kilogram, Full torso •• Cr 70 and weighs 1.25 kilograms, Arms/Legs cost •• Cr 60 and weighs 0.75 for each set, Full suit: cost •• Cr 190 for and weighs 2.75 kilograms. It is legal to own, torso armor is rarely considered armor, instead it's a jacket. The standard Environment Suit has the same rating of protection for the suit. Flexible, no difficulties wearing it. It can be worn as normal clothing.

**Lightweight Poly Carapace 2[2]:** A strong Kevlar armor with thin plastic plates to reinforce it. Torso costs •• Cr 200 and weighs 1.5 kilograms, Full torso costs ••• Cr 250 and weighs 1.75, Arm and leg guards •• Cr 150 and weighs 1.0 kilograms, Full suit ••• Cr 550 and weighs 2.75 kilograms. It is legal to own, but wearing it may cause problems; like aggravating any crimes committed while in the armor. It is semi-flexible +1 Difficulty and can be worn over or under normal clothing.

**Metal Mesh 3[1]:** A chain mail protective suit. It comes in full torso coverage, or with arm, and leg guards. The full torso Costs •• Cr 80 and weighs 4 kilograms, each pair of arm or leg guards Costs •• Cr 60 and weighs 2 kilograms each. A full suit weighs 10 kilograms and Costs •• Cr 200. It is legal to own and is usually worn over clothing or additional armor like leather. It is Semi-Flexible with a +1 Difficulty to all Physical tasks while wearing it. It will be detected in a metal detector, but it can be passed as historical reenactment wear and so it is legal to own and wear, but not without attracting attention.

**Poly Carapace 3[3]:** A strong Kevlar and Reinforced Plastic armor. Torso costs ••• Cr 250 and weighs 2 kilograms, Full torso costs ••• Cr 320 and weighs 2.25 kilograms, arms and legs costs ••• Cr 310 and weighs 2 kilograms each, Full suit costs •••• Cr 1,200 and weighs 6.25 kilograms. Semi-Flexible +2 Difficulty to all Physical tasks. It is very similar to the gear worn for American Football and so is legal to wear and own. It is bulk, but can be worn over normal clothing or under a spacesuit. Wearing it with a

spacesuit though adds +1 to the Difficulty to perform Physical tasks. A full suit can be set up as a spacesuit for an additional cost • Cr 50 and an extra weight of 1 kilogram.

**Protect 2[2]:** A suit composed of thin plates under a normally tailored suit looking like you are wearing a slightly bulky suit. Full torso costs •• Cr 300 and weighs 2 kilograms, Legs and lower torso costs •• Cr 400 and weighs 2 kilograms, Full torso and arms costs •• Cr 385 and weighs 2.5 kilograms, lower torso and legs costs •• Cr 400 and weighs 3 kilograms. Normally worn as full suit and arms with lower torso and legs costs •• Cr 700 and weighs 5 kilograms. Hard to bend +2 Difficulty to all Physical tasks.

Restricted, a special license with the local police is needed to own and wear this armor. It appears to be normal clothing and is often used by the diplomatic service.

**Reflex 1[1(4)]:** A light weight suit of reflective armor that is backed by cloth. It reflects lasers providing a 4 armor bonus vs. laser weapons. All other weapon on have to beat 1 armor. Full torso • Cr 25 and weighs 0.5 kilograms, arms and leg guards costs • Cr 10 and weighs 0.25 kilograms each pair, full suit • Cr 45 and weighs 1 kilogram. Reflex can be added to any armor, however it makes that armor metallic so that it sets off metal detectors, it reduces the target number to perceive the character in this armor by -1, and it costs • Cr 25 more. The weight it adds to the armor is inconsequential. It is legal to own this armor and it is flexible, there are no Difficulties to wearing this armor. It can be worn over or under normal clothing (or a spacesuit).

**Reinforced Clothing 0[2]:** This usually consists of petrocotton slacks or a monofiber-laced overcoat. The clothing can be designed in the latest styles for an additional • Cr 20-50. Torso cost •• Cr 600 and weighs 1.0 kilograms, Full torso cost •• Cr 650 and weighs 1.25 kilograms, Arms and Legs cost •• Cr 500 and weighs 1.0 kilograms each set, Full suit cost ••• Cr 1,650 and it weighs 2.25 kilograms. It is legal to own and wear, most often used by body guards and the fashionably rich worried about kidnapping.

**Rigid Breastplate 4[5]:** A strong Kevlar and metal alloy rigid breastplate. Torso costs •• Cr 105 and weighs 2 kilograms. +1 Difficulty do to the rigid nature of the breastplate. It is metal and will set off metal detectors. Owning and wearing it is often illegal, without a special permit. It can be worn over a standard spacesuit or normal clothing.

