# Huge Armor

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| Type | Modifiers | Cost |
| **Chest Protection:** (Leather and Metal Only) Might include vest, breastplate, hauberk, cuirass, gorget, or any other armor for the chest and back. | Covers chest, back, and groin. Movement Penalty: -5 to INI.  If Metal: -10 to Stealth. | +38sp |
| Tower Shield: (Wood and Metal Only) One huge shield of any type. | *When worn on arm:* 6PT cost to Block  +50 to Block but cannot perform other maneuvers with that arm.  *When stored on back:* Adds MIT to back and back of legs and -6 to INI. | +25sp |

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| Material | DUR | MIT | Special Effects | WE | Cost | Enhancements:  *Hardened*: (May choose up to three)  +200 DUR = +5WE, Cost: +1250gp  (Only Includes: Pyron, Light Pyron, and Heavy Pyron)  +150 DUR = +7.5WE, Cost: +250gp  (Only Includes: Dragon-Hide, Grandfather Cypress,  Dwarven Amalgam, Pyron, Light Pyron, and Heavy Pyron)  +100 DUR = +10WE, Cost: +25gp  (Excludes: Leathers worse than Demonskin, Woods worse  than Cypress, Tin/Rock/Stone, Copper, Bronze)  +50 DUR = +7.5WE, Cost: +5gp  (Excludes: Leathers, Woods, Tin/Rock/Stone, Copper,  Bronze)  +40 DUR = +5WE, Cost: +25gp  (Excludes: Tanned Hide, Balsa, Tin/Rock/Stone)  +30 DUR = +2.5WE, Cost: +50gp  (Excludes: Balsa)  +25 DUR = +0WE, Cost: +100gp  (Excludes: Balsa)  *Lightened*: (May only have one)  75% to Total WE = x5 Total Cost  50% to Total WE = x15 Total Cost  *Fitted Padding:*  Stealth and Movement Penalties Removed:+100g  *Ventilated*:  No Negative to Heat Resist = +50g  *Dyed/Painted:*  May have alternate colors = +3gp  *Thickened - Leather and Wood*: (May only have one)  +0/5% MIT = +1.5WE, Cost: +25sp  +0/10% MIT = +3WE, Cost: +20gp  +0/15% MIT = +4.5WE, Cost: +80gp  +0/20% MIT = +6WE, Cost: +375gp  +2/20% MIT = +4.5WE, Cost: +1200gp, Grllskn/Cyprss or better only  +2/25% MIT = +3WE, Cost: +3750gp  +4/25% MIT = +1.5WE, Cost:+12000gp,D.hide/G.Cyprss or better only  *Thickened - Metal*: (May only have one)  +1/0% MIT = +2.5WE, Cost: +25sp  +2/5% MIT = +5WE, Cost: +20gp  +3/5% MIT = +7.5WE, Cost: +80gp  +4/10% MIT = +10WE, Cost: +500gp, Steel or better only  +5/15% MIT = +7.5WE, Cost: +1600gp  +6/20% MIT = +5WE, Cost: +6250gp, Gold or better only  +7/20% MIT = +2.5WE, Cost: +15000gp, Pyron or better only  *Detailed:* (May only have one)  +5 Charisma = +25gp  +10 Charisma = +75gp  +5 Authority = +125gp  +10 Authority = +250gp  +10 Charisma, +5 Authority = +450gp  +10 Charisma, +10 Authority = +850gp |
| *Leathers:* |  |  |  |  |  |
| Tanned Hide | 25 | **0**/**5%** | N/A | 1.5 | 5sp |
| Hard Leather | 30 | **0**/**10%** | N/A | 1.5 | 15sp |
| Hortonite | 35 | **1**/**10%** | N/A | 1 | 45sp |
| Hawd. Leather | 40 | **2**/**15%** | N/A | .5 | 11gp |
