

# Low-Tech Armor Tables v0.41

## Torso Armor

TL	Armor	Location	DR	Cost	Weight	LC	Notes
0	Fur Loincloth	groin	1*	\$ 10.00	1	–	[1]
0	Fur Tunic	torso, groin	1*	\$ 35.00	3.5	–	[1]
0	Fur Vest	torso	1*	\$ 25.00	2.5	–	[1]
0	Quilted Jacket	arms, torso	1*	\$ 62.50	3.6	–	[1]
0	Leather Jacket	arms, torso	1*	\$ 50.00	4	–	[1]
1	Cloth Longcoat	body, limbs	1*	\$ 137.50	7.2	–	
1	Leather Longcoat	body, limbs	1*	\$ 110.00	8	–	
1	Light Cloth Armor	torso, groin	1	\$ 75.00	6.8	4	
1	Light Leather Armor	torso, groin	1	\$ 60.00	7.5	4	
1	Buff Coat (Canvas)	body, limbs	2*	\$ 262.50	14.4	4	
1	Buff Coat (Hide)	body, limbs	2*	\$ 210.00	16	4	
1	Cloth Armor	torso, groin	2	\$ 125.00	13.5	4	
1	Leather Armor	torso, groin	2	\$ 100.00	15	4	
1	Heavy Cloth Armor	torso, groin	3	\$ 200.00	20.7	4	
1	Heavy Leather Armor	torso, groin	3	\$ 160.00	23	4	
1	Linnen Plectron	torso	4	\$ 193.75	19.4	4	
1	Leather Plectron	torso	4	\$ 155.00	21.5	4	
2	Light Scale Haubergeon	torso	3	\$ 225.00	12	4	
2	Light Scale Hauberk	torso, groin	3	\$ 310.00	17	4	
2	Mail Hauberk	torso, groin	4/2*	\$ 350.00	14	3	[3]
2	Mail Vest (or Haubergeon)	torso	4/2*	\$ 250.00	10	4	[1, 3]
2	Scale Hauberk	torso, groin	4	\$ 435.00	23	3	
2	Lorica Segmentata	torso	5	\$ 630.00	15.5	3	
2	Banded Iron Corselet	torso, groin	5	\$ 900.00	20	3	
3	Double Mail Hauberk	torso, groin	5/3*	\$ 500.00	21.5	3	[3]
3	Light Breastplate	torso (part)	4F	\$ 410.00	7.5	3	[2]
3	Iron Breastplate	torso (part)	5F	\$ 515.00	9	3	[2]
3	Heavy Iron Breastplate	torso (part)	6F	\$ 615.00	11	2	[2]
3	Iron Corselet	torso, groin	6	\$ 1,300.00	22.5	2	
3	Heavy Iron Corselet	torso, groin	7	\$ 1,505.00	26.5	2	
4	Light Steel Breastplate	torso, groin	5F	\$ 575.00	8.5	3	
4	Steel Breastplate	torso, groin	6F	\$ 705.00	10.5	2	
4	Heavy Steel Breastplate	torso, groin	7F	\$ 860.00	12	2	
4	Steel Corselet	torso, groin	7	\$ 1,700.00	25	2	
4	Heavy Steel Corselet	torso, groin	8	\$ 2,500.00	28	2	

## Gloves

TL	Armor	Location	DR	Cost	Weight	LC	Notes
1	Cloth Gloves	hands	1*	\$ 37.50	0.2	–	[1]
1	Leather Gloves	hands	1*	\$ 30.00	0.25	–	[1]
1	Heavy Cloth Gauntlets	hands, arms (part)	2*	\$ 125.00	1.5	–	[2, 7]
1	Heavy Cloth Mittens	hands	2*	\$ 50.00	0.4	–	
1	Heavy Leather Gauntlets	hands, arms (part)	2*	\$ 100.00	1.75	–	[2, 7]
1	Heavy Leather Mittens	hands	2*	\$ 40.00	0.5	–	
2	Mail Gauntlets	hands, arms (part)	4/2*	\$ 250.00	3	4	[2, 3, 7]
2	Mail Gloves	hands	4/2*	\$ 60.00	0.5	4	[2, 3]
2	Mail Mittens	hands	4/2*	\$ 80.00	0.75	4	[3,7]
3	Iron Plate Gauntlets	hands, arms (part)	5	\$ 390.00	4	3	[2,7]
3	Iron Plate Mittens	hands	5	\$ 120.00	1	3	[7]
4	Steel Plate Gauntlets	hands, arms (part)	6	\$ 600.00	4	2	[2,7]
4	Steel Plate Mittens	hands	6	\$ 225.00	1	2	[7]

