# Tiny Clothing

|  |  |  |  |
| --- | --- | --- | --- |
| Type | Cannot be made with: | Description | Cost |
| Headband/Tie/Bow/Ribbon/etc | N/A | Accents something. | +1sp |
| **Pair of Gloves/Mittens** | N/A | Covers hands. | +2sp |
| **Pair of Sandals** | Linen/Cotton, Wool, Silk, Fur, Velvet, Silk Taffeta, Pyron Brocade | Footwear: Covers bottom of feet. | +8bp |
| **Pair of Shoes** | N/A | Footwear: Covers feet. | +2sp |
| **Pair of Socks** | Raw Leather, Soft Leather, Pyron Brocade | Covers feet. May be worn with footwear. | +1bp |
| **Underwear** | Raw Leather, Pyron Brocade | Covers groin. | +5bp |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Material | DUR | MIT | Special Effects | WE | Cost | Enhancements:  *Hardened*: (May choose up to three)  +30 DUR = +.5WE, Cost: +10gp  (Only Includes Pyron Brocade)  +25 DUR = +0WE and Cost: +20gp  *Lightened*: (May only have one)  90% to Total WE = x2 Total Cost  75% to Total WE = x5 Total Cost  50% to Total WE = x15 Total Cost  *Ventilated*:  No Negative to Heat Resist = +10g  *Dyed/Painted:*  May have alternate colors = +6sp  *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 |
| *Cloths:* |  |  |  |  |  |
| Linen/Cotton | **0** | **0**/**0** | +1 to Cold Resist, -1 to Heat Resist | **.2** | 1bp |
| Raw Leather | **5** | **0**/**0** | +2 to Cold Resist, -1 to Heat Resist | **.3** | 6bp |
| Wool/Hide | **10** | **0**/**5%** | +3 to Cold Resist, -2 to Heat Resist | **.2** | 15bp |
| Silk | **10** | **0**/**0** | +1 to Cold Resist, +1 to Charisma | **.1** | 6sp |
| Fur/Soft Leather | **15** | **0**/**5%** | +2 to Cold Resist, +1 to Charisma. | **.3** | 12sp |
| Velvet | **5** | **0**/**0** | +2 to Charisma, -1 to Heat Resist | **.2** | 4gp |
| Silk Taffeta | **10** | **0**/**0** | +2 to Charisma | **.1** | 15gp |
| Pyron Brocade | **40** | **1**/**5%** | +3 to Charisma | **.1** | 104gp |
|  |  |  |  |  |  |

# Small Clothing

|  |  |  |  |
| --- | --- | --- | --- |
| Type | Cannot be made with: | Description | Cost |
| **Hat/Hood** | N/A | Covers all or just top of head. | +3sp |
| **Scarf/Sash** | Raw Leather, Hide, Soft Leather | Covers neck or drapes over elsewhere. | +15bp |
| **Pair of Boots** | Linen/Cotton | Covers feet and lower legs. | +5sp |
| **Shirt** | N/A | Covers torso and arms. | +4sp |
| **Shorts/Skirt** | N/A | Covers groin and upper legs. | +3sp |
| **Tabard** | N/A | Covers middle of torso. Typically worn over other clothing/armor. | +25bp |
| **Vest** | N/A | Covers torso. | +4sp |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Material | DUR | MIT | Special Effects | WE | Cost | Enhancements:  *Hardened*: (May choose up to three)  +30 DUR = +1WE, Cost: +20gp  (Only Includes Pyron Brocade)  +25 DUR = +0WE and Cost: +40gp  *Lightened*: (May only have one)  90% to Total WE = x2 Total Cost  75% to Total WE = x5 Total Cost  50% to Total WE = x15 Total Cost  *Ventilated*:  No Negative to Heat Resist = +20g  *Dyed/Painted:*  May have alternate colors = +12sp  *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 |
| *Cloths:* |  |  |  |  |  |
| Linen/Cotton | **0** | **0**/**0** | +2 to Cold Resist, -2 to Heat Resist | **.4** | 2bp |
| Raw Leather | **5** | **0**/**0** | +4 to Cold Resist, -2 to Heat Resist | **.6** | 12bp |
| Wool/Hide | **10** | **0**/**5** | +6 to Cold Resist, -4 to Heat Resist | **.4** | 3sp |
| Silk | **10** | **0**/**0** | +2 to Cold Resist, +2 to Charisma | **.2** | 12sp |
| Fur/Soft Leather | **15** | **0**/**10** | +4 to Cold Resist, +2 to Charisma. | **.6** | 24sp |
| Velvet | **5** | **0**/**0** | +4 to Charisma, -2 to Heat Resist | **.4** | 8gp |
| Silk Taffeta | **10** | **0**/**0** | +4 to Charisma | **.2** | 30gp |
| Pyron Brocade | **40** | **1**/**20** | +6 to Charisma | **.2** | 208gp |
|  |  |  |  |  |  |

