

## Pants and greaves:

<b>Light/normal pants and skirts:</b>		
Costs:	varying	
Weight:	varying	
Description:	The normal clothes one wears day for day, the special ball gown, whatever, as long as the fabric isn't too heavy.	
Handicaps:	Normally, none.	
Armor protection:		
	Normal	2
	Laser	2
	Fire	1
	Plasma	1
	Explosion	2
	Electrical	2

<b>Light leather pants:</b>		
Costs:	350 \$	
Weight:	5 pounds	
Description:	A light pair of leather pants, thick enough to withstand a lot, but usually worn for style reasons by juvenile rebels.	
Handicaps:	None.	
Armor protection:		
	Normal	4
	Laser	4
	Fire	2
	Plasma	2
	Explosion	4
	Electrical	4

<b>Heavy leather pants:</b>		
Costs:	600 \$	
Weight:	8 pounds	
Description:	A pair of heavy leather pants, especially strengthened with plastic inserts. Meant as protection for bikers.	
Handicaps:	-1 EN for all Endurance tests.	
Armor protection:		
	Normal	6
	Laser	6
	Fire	4
	Plasma	4
	Explosion	6
	Electrical	5

<b>Metal greaves:</b>		
Costs:	700 \$	
Weight:	12 pounds-	
Description:	Greaves that protect the shins and upper and lower legs. Made from metal and attached with belts or leather straps.	
Handicaps:	-1 EN for all Endurance tests. -1 AG for all Agility tests.	
Armor protection:		
	Normal	9
	Laser	5
	Fire	2
	Plasma	1
	Explosion	9
	Electrical	2

<b>Combat greaves</b>		
Costs:	1500 \$	
Weight:	16 pounds	
Description:	Greaves that protect the shins and upper and lower legs. Made from expensive polymers. Nearly all of those found in the Wasteland are pre War examples, but there are a few new ones made in Vault-City, in the NCR and by the Brotherhood of Steel.	
Handicaps:	-1 EN for all Endurance tests.	
Armor protection:		
	Normal	11
	Laser	10
	Fire	9
	Plasma	6
	Explosion	11
	Electrical	8