| Grollskin | 55 | **2**/**20%** | +10 to Magic Resist | 2 | 45gp |
| Demonskin | 100 | **2**/**25%** | +10 to Authority | 1.5 | 175gp |
| Dragon-hide | 145 | **3**/**25%** | +15 to Authority | 2 | 600gp |
| *Woods:* |  |  |  |  |  |
| Balsa | 15 | **0**/**0%** | N/A | 2.5 | 25bp |
| Regular Woods | 35 | **1**/**5%** | N/A | 5 | 25bp |
| Bamboo/Yew | 45 | **1**/**10%** | N/A | 5 | 15sp |
| Mahg/Pine/Fir | 50 | **2**/**10%** | N/A | 7.5 | 5gp |
| Cedar/Oak | 60 | **2**/**15%** | N/A | 7.5 | 75sp |
| Cypress | 75 | **3**/**15%** | +15 to Magic Resist | 5 | 60gp |
| Entwood Core | 110 | **3**/**20%** | +15 to Magic Resist | 7.5 | 225gp |
| Grandf. Cypress | 175 | **4**/**20%** | +25 to Magic Resist, +10 Authority | 10 | 750gp |
| *Metals:* |  |  |  |  |  |
| Tin/Rock/Stone | 55 | **1**/**0%** | -40 to Env. Heat Resist | 10 | 75bp |
| Copper | 70 | **2**/**0%** | -30 to Env. Heat Resist | 12.5 | 15sp |
| Bronze | 80 | **2**/**5%** | -30 to Env. Heat Resist | 12.5 | 3gp |
| Iron | 95 | **3**/**5%** | -50 to Env. Heat Resist | 15 | 75sp |
| YoungAmalgam | 105 | **3**/**10%** | -30 to Env. Heat Resist | 10 | 125sp |
| Steel | 115 | **4**/**10%** | -30 to Env. Heat Resist | 12.5 | 30gp |
| Stainless Steel | 130 | **4**/**10%** | -30 to Env. Heat Resist | 12.5 | 375sp |
| Aged Amalgam | 150 | **5**/**10%** | -30 to Env. Heat Resist | 7.5 | 60gp |
| Silver | 85 | **2**/**10%** | -40 to Env. Heat Resist | 12.5 | 375sp |
| Sterling Silver | 95 | **3**/**10%** | -40 to Env. Heat Resist | 12.5 | 45gp |
| Gold | 75 | **2**/**15%** | -50 to Env. Heat Resist,  +5 to Charisma | 15 | 135gp |
| Platinum | 75 | **2**/**15%** | -50 to Env. Heat Resist,  +5 to Charisma | 15 | 155gp |
| Dwar Amalgam | 175 | **6**/**15%** | -20 to Env. Heat Resist,  +5 to Authority | 5 | 550gp |
| Pyron | 225 | **7**/**20%** | -30 to Env. Heat Resist,  +10 to Authority | 15 | 1125gp |
| Light Pyron | 190 | **7**/**20%** | +15 to Charisma | 7.5 | 1800gp |
| Heavy Pyron | 275 | **8**/**25%** | -50 to Env. Heat Resist,  +20 to Authority | 22.5 | 3000gp |
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# Large Armor

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| Type | Modifiers | Cost |
| **Leg Protection**: (Leather and Metal Only) One chausse, poleyn, sabaton, shinguard, cuisse, greave, tasset, boot, or any other armor for the leg. | Covers entire foot and leg. Movement Penalty: If one: -10 to Balance, Both: -10 to Agility and -10 to Balance.  If Metal: -10 to Stealth. | +2gp |
| Kite Shield: (Wood and Metal Only) One large shield of any type. | *When worn on arm:* 5PT cost to Block  +40 to Block but cannot perform other maneuvers with that arm.  *When stored on back:* Adds MIT to back and -5 to INI. | +15sp |

