

# Randomly Generated CF=1 Armor Table

**Cost:** In gold pieces (gp).

**AT:** How much the armor adds to AC.

**Bulk:** How bulky the armor is.

**Weight:** In pounds (lbs).

**Rogue Dex Mod:** The penalty to rogue abilities from the armor.

#	Name	gp	AT	Bulk	lbs.	Rog Dex Mod.	Notes
1	Viking armor, Pig Iron	16	+8	fairly	3	+0	
2	Bases, Bone	22	+2	non-	1	-10	
3	Aventail or camail, Worked Iron	24	+2	non-	2	-5	+45 max hp; +1M action per day
4	Enclosed helmet, Copper	24	+2	non-	1	-5	Barbarian Cml bonus to melee/ranged dmg; Immune Magnetism (Metal+Positive)
5	Lamellar armor, Copper	30	+3	very+1	40	-0	+2 Con; +2 martial arts maneuvers
6	Lame, Obsidian	33	+3	non-	1	-10	
7	Guard of vambrace, Bronze	54	+9	very+2	123	-0	
8	Close helmet, Wood	54	+9	bulky	10	-0	+1 weapon needed to hit you; DR 75/+17
9	Hauberk, Wood	63	+3	non-	2	-20	
10	Couter or cowter, Pig Iron	72	+4	bulky	9	-5	
11	Ailette, Pig Iron	72	+3	fairly	4	-5	DR 90/+16; Can have one Armor Adjectives
12	Pixane, Obsidian	93	+3	non-	2	-30	
13	Viking armor, Obsidian	98	+7	very+3	568	-0	+25 max hp; 0, 1/t: Counterspell a x1 effect
14	Aventail or camail, Crude Iron	110	+5	non-	2	-10	+1 Chr; +1 Luck (the ability score); 1V: Two target(s) Fascinated (PPD save)
15	Enclosed helmet, Crude Iron	112	+2	non-	2	-55	
16	Laminar armor, Bone	156	+6	non-	2	-25	
17	Bassinet Helmet, Wood	168	+7	fairly	4	-5	+2 Chr; 2 martial arts maneuvers
18	Ailette, Worked Iron	172	+2	non-	2	-85	
19	Gambeson, Bronze	176	+8	non-	1	-10	+1 weapon needed to hit you; DR 75/+17
20	Cowter, Silver	186	+6	non-	2	-30	
21	Bishop's mantle, Copper	186	+6	non-	2	-30	
22	Kasten-brust armor, Bone	208	+4	fairly	2	-25	
23	Spangenhelm, Pig Iron	210	+2	very+1	74	-20	
24	Mail armor, Crude Iron	216	+9	fairly	5	-5	+1 Int; RR 95%
25	Spangenhelm, Obsidian	224	+2	fairly	3	-55	
26	Guard of vambrace, Steel	231	+3	very+3	267	-10	
27	Guard of vambrace, Crude Iron	231	+3	very+3	704	-10	
28	Viking armor, Obsidian	240	+5	very	17	-5	Damage Treshold 70
29	Lame, Wood	246	+3	non-	2	-40	DR 10/+11
30	Kasten-brust armor, Copper	248	+8	non-	1	-30	
31	Transitional Cuirass, Silver	264	+8	bulky	9	-10	
32	Sabatons or solleret, Pig Iron	280	+5	non-	2	-55	
33	Haubergeon, Bronze	280	+5	non-	1	-55	
34	Pixane, Steel	288	+4	very+2	175	+5	Barbarian Cml bonus to melee/ranged dmg; Immune Magnetism (Metal+Positive)
35	Rondel, Copper	310	+5	fairly	5	-30	
36	Lame, Worked Iron	324	+9	very+2	235	-5	

