Armor

Prices are for average quality construction, standard materials. Players can wear one helmet or hat, and one item each on their inner, middle, and outer layers.

Hats

Name	Sharp	Blunt	Layer	Value
Cowboy Hat	0	0	Head	45
Hood	0	0	Head	90

Clothing

Name	Sharp	Blunt	Layer	Value
T-Shirt	0	0	Inner	50
Parka	0	1d6	Outer	150
Duster	1d6	0	Outer	150
Eltex Robe	0	0	Middle	600

Helmets

Name	Sharp	Blunt	Layer	Value
Flak Helmet	2d6	1d6	Head	150
Cataphract Helmet	6d6	3d6	Head	745

Armor

Name	Sharp	Blunt	Layer	Value
Flak Vest	2d6	1d6	Middle	225
Flak Jacket	2d6	1d6	Outer	290
Cataphract Armor	6d6	3d6	Middle + Outer	3140