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| Material | DUR | MIT | | Special Effects | WE | Cost | Enhancements:  *Hardened*: (May choose up to three)  +200 DUR = +3WE, Cost: +750gp  (Only Includes: Pyron, Light Pyron, and Heavy Pyron)  +150 DUR = +4.5WE, Cost: +150gp  (Only Includes: Dragon-Hide, Grandfather Cypress,  Dwarven Amalgam, Pyron, Light Pyron, and Heavy Pyron)  +100 DUR = +6WE, Cost: +15gp  (Excludes: Leathers worse than Demonskin, Woods worse  than Cypress, Tin/Rock/Stone, Copper, Bronze)  +50 DUR = +4.5WE, Cost: +3gp  (Excludes: Leathers, Woods, Tin/Rock/Stone, Copper,  Bronze)  +40 DUR = +3WE, Cost: +15gp  (Excludes: Tanned Hide, Balsa, Tin/Rock/Stone)  +30 DUR = +1.5WE, Cost: +30gp  (Excludes: Balsa)  +25 DUR = +0WE, Cost: +60gp  (Excludes: Balsa)  *Lightened*: (May only have one)  75% to Total WE = x5 Total Cost  50% to Total WE = x15 Total Cost  *Fitted Padding:*  Stealth and Movement Penalties Removed:+60g  *Ventilated*:  No Negative to Heat Resist = +30g  *Dyed/Painted:*  May have alternate colors = +18sp  *Thickened - Leather and Wood*: (May only have one)  +0/5% MIT = +.9WE, Cost: +15sp  +0/10% MIT = +1.8WE, Cost: +12gp  +1/15% MIT = +2.7WE, Cost: +48gp  +1/20% MIT = +3.6WE, Cost: +225gp  +2/20% MIT = +2.7WE, Cost: +720gp, Grollskin/Cypress or better only  +2/25% MIT = +1.8WE, Cost: +3000gp  +4/25% MIT = +.9WE, Cost: +7200gp, D.hide/G.Cypress or better only  *Thickened - Metal*: (May only have one)  +1/0% MIT = +1.5WE, Cost: +15sp  +2/5% MIT = +3WE, Cost: +12gp  +3/5% MIT = +4.5WE, Cost: +48gp  +4/10% MIT = +6WE, Cost: +300gp, Steel or better only  +5/15% MIT = +4.5WE, Cost: +960gp  +6/20% MIT = +3WE, Cost: +3750gp, Gold or better only  +7/20% MIT = +1.5WE, Cost: +9000gp, Pyron or better only  *Detailed:* (May only have one)  +3 Charisma = +15gp  +6 Charisma = +45gp  +3 Authority = +75gp  +6 Authority = +150gp  +6 Charisma, +3 Authority = +270gp  +6 Charisma, +6 Authority = +510gp |
| *Leathers:* |  |  | |  |  |  |
| Tanned Hide | 25 | **0**/**5%** | | N/A | .9 | 3sp |
| Hard Leather | 30 | **0**/**10%** | | N/A | .9 | 9sp |
| Hortonite | 35 | **1**/**10%** | | N/A | .6 | 27sp |
| Hawd. Leather | 40 | **2**/**15%** | | N/A | .3 | 66sp |
| Grollskin | 55 | **2**/**20%** | | +10 to Magic Resist | 1.2 | 27gp |
| Demonskin | 100 | **2**/**25%** | | +10 to Authority | .9 | 105gp |
| Dragon-hide | 145 | **3**/**25%** | | +15 to Authority | 1.2 | 360gp |
| *Woods:* |  |  | |  |  |  |
| Balsa | 15 | **0**/**0%** | | N/A | 1.5 | 15bp |
| Regular Woods | 35 | **1**/**5%** | | N/A | 3 | 15bp |
| Bamboo/Yew | 45 | **1**/**10%** | | N/A | 3 | 9sp |
| Mahg/Pine/Fir | 50 | **2**/**10%** | | N/A | 4.5 | 3gp |
| Cedar/Oak | 60 | **2**/**15%** | | N/A | 4.5 | 45sp |
| Cypress | 75 | **3**/**15%** | | +15 to Magic Resist | 3 | 36gp |
| Entwood Core | 110 | **3**/**20%** | | +15 to Magic Resist | 4.5 | 135gp |
