# Aldrin Labs: Agent Armor (Levels I–III)

Manufacturer: Aldrin Labs  
Armor Type: Light  
Allowed Users: Turian only  
  
Description: Agent Armor is a versatile, mass-produced Turian-exclusive light armor set from Aldrin Labs. It’s reliable and affordable but slightly less protective compared to premium armor brands. The Level III variant grants the wearer enhanced movement after melee eliminations, ideal for agile combatants.

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| Armor Level | Armor (Damage Reduction) | Kinetic Barriers (KB) | Tech/Biotic Protection | Special Traits | Allowed Users | Manufacturer | Cost (Credits) |
| I | 2 | 6 | None | None | Turian | Aldrin Labs | 1,500 |
| II | 4 | 8 | None | None | Turian | Aldrin Labs | 3,500 |
| III | 6 | 10 | None | Cloak and Dagger: When wearer eliminates an enemy in melee, gain +2” movement. | Turian | Aldrin Labs | 8,000 |