37	Kasten-brust armor, Obsidian	328	+2	very	21	-40	
38	Viking armor, Bone	336	+7	bulky	5	-15	
39	Scale armor, Pig Iron	357	+7	non-	1	-50	
40	Tasset, Obsidian	360	+5	very+2	100	-5	Bag of Holding 3000.; 1V 1/d; Dmg Threshold 100 vs. one effect
41	Hauberk, Steel	384	+8	very	22	-5	Gets Dex bonus among dmg/saves
42	Couter or cowter, Silver	410	+5	fairly	2	-40	
43	Close helmet, Bone	416	+4	very	29	+25	
44	Boiled Leather armor, Crude Iron	420	+5	very	20	-20	
45	Bases, Obsidian	432	+6	non-	2	+35	+2 Dex; +7+AT martial arts maneuvers
46	Boiled Leather armor, Bone	440	+4	very+1	85	-10	Counts as a 80*AT hp Mount; Burrowing at 8*AT inches
47	Gambeson, Obsidian	448	+4	fairly	4	-55	
48	Arming doublet, Copper	462	+11	non-	1	+20	+1 set Int; +1V actions; x3 move rate
49	Jazerant, Crude Iron	468	+9	fairly	4	-25	
50	Enclosed helmet, Bone	480	+10	bulky	7	-15	
51	Aventail or camail, Bronze	492	+3	fairly	5	-40	Mount 70*AT hp; +AT among saves/AC
52	Haubergeon, Crude Iron	496	+4	fairly	4	-30	+2 Int; +1 Wis; Bar bonus; B.S. 10
53	Lame, Bone	520	+10	non-	2	-25	+40 max hp; -16 dmg per physical attack
54	Transitional Cuirass, Obsidian	574	+2	very+3	433	-40	
55	Nasal helmet, Silver	616	+4	very+3	654	-10	+2 Int; Grapple: Poison (Will save); 1E: Nausea (Fort save)
56	Jack of plate, Silver	656	+4	fairly	3	-40	Can have any number Armor Adjectives instead of 1
57	Aventail or camail, Obsidian	656	+4	fairly	4	-40	Damage Treshold 70
58	Viking armor, Steel	672	+6	very+3	518	-15	
59	Aventail or camail, Wood	720	+5	fairly	4	+35	+25 max hp; 0, 1/t: Counterspell a x1 effect
60	Boiled Leather armor, Silver	720	+5	fairly	4	-35	Can be worn with shields
61	Ailette, Pig Iron	736	+8	non-	1	-45	+1 Chr; +1 Luck (the ability score); 1V: Two target(s) Fascinated (PPD save)
62	Bases, Silver	744	+8	bulky	9	-30	
63	Aventail or camail, Bronze	775	+5	very+1	58	-30	
64	Tasset or tuille, Crude Iron	780	+5	bulky	9	-25	+2 Int; +1 Wis; Bar bonus; B.S. 10
65	Bascinet, Pig Iron	840	+10	very	31	-20	
66	Tasset or tuille, Worked Iron	860	+10	non-	1	-85	
67	Haubergeon, Steel	882	+7	very+2	179	-20	
68	Couter or cowter, Crude Iron	902	+11	fairly	2	-40	
69	Bascinet, Wood	909	+3	bulky	5	-100	
70	Lamellar armor, Worked Iron	915	+3	very+1	83	-60	
71	Hauberk, Obsidian	976	+8	non-	2	-60	Mount 70*AT hp; +AT among saves/AC
72	Mail armor, Pig Iron	1,064	+2	very+3	679	-75	
73	Lame, Obsidian	1,111	+11	non-	2	-100	
74	Gambeson, Obsidian	1,148	+7	very	22	-40	
75	Sabaton or solleret, Wood	1,212	+3	very	34	-100	
76	Hauberk, Pig Iron	1,220	+4	very+1	79	-60	
77	Plated mail, Crude Iron	1,232	+8	very+3	453	-10	+2 Chr; +3 dmg with all attacks; SR 5

