

# Armor Table

## Part of the 4ternity Project

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### Armor & Shields

Armor	PL	Skill Required	Type	Availability	Defense Bonus	Resist Impact	Resist Energy	Speed	Armor Check Penalty
Hide	0	Armor Operation	Light armor	Any	+3 armor bonus	0	0	+0	-1
Leather	1	none	Light armor	Any	+2 armor bonus	0	0	+0	+0
Shield, small	1	Armor Operation	Light shield	Any	+1 shield bonus	0	0	+0	+0
Chain mail	2	Armor Operation	Heavy armor	Common	+6 armor bonus	0	0	-1	-1
Plate, full	2	Armor Operation— <i>combat</i>	Heavy armor	Controlled	+8 armor bonus	0	0	-1	-2
Plate, partial (scale)	2	Armor Operation— <i>combat</i>	Heavy armor	Common	+7 armor bonus	0	0	-1	+0
Shield, medium	2	Armor Operation— <i>combat</i>	Heavy shield	Any	+2 shield bonus	0	0	+0	-2
Leather coat	3	none	Light armor	Any	+1 armor bonus	0	0	+0	+0
Flak jacket	4	Armor Operation— <i>combat</i>	Heavy armor	Controlled	+5 armor bonus	1	0	+0	-1
Assault gear	5	Armor Operation— <i>combat</i>	Heavy armor	Controlled	+6 armor bonus	2	2	-1	-2
Battle vest	5	none	Light armor	Controlled	+3 armor bonus	1	0	+0	+0
Riot shield	5	Armor Operation— <i>combat</i>	Heavy shield	Controlled	+2 shield bonus	1	1	+0	-2
Assault gear, heavy	6	Armor Operation— <i>combat</i>	Heavy armor	Military	+6 armor bonus	3	2	-1	-1
Attack armor	6	Armor Operation— <i>combat</i>	Heavy armor	Controlled	+7 armor bonus	4	2	-1	-2
Attack armor, powered	6	Armor Operation— <i>powered</i>	Powered armor	Military	+8 armor bonus	10	8	-1	-1
Battle jacket	6	Armor Operation	Heavy armor	Controlled	+6 armor bonus	3	1	+0	-1
CF long coat	6	none	Light armor	Common	+2 armor bonus	2	1	+0	+0
CF short coat	6	none	Light armor	Common	+1 armor bonus	1	0	+0	+0
Body tank	7	Armor Operation— <i>powered</i>	Powered armor	Restricted	+10 armor bonus	11	10	-1	-3
Body tank, recon	7	Armor Operation— <i>powered</i>	Powered armor	Military	+9 armor bonus	10	10	-1	-2
Body tank, zero-g	7	Armor Operation— <i>powered</i>	Powered armor	Restricted	+12 armor bonus	12	11	-1	-3
Cerametal armor	7	Armor Operation— <i>combat</i>	Heavy armor	Military	+8 armor bonus	5	3	-1	-1
CF softsuit	7	none	Light armor	Controlled	+3 armor bonus	3	2	+0	+0
Deflection harness	7	none	n/a	Controlled					
Ablative harness	8	none	n/a	Military					
Body tank, overland	8	Armor Operation— <i>powered</i>	Powered armor	Restricted	+13 armor bonus	13	12	-1	-2
Displacer softsuit	8	none	Light armor	Restricted					
Energy web	8	none	Light armor	Military	+2 armor bonus	2	5	+0	+0
Stealth softsuit	8	none	Light armor	Restricted					

