# Rosenkov Materials: Thermal Armor (Levels I–III)

Manufacturer: Rosenkov Materials  
Armor Type: Medium  
Allowed Users: Human, Turian  
  
Description: Thermal Armor by Rosenkov Materials is engineered for operatives working in hazardous environments. Its integrated environmental shielding and thermal regulation systems make it ideal for survival in extreme planetary or vacuum conditions. At Level III, it provides the passive trait 'Thermal Conditioning,' offering continuous protection from environmental hazard damage.

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| Armor Level | Damage Reduction | Kinetic Barriers (KB) | Tech/Biotic Protection | Special Traits | Allowed Users | Manufacturer | Cost (Credits) |
| I | 3 | 7 | +1 | None | Human, Turian | Rosenkov Materials | 3,000 |
| II | 5 | 9 | +2 | None | Human, Turian | Rosenkov Materials | 6,500 |
| III | 7 | 11 | +3 | Thermal Conditioning: Ignore damage from environmental hazards or hazard-based effects. | Human, Turian | Rosenkov Materials | 14,000 |