78	Gambeson, Pig Iron	1,248	+8	bulky	10	+25	Counts as a 80*AT hp Mount; Burrowing at 8*AT inches
79	Nasal helmet, Copper	1,260	+6	very+1	45	-20	Damage Treshold 70
80	Nasal helmet, Wood	1,275	+5	very+1	41	-50	
81	Jack of plate, Pig Iron	1,290	+3	very+1	34	-85	
82	Tasset, Wood	1,302	+7	bulky	6	-30	Damage Treshold 70
83	Plated mail, Silver	1,320	+5	very	20	-65	
84	Close helmet, Silver	1,320	+2	very+1	84	-65	+2 Chr; +3 dmg with all attacks; SR 5
85	Haubergeon, Crude Iron	1,344	+7	fairly	3	-95	
86	Haubergeon, Wood	1,344	+6	very+3	593	-15	+45 max hp; +1M action per day
87	Guard of vambrace, Worked Iron	1,380	+3	very+1	60	-45	+2 Int; +1 Wis; Bar bonus; B.S. 10
88	Scale armor, Silver	1,380	+10	bulky	8	-45	
89	Brigandine armor, Steel	1,404	+9	very+2	104	+25	
90	Aventail or camail, Bronze	1,404	+9	very+2	246	-25	
91	Kasten-brust armor, Wood	1,414	+2	very+3	503	-100	
92	Ring armor, Obsidian	1,420	+5	fairly	3	-70	Gets Dex bonus among dmg/saves
93	Sabaton or solleret, Crude Iron	1,512	+9	very	24	-20	+30 max hp; +3 SLs to one progression
94	Bascinet, Crude Iron	1,525	+5	very+1	77	-60	
95	Plated mail, Obsidian	1,560	+10	very+2	248	-25	
96	Lame, Wood	1,584	+4	bulky	8	-65	DR 90/+16; Can have one Armor Adjectives
97	Rondel, Bone	1,616	+8	fairly	4	-100	
98	Cowter, Worked Iron	1,647	+9	bulky	6	-60	
99	Ring armor, Bone	1,830	+3	very+1	48	-60	DR 10/+11
100	Lame, Bronze	1,830	+6	very+1	59	+60	
101	Ailette, Pig Iron	1,920	+2	very+1	39	-95	Can deal normal ranged dmg to boxes at a 1:1 ratio
102	Jazerant, Bone	1,932	+6	very+3	503	-45	
103	Banded mail, Wood	1,968	+8	bulky	5	-40	+8 saves; automake saves on 19-20
104	Bases, Bronze	1,980	+10	bulky	12	-65	
105	Viking armor, Worked Iron	2,016	+8	very+2	98	-20	Immune Vacuum (Air+Negative)
106	Splinted armor, Copper	2,046	+11	bulky	7	-30	Counts as a 80*AT hp Mount; Burrowing at 8*AT inches
107	Lame, Copper	2,184	+6	very	18	-90	
108	Sabaton or solleret, Silver	2,184	+4	very+2	93	-90	
109	Nasal helmet, Steel	2,240	+5	very	27	-55	+3 weapon needed to hit you; 0,1/m: Magic Jar into armor.
110	Sabaton or solleret, Obsidian	2,352	+7	very+2	251	-55	
111	Aventail, Bronze	2,480	+8	very+1	52	-30	+8 saves; automake saves on 19-20
112	Couter or cowter, Bronze	2,562	+7	bulky	11	-60	+1 set Int; +1V actions; x3 move rate
113	Cowter, Crude Iron	2,576	+7	very	22	-45	MR 15%; Immune Blood (Glass+Positive)
114	Bassinet Helmet, Pig Iron	2,576	+4	very+3	578	-45	Mount 70*AT hp; +AT among saves/AC
115	Enclosed helmet, Crude Iron	2,592	+8	very	31	-80	
116	Lamellar armor, Pig Iron	2,760	+10	bulky	8	-45	+3 weapon needed to hit you; 0,1/m: Magic Jar into armor.
117	Nasal helmet, Copper	2,912	+8	very+3	724	-25	Bag of Holding 3000.; 1V 1/d: Dmg Threshold 100 vs. one effect
118	Aventail or camail, Pig Iron	2,916	+9	fairly	3	-80	Counts as a 80*AT hp Mount; Burrowing at 8*AT inches
119	Haubergeon, Worked Iron	3,024	+9	very+2	239	-55	

