

Armor Type	Ware Type	Energy	Kinetic	Complexity/GP	Notes
Armor Clothing	—	+1	+3	Min/1	Concealable
Armor Coat	—	3	6	Min/1	
Armor Vest (Heavy)	—	6	12	Mod/2	
Armor Vest (Light)	—	4	10	Min/1	Concealable
Atlas Loader	—	+10	+12	Rare	
Ballistic Shield	—	+6	+12	Mod/2	Two-Handed
Battlesuit	—	25	25	Rare/R	
Bioweave	B	+2	+3	Min/1	Concealable
Body Armor	—	8	14	Mod/2	
Combat Armor	—	12	16	Maj/R/3	
Crash Suit (Active)	—	3	8	Min/1	
Crash Suit (Inactive)	—	3	2		Concealable
Dermal Armor	B	+4	+5	Min/1	
Envirosuit	—	25	16	Maj/3	
Exowalker Frame	—	+0	+2	Maj/3	
Hardsuit	—	20	18	Maj/3	
Heavy Combat Armor	H	+16	+14	Maj/3	
Helmet	—	+2	+2	Min/1	AV 4/10 vs. head shots
High-Dive Suit	—	25	8	Maj/3	
Industrial Armor	H	+6	+4	Min/1	
Light Combat Armor	H	+10	+8	Mod/2	
Riot Shield	—	+3	+4	Min/1	Shock, Touch-Only
Scale/Carapace Armor	B	+6	+7	Mod/2	
Second Skin	—	+2	+3	Min/1	Concealable
Transporter Exoskeleton	—	+0	+4	Mod/2	
Trike Exoskeleton	—	+0	+4	Mod/2	
Vacsuit (Light)	—	5	2	Mod/2	
Vacsuit (Standard)	—	8	6	Maj/3	