

### Armor:

The armor protection is the amount of damage absorbed by the armor. Only incoming damage that surpasses the armor protection is received.

### Upper body armor:

<b>Light/normal upper body clothing:</b>		
Costs:	varying	
Weight:	varying	
Description:	The normal clothing you wear day for the day, the special ball gown, whatever. As long as the fabric is not too heavy.	
Handicaps:	None.	
Armor protection:		
	Normal	2
	Laser	2
	Fire	1
	Plasma	1
	Explosion	2
	Electrical	2

<b>Light leather jacket</b>		
Costs:	450 \$	
Weight:	7 pounds	
Description:	A common leather jacket for temperate temperatures. Never went out of fashion and doesn't protect badly.	
Handicaps:	None	
Armor protection:		
	Normal	4
	Laser	4
	Fire	2
	Plasma	2
	Explosion	4
	Electrical	4

<b>Heavy leather jacket</b>		
Costs:	600 \$	
Weight:	11 pounds	
Description:	A heavy leather jacket, that can keep warm in cold temperatures – and furthermore, offers better protection.	
Handicaps:	-1 EN for all Endurance tests.	
Armor protection:		
	Normal	5
	Laser	5
	Fire	3
	Plasma	3
	Explosion	5
	Electrical	5

<b>Light leather armor</b>		
Costs:	900 \$	
Weight:	20 pounds	
Description:	A solid, but light armor made of brahmin leather.	
Handicaps:	None.	
Armor protection:		
	Normal	6
	Laser	6
	Fire	4
	Plasma	4
	Explosion	6
	Electrical	6

<b>Heavy leather armor</b>		
Costs:	1100 \$	
Weight:	27 pounds	
Description:	A solid brahmin leather armor, extra strengthened to protect the wearer a bit better.	
Handicaps:	-1 AG for all Agility tests.	
Armor protection:		
	Normal	8
	Laser	8
	Fire	5
	Plasma	5
	Explosion	8
	Electrical	7

<b>Light metal armor</b>		
Costs:	800 \$	
Weight:	30 pounds.	
Description:	Strange to perceive thing made of welded together metal plates – certainly neither very pretty or comfortable.	
Handicaps:	-15 to sneaking -1 AG for all Agility tests.	
Armor protection:		
	Normal	9
	Laser	5
	Fire	3
	Plasma	2
	Explosion	9
	Electrical	1

<b>Heavy metal armor</b>		
Costs:	1500 \$	
Weight:	40 pounds	
Description:	Really well worked metal plates, often polished bright – or painted in camouflage. Not necessarily cheap, but worthwhile.	
Handicaps:	-25 to sneaking -2 AG for all Agility tests.	
<b>Armor protection:</b>		
	Normal	11
	Laser	6
	Fire	2
	Plasma	1
	Explosion	11
	Electrical	2

<b>Combat armor Mk I</b>		
Costs:	2000 \$	
Weight:	30 pounds	
Description:	Made from expensive polymers in expensive procedures. A craftsmanlike made armor.	
Handicaps:	None.	
<b>Armor protection:</b>		
	Normal	11
	Laser	10
	Fire	9
	Plasma	6
	Explosion	11
	Electrical	8

<b>Combat armor Mk II</b>		
Costs:	2500 \$	
Weight:	34 pounds	
Description:	Improved version of the combat armor Mk I, specially strengthened and only a bit heavier.	
Handicaps:	None.	
Armor protection:		
	Normal	13
	Laser	12
	Fire	11
	Plasma	8
	Explosion	13
	Electrical	10

<b>Tesla-armor</b>		
Costs:	1700 \$	
Weight:	42 pounds	
Description:	A special metal armor, that is supposed to protect especially well from energy weapons.	
Handicaps:	-15 to sneaking -1 AG for all Agility tests.	
Armor protection:		
	Normal	11
	Laser	10
	Fire	2
	Plasma	5
	Explosion	11
	Electrical	9