

Category	Item	AT	Cost	Weight	Other Notes
Body Armor	Leather Jerkin	5	5 gp	8	Vest which covers abdomen.
	Leather Jerkin (Small)	5	3 gp	4	Vest which covers abdomen.
	Leather Coat	6	10 gp	15	Protects most of legs.
	Leather Coat (Small)	6	7 gp	7.5	Protects most of legs.
	Reinforced Leather Coat	7	25 gp	17	Protects most of legs.
	Reinforced Leather Coat (Small)	7	18 gp	8.5	Protects most of legs.
	Reinf. Full-length Leather Coat	8	50 gp	20	Protects legs and arms.
	Reinf. Full-length Leather Coat (Small)	8	35 gp	10	Protects legs and arms.
	Leather Breastplate	9	30 gp	12	Rigid vest which covers abdomen.
	Leather Breastplate (Small)	9	20 gp	6	Rigid vest which covers abdomen.
	Leather Breastplate and Greaves	10	45 gp	17	
	Leather Breastplate and Greaves (Small)	10	30 gp	8.5	
	Chain Shirt	13	100 gp	20	Covers abdomen and half upper arms.
	Chain Shirt (Small)	13	70 gp	10	Covers abdomen and half upper arms.
	Chain and Greaves	14	125 gp	25	
	Chain and Greaves (Small)	14	90 gp	12.5	
	Full Chain	15	150 gp	35	Long-sleeved shirt and leggings.
	Full Chain (Small)	15	100 gp	17.5	Long-sleeved shirt and leggings.
	Chain Hauberk	16	200 gp	40	Long coat that covers arms and legs.
	Chain Hauberk (Small)	16	135 gp	20	Long coat that covers arms and legs.
	Breastplate	17	200 gp	25	2 piece, metal vest. Covers abdomen.
	Breastplate (Small)	17	135 gp	12.5	2 piece, metal vest. Covers abdomen.
	Breastplate and Greaves	18	300 gp	30	
Breastplate and Greaves (Small)	18	200 gp	15		
Half Plate	19	600 gp	50	Plate and chain. Covers whole body.	
Half Plate (Small)	19	400 gp	25	Plate and chain. Covers whole body.	
Full Plate*	20	1500 gp	70	Plate covering all exposed areas.	
Full Plate* (Small)	20	1000 gp	35	Plate covering all exposed areas.	
Shields	Target Shield	—	5 gp	5	+20 DB vs. melee; +10 DB vs. missile.
	Target Shield (Small)	—	4 gp	2.5	+20 DB vs. melee; +10 DB vs. missile.
	Normal Shield	—	9 gp	10	+20 DB vs. melee or missile.
	Normal Shield (Small)	—	6 gp	5	+20 DB vs. melee or missile.
	Full Shield	—	20 gp	15	+25 DB vs. melee or missile.
	Full Shield (Small)	—	12 gp	7.5	+25 DB vs. melee or missile.
	Wall Shield	—	30 gp	30	+30 DB vs. melee; +40 DB vs. missile.
	Wall Shield (Small)	—	20 gp	15	+30 DB vs. melee; +40 DB vs. missile.
Personal Addons	Aventail	—	25 gp	1	Chain neck armor; attaches to helm.
	Aventail (Small)	—	18 gp	0.5	Chain neck armor; attaches to helm.
	Full Helm	—	50 gp	5	Covers neck and face; has vent slits.
	Full Helm (Small)	—	35 gp	2.5	Covers neck and face; has vent slits.
	Leather Helmet	—	3 gp	1	Padded skullcap.
	Leather Helmet (Small)	—	2 gp	0.5	Padded skullcap.
	Plate Helm	—	25 gp	4	Interlocking, overlapping plates.
	Plate Helm (Small)	—	18 gp	2	Interlocking, overlapping plates.
	Pot Helm	—	15 gp	3	Reinforced metal skullcap.
	Pot Helm (Small)	—	10 gp	1.5	Reinforced metal skullcap.
	Superior Leather Helm	—	5 gp	2	Reinforced metal and leather.
	Superior Leather Helm (Small)	—	3 gp	1	Reinforced metal and leather.

Category	Item	AT	Cost	Weight	Other Notes
	Visored Helm	—	60 gp	5	Covers neck; movable face covering.
	Visored Helm (Small)	—	40 gp	2.5	Covers neck; movable face covering.
	Leather Bracer	—	1 gp	0.5	Wrist-guard. 25% greave prot.
	Plate Bracer	—	5 gp	0.75	Wrist-guard. 50% greave prot.
	Metal Gauntlet	—	5 gp	0.5	+5 Martial Arts-Degree 1 OB
Barding	Leather Barding	7	80 gp	100	Covers horse's trunk. -15 to manouv.
	Chain Barding	16	270 gp	160	Covers horse's trunk. -20 to manouv.
	Plate Barding	19	1200 gp	190	Covers horse's trunk. -30 to manouv.
Mount Addons	Leather Chanfron	—	12 gp	15	Covers horse's head. Treat as helm.
	Plate Chanfron	—	100 gp	25	Covers horse's head. Treat as helm.
	Leather Crinet	—	15 gp	25	Covers horse's neck. -5 to manouv.
	Chain Crinet	—	50 gp	31	Covers horse's neck. -5 to manouv.
	Plate Crinet	—	100 gp	38	Covers horse's neck. -5 to manouv.