| Grandf. Cypress | 175 | **4**/**20%** | | +25 to Magic Resist, +10 Authority | 6 | 450gp |
| *Metals:* |  |  | |  |  |  |
| Tin/Rock/Stone | 55 | **1**/**0%** | | -40 to Env. Heat Resist | 6 | 45bp |
| Copper | 70 | **2**/**0%** | | -30 to Env. Heat Resist | 7.5 | 9sp |
| Bronze | 80 | **2**/**5%** | | -30 to Env. Heat Resist | 7.5 | 18sp |
| Iron | 95 | **3**/**5%** | | -50 to Env. Heat Resist | 9 | 45sp |
| YoungAmalgam | 105 | **3**/**10%** | | -30 to Env. Heat Resist | 6 | 135sp |
| Steel | 115 | **4**/**10%** | | -30 to Env. Heat Resist | 7.5 | 18gp |
| Stainless Steel | 130 | **4**/**10%** | | -30 to Env. Heat Resist | 7.5 | 225sp |
| Aged Amalgam | 150 | **5**/**10%** | | -30 to Env. Heat Resist | 4.5 | 36gp |
| Silver | 85 | **2**/**10%** | | -40 to Env. Heat Resist | 7.5 | 225sp |
| Sterling Silver | 95 | **3**/**10%** | | -40 to Env. Heat Resist | 7.5 | 27gp |
| Gold | 75 | **2**/**15%** | | -50 to Env. Heat Resist,  +5 to Charisma | 9 | 81gp |
| Platinum | 75 | **2**/**15%** | | -50 to Env. Heat Resist,  +5 to Charisma | 9 | 93gp |
| Dwar Amalgam | 175 | **6**/**15%** | | -20 to Env. Heat Resist,  +5 to Authority | 3 | 330gp |
| Pyron | 225 | **7**/**20%** | | -30 to Env. Heat Resist,  +10 to Authority | 9 | 675gp |
| Light Pyron | 190 | **7**/**20%** | | +15 to Charisma | 4.5 | 1020gp |
| Heavy Pyron | 275 | **8**/**25%** | | -50 to Env. Heat Resist,  +20 to Authority | 13.5 | 1800gp |
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# Medium Armor

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| --- | --- | --- |
| Type | Modifiers | Cost |
| **Arm Protection:** (Leather and Metal Only) One bracer, gauntlet, glove, pauldron, cowter, vambrace, or any other kind of armor for the arm. | Covers arm, hand, pit and shoulder. Movement Penalty: -25 to Dexterity (with that arm).  If Metal: -5 to Stealth. | +12sp |
| Circle shield: (Wood and Metal Only) One mid-sized shield of any type. | *When worn on arm:* 4PT cost to Block  +30 to Block but cannot perform other maneuvers with that arm.  *When stored on back:* Adds MIT to back and -4 to INI. | +8sp |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| Material | DUR | MIT | | Special Effects | WE | Cost | Enhancements:  *Hardened*: (May choose up to three)  +200 DUR = +2WE, Cost: +500gp  (Only Includes: Pyron, Light Pyron, and Heavy Pyron)  +150 DUR = +3WE, Cost: +100gp  (Only Includes: Dragon-Hide, Grandfather Cypress,  Dwarven Amalgam, Pyron, Light Pyron, and Heavy Pyron)  +100 DUR = +4WE, Cost: +10gp  (Excludes: Leathers worse than Demonskin, Woods worse  than Cypress, Tin/Rock/Stone, Copper, Bronze)  +50 DUR = +3WE, Cost: +2gp  (Excludes: Leathers, Woods, Tin/Rock/Stone, Copper,  Bronze)  +40 DUR = +2WE, Cost: +10gp  (Excludes: Tanned Hide, Balsa, Tin/Rock/Stone)  +30 DUR = +1WE, Cost: +20gp  (Excludes: Balsa)  +25 DUR = +0WE, Cost: +40gp  (Excludes: Balsa)  *Lightened*: (May only have one)  75% to Total WE = x5 Total Cost  50% to Total WE = x15 Total Cost  *Fitted Padding:*  Stealth and Movement Penalties Removed:+40g  *Ventilated*:  No Negative to Heat Resist = +20gp  *Dyed/Painted:*  May have alternate colors = +12sp  *Thickened - Leather and Wood*: (May only have one)  +0/5% MIT = +.6WE, Cost: +1gp  +0/10% MIT = +1.2WE, Cost: +8gp  +1/15% MIT = +1.8WE, Cost: +32gp  +1/20% MIT = +2.4WE, Cost: +150gp  +2/20% MIT = +1.8WE, Cost: +480gp, Grollskin/Cypress or better only  +2/25% MIT = +1.2WE, Cost: +1500gp  +4/25% MIT = +.6WE, Cost: +4800gp, D.hide/G.Cypress or better only  *Thickened - Metal*: (May only have one)  +1/0% MIT = +1WE, Cost: +1gp  +2/5% MIT = +2WE, Cost: +8gp  +3/5% MIT = +3WE, Cost: +32gp  +4/10% MIT = +4WE, Cost: +200gp, Steel or better only  +5/15% MIT = +3WE, Cost: +640gp  +6/20% MIT = +2WE, Cost: +2500gp, Gold or better only  +7/20% MIT = +1WE, Cost: +6000gp, Pyron or better only  *Detailed:* (May only have one)  +2 Charisma = +10gp  +4 Charisma = +30gp  +2 Authority = +50gp  +4 Authority = +100gp  +4 Charisma, +2 Authority = +180gp  +4 Charisma, +4 Authority = +340gp |
| *Leathers:* |  |  | |  |  |  |
| Tanned Hide | 25 | **0**/**5%** | | N/A | .6 | 2sp |
| Hard Leather | 30 | **0**/**10%** | | N/A | .6 | 6sp |
| Hortonite | 35 | **1**/**10%** | | N/A | .4 | 18sp |
| Hawd. Leather | 40 | **2**/**15%** | | N/A | .2 | 44sp |
| Grollskin | 55 | **2**/**20%** | | +10 to Magic Resist | .8 | 18gp |
| Demonskin | 100 | **2**/**25%** | | +10 to Authority | .6 | 70gp |
| Dragon-hide | 145 | **3**/**25%** | | +15 to Authority | .8 | 240gp |
| *Woods:* |  |  | |  |  |  |
| Balsa | 15 | **0**/**0%** | | N/A | 1 | 1sp |
| Regular Woods | 35 | **1**/**5%** | | N/A | 2 | 1sp |
| Bamboo/Yew | 45 | **1**/**10%** | | N/A | 2 | 6sp |
| Mahg/Pine/Fir | 50 | **2**/**10%** | | N/A | 3 | 2gp |
| Cedar/Oak | 60 | **2**/**15%** | | N/A | 3 | 3gp |
| Cypress | 75 | **3**/**15%** | | +15 to Magic Resist | 2 | 24gp |
| Entwood Core | 110 | **3**/**20%** | | +15 to Magic Resist | 3 | 90gp |
| Grandf. Cypress | 175 | **4**/**20%** | | +25 to Magic Resist, +10 Authority | 6 | 300gp |
| *Metals:* |  |  | |  |  |  |
| Tin/Rock/Stone | 55 | **1**/**0%** | | -40 to Env. Heat Resist | 4 | 3sp |
| Copper | 70 | **2**/**0%** | | -30 to Env. Heat Resist | 5 | 6sp |
| Bronze | 80 | **2**/**5%** | | -30 to Env. Heat Resist | 5 | 12sp |
| Iron | 95 | **3**/**5%** | | -50 to Env. Heat Resist | 6 | 3gp |
| YoungAmalgam | 105 | **3**/**10%** | | -30 to Env. Heat Resist | 4 | 9gp |
| Steel | 115 | **4**/**10%** | | -30 to Env. Heat Resist | 5 | 12gp |
| Stainless Steel | 130 | **4**/**10%** | | -30 to Env. Heat Resist | 5 | 15gp |
| Aged Amalgam | 150 | **5**/**10%** | | -30 to Env. Heat Resist | 3 | 24gp |