## Footwear

TL	Armor	Location	DR	Cost	Weight	LC	Notes
0	Sandals	feet (part)	0	\$ 25.00	0.5	–	[1,2]
1	Shoes	feet	1*	\$ 40.00	2	–	[1]
2	Ankle Boots	feet	2*	\$ 80.00	3	–	[1]
2	Calf Boots	feet, legs (part)	2*	\$ 150.00	5.25	–	[1,2]
3	Iron Sollerets	feet	4	\$ 125.00	2.5	3	
3	Heavy Iron Sollerets	feet	5	\$ 150.00	3	3	
4	Steel Sollerets	feet	5	\$ 190.00	2	3	
4	Heavy Steel Sollerets	feet	6	\$ 225.00	2.5	2	

## Headgear

TL	Armor	Location	DR	Cost	Weight	LC	Notes
1	Light Mask	face	1*	\$ 10.00	0.5	–	[4]
1	Sturdy hat (cloth, leather, etc)	skull	1*	\$ 20.00	0.75	–	[1]
1	Cloth Helm	skull, face (partial)	2	\$ 43.75	2	4	[2]
1	Cloth Hood	skull, neck	2	\$ 56.25	1.8	4	[1]
1	Cloth Mask	face	2	\$ 18.75	0.9	3	[4]
1	Leather Helm	skull, face (partial)	2	\$ 35.00	2.25	4	[2]
1	Leather Hood	skull, neck	2	\$ 45.00	2	4	[1]
1	Leather Mask	face	2	\$ 15.00	1	3	[4]
1	Heavy Cloth Helm	skull, face (partial)	3	\$ 75.00	3.2	4	[2]
1	Heavy Cloth Hood	skull, neck	3	\$ 87.50	3.2	4	
1	Heavy Cloth Mask	face	3	\$ 37.50	1.4	3	[4]
1	Heavy Leather Helm	skull, face (partial)	3	\$ 60.00	3.5	4	[2]
1	Heavy Leather Hood	skull, neck	3	\$ 70.00	3.5	4	
1	Heavy Leather Mask	face	3	\$ 30.00	1.5	3	[4]
2	Camail/Aventail (w. helm)	neck	4/2*	\$ 70.00	2	3	[3,5]
2	Mail Coif	skull, neck	4/2*	\$ 120.00	4.5	3	[3]
2	Light Scale Coif	skull, neck	3	\$ 100.00	5.25	3	[3]
2	Light Welded Iron Facemask	face	3	\$ 75.00	1.75	3	[4]
2	Iron Skullcap (Welded)	skull	4	\$ 130.00	3	3	
2	Legionary Helmet (Iron)	skull, face (partial)	4	\$ 230.00	5.5	3	[2]
2	Scale Coif	skull, neck	4	\$ 130.00	7	3	[3]
2	Welded Iron Facemask	face	4	\$ 100.00	2.5	3	[4]
2	Double Mail Coif	skull, neck	5/3*	\$ 170.00	6	3	[3]
3	Light Iron Gorget	neck	3	\$ 120.00	1.5	3	
3	Iron Gorget	neck	4	\$ 160.00	2	3	
3	Heavy Iron Gorget	neck	5	\$ 210.00	2.5	3	
3	Iron Barrel Helm	skull, face	5	\$ 300.00	6	3	[4,6]
3	Iron Bascinet	skull	5	\$ 170.00	3.5	4	[6]
3	Iron Face Mask	face	5	\$ 130.00	2.5	3	[4]
3	Heavy Iron Barrel Helm	skull, face	6	\$ 400.00	7.5	2	[4,6]
3	Heavy Iron Bascinet	skull	6	\$ 210.00	4.25	2	[6]
3	Heavy Iron Face Mask	face	6	\$ 190.00	3.25	2	[4]
4	Light Steel Gorget	neck	6	\$ 260.00	3	2	
4	Steel Barrel Helm	skull, face	7	\$ 550.00	8.75	2	[4,6]
4	Steel Bascinet	skull	7	\$ 300.00	5	2	[6]
4	Steel Face Mask	face	7	\$ 250.00	3.75	2	[4]
4	Steel Gorget	neck	7	\$ 325.00	3.5	2	
4	Heavy Steel Gorget	neck	8	\$ 400.00	4	2	
4	Steel Greathelm	skull, face	+2	\$ 250.00	3.5	2	[4,5,6]
4	Heavy Steel Greathelm	skull, face	+3	\$ 400.00	5.5	2	[4,5,6]