120	Bascinet, Bronze	3,036	+11	very+2	257	-45	
121	Arming doublet, Copper	3,060	+5	very+2	111	-50	Gets Dex bonus among dmg/saves
122	Bascinet, Wood	3,240	+5	very	26	-80	MR 15%; Immune Blood (Glass+Positive)
123	Aventail or camail, Crude Iron	3,355	+11	very+1	61	-60	
124	Bascinet, Copper	3,408	+8	very+2	120	+70	
125	Arming doublet, Crude Iron	3,420	+9	very+1	41	-75	
126	Bassinet Helmet, Obsidian	3,636	+9	fairly	4	-100	DR 10/+11
127	Spangenhelm, Bone	3,640	+4	very+1	54	-90	+45 max hp;
128	Aventail, Obsidian	3,660	+10	bulky	9	-60	Barbarian Cml bonus to melee/ranged dmg; Immune Magnetism (Metal+Positive)
129	Bassinet Helmet, Wood	3,720	+10	very+2	196	+30	+1 set Int or Dex; +10 max hp; Troll-like regen 2 hp/s
130	Guard of vambrace, Wood	3,840	+8	very+1	94	+95	
131	Lame, Crude Iron	3,840	+10	fairly	4	-95	Gets Dex bonus among dmg/saves
132	Laminar armor, Steel	4,050	+10	very+1	40	-80	
133	Enclosed helmet, Obsidian	4,080	+8	very+1	85	-50	+2 Int; Grapple: Poison (Will save); 1E: Nausea (Fort save)
134	Transitional Cuirass, Silver	4,104	+9	very+2	148	-75	
135	Scale armor, Bronze	4,104	+9	bulky	12	-75	+1 Int; RR 95%
136	Close helmet, Worked Iron	4,300	+5	very+1	42	-85	MR 15%; Immune Blood (Glass+Positive)
137	Gambeson, Bone	4,320	+10	very+2	120	+35	+30 max hp; +3 SLs to one progression
138	Sabaton, Silver	4,508	+7	very+3	533	-45	+2 Con; +2 martial arts maneuvers
139	Mail armor, Wood	4,536	+7	very	32	-80	Can have any number Armor Adjectives instead of 1
140	Pixane, Silver	4,608	+8	bulky	10	+95	Damaging Shield (90%, Teeth); Torso's Z, 1/rd: 90 Teeth dmg to a group (no save)
141	Sabaton, Worked Iron	5,280	+11	very+1	65	-95	
142	Couter or cowter, Bone	5,610	+11	very+1	77	-50	+5 weapon needed to hit you; +2 revive or summon slot (Dragon)
143	Jack of plate, Steel	5,670	+5	very+3	699	-80	MR 15%; Immune Blood (Glass+Positive)
144	Brigandine armor, Obsidian	6,020	+7	very+1	35	-85	DR 10/+11
145	Bascinet, Obsidian	6,832	+8	very+3	684	-60	+1 set Int or Dex; +10 max hp; Troll-like regen 2 hp/s
146	Arming doublet, Crude Iron	7840	+10	very+3	448	-55	Barbarian Cml bonus to melee/ranged dmg; Immune Magnetism (Metal+Positive)
147	Sabaton, Bronze	7952	+8	very+3	307	-70	Gets Dex bonus among dmg/saves
148	Bassinet Helmet, Wood	8316	+9	very+3	357	-65	4 inch move rate; RaNR 25%
149	Brigandine armor, Copper	9072	+8	very+3	573	-80	+2 Chr; 2 martial arts maneuvers
150	Hauberk, Bone	9600	+10	very+1	63	-95	Can deal normal ranged dmg to boxes at a 1:1 ratio