| Silver | 85 | **2**/**10%** | | -40 to Env. Heat Resist | 5 | 15gp |
| Sterling Silver | 95 | **3**/**10%** | | -40 to Env. Heat Resist | 5 | 18gp |
| Gold | 75 | **2**/**15%** | | -50 to Env. Heat Resist,  +5 to Charisma | 6 | 54gp |
| Platinum | 75 | **2**/**15%** | | -50 to Env. Heat Resist,  +5 to Charisma | 6 | 62gp |
| Dwar Amalgam | 175 | **6**/**15%** | | -20 to Env. Heat Resist,  +5 to Authority | 2 | 220gp |
| Pyron | 225 | **7**/**20%** | | -30 to Env. Heat Resist,  +10 to Authority | 6 | 450gp |
| Light Pyron | 190 | **7**/**20%** | | +15 to Charisma | 3 | 720gp |
| Heavy Pyron | 275 | **8**/**25%** | | -50 to Env. Heat Resist,  +20 to Authority | 9 | 1200gp |
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# Small Armor

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| --- | --- | --- |
| Type | Modifiers | Cost |
| **Head Protection**: (Leather and Metal Only) Might include coif, helm, mask, aventail, bevor, falling buffe or any other armor for the head. | Covers whole head and neck. Movement Penalty: -20 to Awareness.  If Metal: -5 to Stealth. | +18sp |
| Buckler: (Wood and Metal Only) One small shield of any type. | *When worn on arm:* 3PT cost to Block  +20 to Block but cannot perform other maneuvers with that arm.  *When stored on back:* Covers back and -3 to INI. | +3sp |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| Material | DUR | MIT | | Special Effects | WE | Cost | Enhancements:  *Hardened*: (May choose up to three)  +200 DUR = +1WE, Cost: +250gp  (Only Includes: Pyron, Light Pyron, and Heavy Pyron)  +150 DUR = +1.5WE, Cost: +50gp  (Only Includes: Dragon-Hide, Grandfather Cypress,  Dwarven Amalgam, Pyron, Light Pyron, and Heavy Pyron)  +100 DUR = +2WE, Cost: +5gp  (Excludes: Leathers worse than Demonskin, Woods worse  than Cypress, Tin/Rock/Stone, Copper, Bronze)  +50 DUR = +1.5WE, Cost: +1gp  (Excludes: Leathers, Woods, Tin/Rock/Stone, Copper,  Bronze)  +40 DUR = +1WE, Cost: +5gp  (Excludes: Tanned Hide, Balsa, Tin/Rock/Stone)  +30 DUR = +.5WE, Cost: +10gp  (Excludes: Balsa)  +25 DUR = +0WE, Cost: +20gp  (Excludes: Balsa)  *Lightened*: (May only have one)  75% to Total WE = x5 Total Cost  50% to Total WE = x15 Total Cost  *Fitted Padding:*  Stealth and Movement Penalties Removed:+20g  *Ventilated*:  No Negative to Heat Resist = +10g  *Dyed/Painted:*  May have alternate colors = +6sp  *Thickened - Leather and Wood*: (May only have one)  +0/5% MIT = +.3WE, Cost: +5sp  +0/10% MIT = +.6WE, Cost: +4gp  +1/15% MIT = +.9WE, Cost: +16gp  +1/20% MIT = +1.2WE, Cost: +75gp  +2/20% MIT = +.9WE, Cost: +240gp, Grollskin/Cypress or better only  +2/25% MIT = +.6WE, Cost: +750gp  +4/25% MIT = +.3WE, Cost: +2400gp, D.hide/G.Cypress or better only  *Thickened - Metal*: (May only have one)  +1/0% MIT = +.5WE, Cost: +5sp  +2/5% MIT = +1WE, Cost: +4gp  +3/5% MIT = +1.5WE, Cost: +16gp  +4/10% MIT = +2WE, Cost: +100gp, Steel or better only  +5/15% MIT = +1.5WE, Cost: +320gp  +6/20% MIT = +1WE, Cost: +1250gp, Gold or better only  +7/20% MIT = +.5WE, Cost: +3000gp, Pyron or better only  *Detailed:* (May only have one)  +1 Charisma = +5gp  +2 Charisma = +15gp  +1 Authority = +25gp  +2 Authority = +50gp  +2 Charisma, +1 Authority = +90gp  +2 Charisma, +2 Authority = +170gp |
| *Leathers:* |  |  | |  |  |  |
| Tanned Hide | 25 | **0**/**5%** | | N/A | .3 | 1sp |
| Hard Leather | 30 | **0**/**10%** | | N/A | .3 | 3sp |
| Hortonite | 35 | **1**/**10%** | | N/A | .2 | 9sp |
| Hawd. Leather | 40 | **2**/**15%** | | N/A | .1 | 22sp |
| Grollskin | 55 | **2**/**20%** | | +10 to Magic Resist | .4 | 9gp |
| Demonskin | 100 | **2**/**25%** | | +10 to Authority | .3 | 35gp |
| Dragon-hide | 145 | **3**/**25%** | | +15 to Authority | .4 | 120gp |
| *Woods:* |  |  | |  |  |  |
| Balsa | 15 | **0**/**0%** | | N/A | .5 | 5bp |
| Regular Woods | 35 | **1**/**5%** | | N/A | 1 | 5bp |
| Bamboo/Yew | 45 | **1**/**10%** | | N/A | 1 | 3sp |
| Mahg/Pine/Fir | 50 | **2**/**10%** | | N/A | 1.5 | 1gp |
| Cedar/Oak | 60 | **2**/**15%** | | N/A | 1.5 | 15sp |
| Cypress | 75 | **3**/**15%** | | +15 to Magic Resist | 1 | 12gp |
| Entwood Core | 110 | **3**/**20%** | | +15 to Magic Resist | 1.5 | 45gp |
| Grandf. Cypress | 175 | **4**/**20%** | | +25 to Magic Resist, +10 Authority | 2 | 150gp |
| *Metals:* |  |  | |  |  |  |
| Tin/Rock/Stone | 55 | **1**/**0%** | | -40 to Env. Heat Resist | 2 | 15bp |
| Copper | 70 | **2**/**0%** | | -30 to Env. Heat Resist | 2.5 | 3sp |
| Bronze | 80 | **2**/**5%** | | -30 to Env. Heat Resist | 2.5 | 6sp |
| Iron | 95 | **3**/**5%** | | -50 to Env. Heat Resist | 3 | 15sp |
| YoungAmalgam | 105 | **3**/**10%** | | -30 to Env. Heat Resist | 2 | 45sp |
| Steel | 115 | **4**/**10%** | | -30 to Env. Heat Resist | 2.5 | 6gp |
| Stainless Steel | 130 | **4**/**10%** | | -30 to Env. Heat Resist | 2.5 | 75sp |
| Aged Amalgam | 150 | **5**/**10%** | | -30 to Env. Heat Resist | 1.5 | 12gp |
| Silver | 85 | **2**/**10%** | | -40 to Env. Heat Resist | 2.5 | 75sp |
| Sterling Silver | 95 | **3**/**10%** | | -40 to Env. Heat Resist | 2.5 | 9gp |
| Gold | 75 | **2**/**15%** | | -50 to Env. Heat Resist,  +5 to Charisma | 3 | 27gp |
| Platinum | 75 | **2**/**15%** | | -50 to Env. Heat Resist,  +5 to Charisma | 3 | 31gp |
| Dwar Amalgam | 175 | **6**/**15%** | | -20 to Env. Heat Resist,  +5 to Authority | 1 | 110gp |
| Pyron | 225 | **7**/**20%** | | -30 to Env. Heat Resist,  +10 to Authority | 3 | 225gp |
| Light Pyron | 190 | **7**/**20%** | | +15 to Charisma | 1.5 | 360gp |
| Heavy Pyron | 275 | **8**/**25%** | | -50 to Env. Heat Resist,  +20 to Authority | 4.5 | 600gp |
|  |  |  |  | |  |  |