## Limb Armor

TL	Armor	Location	DR	Cost	Weight	LC	Notes
0	Cloth Pants	legs, groin	1*	\$ 62.50	3.2	–	[1]
0	Leather Pants	legs, groin	1*	\$ 50.00	3.5	–	[1]
0	Thin Cloth Leggings	legs	1*	\$ 37.50	2	–	[1]
0	Thin Leather Leggings	legs	1*	\$ 30.00	2.25	–	[1]
0	Light Cloth Leggings	legs	1	\$ 45.00	2.7	4	
0	Light Cloth Sleeves	arms	1	\$ 30.00	1.8	4	
0	Light Leather Leggings	legs	1	\$ 36.00	3	4	
0	Light Leather Sleeves	arms	1	\$ 24.00	2	4	
1	Cloth Leggings	legs	2	\$ 75.00	5.4	4	
1	Cloth Sleeves	arms	2	\$ 50.00	3.6	4	
1	Leather Leggings	legs	2	\$ 60.00	6	4	
1	Leather Sleeves	arms	2	\$ 40.00	4	4	
1	Studded Cloth Skirt	groin, legs (part)	3/2*	\$ 100.00	5.4	–	[2,3]
1	Studded Leather Skirt	groin, legs (part)	3/2*	\$ 80.00	6	–	[2,3]
1	Heavy Cloth Leggings	legs	3	\$ 125.00	10.8	4	
1	Heavy Cloth Sleeves	arms	3	\$ 75.00	7.2	4	
1	Heavy Leather Leggings	legs	3	\$ 100.00	12	4	
1	Heavy Leather Sleeves	arms	3	\$ 60.00	8	4	
1	Extra-Heavy Cloth Leggings	legs	4	\$ 162.50	15.3	4	
1	Extra-Heavy Cloth Sleeves	arms	4	\$ 112.50	9.9	4	
1	Extra-Heavy Leather Leggings	legs	4	\$ 130.00	17	4	
1	Extra-Heavy Leather Sleeves	arms	4	\$ 90.00	11	4	
2	Light Scale Leggings	legs	3	\$ 200.00	11	3	
2	Light Scale Sleeves	arms	3	\$ 135.00	7	3	
2	Mail Leggings	legs	4/2*	\$ 180.00	10	3	[3]
2	Mail Sleeves	arms	4/2*	\$ 120.00	6.5	3	[3]
2	Iron Armbands	arms (part)	4	\$ 160.00	3.75	4	[2]
2	Iron Greaves	legs (part)	4	\$ 240.00	5.5	4	[2]
2	Scale Leggings	legs	4	\$ 250.00	14.5	3	
2	Scale Sleeves	arms	4	\$ 175.00	9.5	3	
3	Double Mail Leggings	legs	5/3*	\$ 250.00	13	3	[3]
3	Double Mail Sleeves	arms	5/3*	\$ 160.00	9	3	[3]
2	Banded Iron Arms	arms	5	\$ 400.00	9.5	3	
2	Banded Iron Legs	legs	5	\$ 600.00	14	3	
3	Iron Plate Arms	arms	6	\$ 700.00	9.5	2	
3	Iron Plate Legs	legs	6	\$ 1,000.00	15	2	
3	Heavy Iron Plate Arms	arms	7	\$ 820.00	11	2	
3	Heavy Iron Plate Legs	legs	7	\$ 1,175.00	17.5	2	
4	Steel Plate Arms	arms	7	\$ 900.00	10.5	2	
4	Steel Plate Legs	legs	7	\$ 1,300.00	16	2	
4	Heavy Steel Plate Arms	arms	8	\$ 1,100.00	11.5	2	
4	Heavy Steel Plate Legs	legs	8	\$ 1,600.00	17.5	2	

### A note about armor LC:

Legality Class is a setting specific feature, but I've attempted to assign "good enough" LCs for an arbitrary TL3-ish setting. Armor made from leather or cloth is suitable for game keepers, irregular soldiers or impressed peasants, and those in risky professions, and is LC 4 or no LC at all (clothing). Armor made from metal is for professional warriors, and is LC 3 unless it covers part of a single hit location or Skull caps (which peasants can usually improvise). Armor with DR 6 or better is LC 2.

