

ARMOR

There are four different categories of **Armor**: **Clothing**, **Light Armor**, **Heavy Armor**, and **Unique Armor**. The **Clothing** category is typically known for having low to no **Armor** but gives bonuses to **Evasion**. **Light Armor** is a bit heavier than clothing, providing small amounts of **Armor** and minor additional benefits. Heavy Armor provides large amounts of **Armor** but will come with a drawback **Tag** such as Clunky or Restrictive. **Unique Armor** can have any range of **Armor**, **Health**, or **Evasion** benefits while occasionally offering a unique resistance or perk. Below is a list of some examples of each category:

CLOTHING (15 COINS)

Peasant Clothes (0 Armor)
Fancy Clothes (0 Armor)
Travelers Clothes (0 Armor)
Witches Clothes (0 Armor)
Sorcerer's Clothes (0 Armor)

Thief's Cloak (1 Evasion)
Ranger Cloak (1 Evasion)
Concealing Cloak (1 Evasion)
Specter's Cloak (1 Evasion)

Layered Clothes (1 Health)
Padded Robes (1 Health)
Priests Robes (+1 Health)
Heavy Clothes (2 Health)

HEAVY ARMOR (25 COINS)

Warrior's Garb (4 Armor, Clunky)
Soldiers Armor (4 Armor, Clunky)
Laced Wood Armor (4 Armor, Clunky)
Adventurers Set (4 Armor, Clunky)
Berserker Armor (4 Armor, Clunky)

Plate Armor (6 Armor, Restrictive)
Heavy Armor (6 Armor, Restrictive)
Knights Armor (6 Armor, Restrictive)
Songurai Armor (6 Armor, Restrictive)

Barbarian Hide (3 Armor & 1 Health)
Mercenary Cuirass (3 Armor & 1 Health)
Explorer's Armor (3 Armor & 1 Health)

LIGHT ARMOR (35 COINS)

Light Armor (1 Armor)
Mage's Rags (1 Armor)
Plague Uniform (1 Armor)

Padded Cloak (1 Armor & 1 Health)
Reinforced Cloak (1 Armor & 2 Health)
Leather Tunic (2 Armor & 1 Health)

Leather Armor (2 Armor)
Hunters Clothes (2 Armor)
Dark Armor (2 Armor)
Cleric's Armor (2 Armor)
Kwanigaru Garb (2 Armor)
Reinforced Cloak (2 Armor)

UNIQUE ARMOR (50 COINS)

Hero's Tunic (1 Evasion & Armor)
Legendary Tunic (2 Evasion & Armor)
Roshi Robe (1 Evasion & Health)
Magi Robes (Gain Resistance in 1 Element of choice)

Elemental Gi (1 Evasion & 1 Elemental Resistance)
Elemental Tunic (1 Armor & 1 Elemental Resistance)
Elemental Garb (2 Armor & 1 Elemental Resistance)

Golem Armor (2 Armor, Physical Resistance, Restrictive)
Eldritch Robes (0 Armor, Psychic Resistance)
Paladin Armor (4 Armor, Clunky, +1 to Healing received)
Survivor's Rags (1 Evasion, +1 to Saving Throws)
Survivor's Armor (2 Armor, +1 to Saving Throws)