**Riot Gear 5[5]:** A strong suit similar to football gear, used by riot police over the world. +2 Difficulty do to its clumsy nature. Owning it is legal though. Full Torso Cr •• 100 and weighs 2.0 kilograms, arms and leg guards cost •• Cr 75 and weighs 1.0 kilograms each, Full Suit •• Cr 250 and it weighs 4.0 kilograms. It is worn over normal clothing, but can't be worn with a spacesuit or integrated into a spacesuit.

**Riot Shield 3[1]:** A strong transparent shield used by riot police all over the world. It can be used to provide half coverage or the user can crouch down and hide totally behind the shield. It adds +1 Difficulty to any task and is usually worn with Riot gear. It has been issued to some police as their sole source of protection, because they can be issued quickly and don't have to be put on.

### Boots/Shoes

**Armored Boots 2[3]:** Modern boots made of reinforced Kevlar and rigid plastic. Cost •• Cr 175 with a weight of 1.5 kilograms and a +1 Difficulty, it is legal to own. It can be included as part of a spacesuit.

**Combat Boots (20th century) 1[1]:** Leather with steel toe and sole to prevent punji sticks. Cost • Cr 50 with a weight of 1 kilogram, will set off a metal detector, it is legal to own

**Combat Boots (21st century) 2[2]:** Modern boots made with reinforced rigid plastic. Cost •• Cr 80, with a weight of 1.25 kilograms, it is legal to own. These values also hold for a standard spacesuit.

**Mailed Boots 2[2]:** Metal boots that cost •• Cr 60 with a weight of 2 kilograms, will set off a metal detector. Due to the weight the wearer operates at a +1 Difficulty, it is legal to own

**Sneakers/Soft Shoes 0[0]:** Normal shoes, with a maximum weight of 0.25 kilograms. Cost • to ••• Cr 10 to Cr 1,000 depending on the fashion, it is legal to own

**Steel toed Boots 2[1]:** Typical 20th century work boots made with leather and a steel toe. Cost •• Cr 55 with a weight of 1 kilogram, sets off metal detectors, it is legal to own

**Toughened Boots 1[2]:** Modern work boots; leather with reinforced plastic toes and sole. Cost •• Cr 65 with a weight of 1 kilogram and a +1 Difficulty, it is legal to own.

## Gloves

**Leather 1[1]:** Normal gloves to work gloves with a maximum weight of 0.25 kilograms a pair and a cost that varies from • to •• Cr 10 to Cr 200, it is legal to own

**Rigid Plastic 1[2]:** 21st century combat gloves with a weight of 0.5 kilograms a pair and a cost of •• Cr 75, it is legal to own

**Metal 2[2]:** with a cost of • Cr 50, a weight of 0.75 kilograms a pair and they set off metal detectors. +1 Difficulty do to weight, it is legal to own

**Reinforced Plastic/Spacesuit 2[2]:** with a weight of 0.5 kilograms a pair and a cost of •• Cr 100. The wearer suffers a +1 Difficulty to all Physical tasks, it is legal to own

## Helmets

**Bicycle 1[1]:** A strong plastic that weighs 0.25 kilograms, it is legal to own and the wearer suffers no difficulties. Cost • Cr 20

**Helmet 2[2]:** From cycle helmets to military-issue headgear, helmets are important if you don't want your head be crushed. Styles vary dramatically, but all protect equally well. Cost • 50 and weighs 1.5 kilograms

**Motorcycle/Police/Security 2[1]:** Rigid plastic that weighs 1 kilogram, it is legal to own and the wearer suffers a -1 to any Perception rolls. Cost •• Cr 85. With a +1 Accuracy HUD add ••• Cr 300 and 0.1 kilograms.

**Steel Pot 2[3]:** Metal, World War 2 vintage helmet that weighs 2 kilograms and is legal to own. The wearer suffers a -1 to any Perception rolls. It will set off a metal detector. Cost • Cr 45.

**Kevlar 3[3]:** Thick Kevlar helmet that weighs 2 kilograms. It is Desert Storm vintage and is legal to own. The wearer suffers a -1 to any Perception rolls. Cost •• Cr 75. With 1 kilometer range radio add • Cr 50 and 0.1 kilograms. With a +1 Accuracy HUD add Cr 300 and 0.1 kilograms.

**Sentinel 4[5]:** Reinforced Kevlar, that weighs 2 kilograms, with slots to hold a personal HUD (Heads Up Display) and an internal radio. The wearer suffers a -1 to any Perception rolls. Cost •• Cr 125. With 1 kilometer range radio add Cr • 50 and 0.1 kilograms, with 5 kilometer range radio add •• Cr 75 and 0.2 kilograms, with 10 kilometer range radio add •• Cr 100 and 0.25 kilograms (the radios are specially reinforced to replace the armor insert it takes in the helmet as are the HUDs). With a +1 Accuracy HUD add ••• Cr 1,500 and 0.1 kilograms, with a +2 Accuracy HUD add ••• Cr 3,000 and 0.15 kilograms. It can be worn with a spacesuit and integrated into its environmental support.