### A note about cloth armor:

Properly made cloth armor is an *upgrade* from leather armor; 8-30 layers of fine woven cloth are tacked together on the bias, forming a stiff, lightweight organic material. Sometimes further reinforced with lacquer, resin, or paints to form a primitive composite armor.

Simple felt or stuffed and padded cloth are one explanation for Cheap quality armor.

## Notes:

- [1] Concealable as or under clothing.
- [2] Partial coverage:
  - sandals give DR 1 to the underside of the foot,
  - studded leather skirt only protects the legs on a 4-6 of a 1d roll (but protects the groin all the time),
  - armbands, calf-boots, and greaves only protect their limbs on a 1-3 of a 1d roll,
  - gauntlets only protect the arm on a 5-6 of a 1d roll (but protect the hands all the time),
  - chain gloves have leather palms giving DR 2\* (50% chance of hitting the palm if randomly determined),
  - breastplates give DR only from the front,
  - leather helm and legionary helm protects the face on a 3-6 of a 1d roll.
- [3] Split DR: use the lower DR against crushing attacks.
- [4] Helmet protects the Eye hit location, but gives wearer the No Peripheral Vision disadvantage (p. 151) while worn. Optionally, helmet provides NO protection to the eye Hit Location and does not impact peripheral vision.
- [5] Greathelms are designed to be worn over a pot-helm/bascinet or coif, and are not worn separately. Camails are an "upgrade" to helms, not a separate piece of armor.
- [6] Helmet gives wearer the Hard of Hearing disadvantage (p. 138) while worn.
- [7] Gauntlets and Mittens gives wearer level 1 of the Ham Fisted disadvantage (p. 138) while worn

## Armor Modifiers

All of the TL0-4 armor on pp. B283-284 is fair game in a dungeon fantasy campaign. Many modifiers are available to improve armor; these have "cost factors" (CF) that affect cost as explained for weapons (p. 26). Most modifiers are specific to particular kinds of armor.

Dragonhide\*: Any hard leather armor (DR 2) can be dragonhide. This provides from +1 to +4 DR, depending on the dragon's age (elder dragonhide has up to +7 DR, but isn't for sale). It also gives -3 reactions from dragons! Weight and cost depend on DR bonus (treat "neg." weight as 0.5 lb to begin with): +1 DR is 1.25 times weight and +37 CF; +2 DR is 1.5 times weight and +44 CF; +3 DR is 1.75 times weight and +52 CF; and +4 DR is 2 times weight and +59 CF.

Dwarven\*: Dwarves can forge any DR 6-7 plate armor to be extra-thick. This raises weight: +1 DR weighs 1.2 times as much, +2 DR weighs 1.4 times as much, and +3 DR weighs 1.6 times as much. Cost depends on DR bonus: +1 DR is +1 CF, +2 DR is +2 CF, and +3 DR is +3 CF.

Elven: Elven mail uses the higher DR listed for the base armor against all damage – don't reduce its DR vs. crushing blows. Any mail: +3 CF.

Fine\*: Expertly fitted, with no waste material. Offers full DR at 3/4 the usual weight. Only fits wearers whose height and weight match the original owner's! Any armor: +9 CF.

Giant Spider Silk: Improves cloth armor from DR 1 to DR 2, and allows it to be worn under other armor, for +2 DR, without the DX penalty for layering. +99 CF.

Meteoric†: Resists magic as for the weapon modifier (above). Any metal armor: +19 CF.

Orichalcum\*†: Provides full DR at just 1/3 the usual weight! Any bronze plate armor (assume that gauntlets and sollerets can be bronze): +29 CF.

Ornate‡: Dress to impress, exactly as for the weapon modifier (p. 26). Any armor: +1 to reactions for +1 CF, +2 for +4 CF, and +3 for +9 CF.

Spiked: Lets the wearer roll DX-4 to stab each foe in close combat with him for 1d-2 imp, once per turn, as a free action. Anyone who strikes him with an unarmed attack is hit immediately and automatically – and a bite, slam, or Constriction Attack means that attacker suffers maximum damage (4 points). Any plate armor: +2 CF.

Thieves'‡: Blackened mail woven for maximum flexibility and minimum noise. Ignore its weight for encumbrance purposes when making Climbing and Stealth rolls. Any mail: +3 CF.

\* Weight effects multiply together; e.g., dwarven plate with +3 DR (1.6 times weight) of fine quality (3/4 weight), weighs 1.2 times as much as usual.

† Meteoric and orichalcum are mutually exclusive.

‡ Thieves' mail cannot be ornate.