# Medium Clothing

|  |  |  |  |
| --- | --- | --- | --- |
| Type | Cannot be made with: | Description | Cost |
| **Cape** | Raw Leather | Covers back and back of legs. | +5sp |
| **Dress/Kilt** | Raw Leather, Hide, Soft Leather | Covers torso and legs. | +1gp |
| **Pants** | N/A | Covers legs. | +5sp |
| **Tunic** | N/A | Covers torso. | +6sp |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Material | DUR | MIT | Special Effects | WE | Cost | Enhancements:  *Hardened*: (May choose up to three)  +30 DUR = +1.5WE, Cost: +30gp  (Only Includes Pyron Brocade)  +25 DUR = +0WE and Cost: +60gp  *Lightened*: (May only have one)  90% to Total WE = x2 Total Cost  75% to Total WE = x5 Total Cost  50% to Total WE = x15 Total Cost  *Ventilated*:  No Negative to Heat Resist = +30g  *Dyed/Painted:*  May have alternate colors = +18sp  *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 |
| *Cloths:* |  |  |  |  |  |
| Linen/Cotton | **0** | **0**/**0** | +3 to Cold Resist, -3 to Heat Resist | **.6** | 3bp |
| Raw Leather | **5** | **0**/**0** | +6 to Cold Resist, -3 to Heat Resist | **.9** | 18bp |
| Wool/Hide | **10** | **0**/**5** | +9 to Cold Resist, -6 to Heat Resist | **.6** | 45bp |
| Silk | **10** | **0**/**0** | +3 to Cold Resist, +3 to Charisma | **.3** | 18sp |
| Fur/Soft Leather | **15** | **0**/**10** | +6 to Cold Resist, +3 to Charisma | **.9** | 36sp |
| Velvet | **5** | **0**/**0** | +6 to Charisma, -3 to Heat Resist | **.6** | 12gp |
| Silk Taffeta | **10** | **0**/**0** | +6 to Charisma | **.3** | 45gp |
| Pyron Brocade | **40** | **1**/**20** | +9 to Charisma | **.3** | 312gp |
|  |  |  |  |  |  |

# Large Clothing

|  |  |  |  |
| --- | --- | --- | --- |
| Type | Cannot be made with: | Description | Cost |
| **Cloak/Cloak and Hood** | Raw Leather | Covers back, legs, head, and can wrap around body. Typically worn over other clothing/armor. | +8sp |
| **Jacket/Coat** | N/A | Covers torso and arms. Typically worn over other clothing. | +12sp |
| **Overcoat** | N/A | Covers torso and legs. Typically worn over other clothing/armor. | +2gp |
| **Robe** | Raw Leather | Covers whole body. | +2sp |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Material | DUR | MIT | Special Effects | WE | Cost | Enhancements:  *Hardened*: (May choose up to three)  +30 DUR = +2.5WE, Cost: +50gp  (Only Includes Pyron Brocade)  +25 DUR = +0WE and Cost: +100gp  *Lightened*: (May only have one)  90% to Total WE = x2 Total Cost  75% to Total WE = x5 Total Cost  50% to Total WE = x15 Total Cost  *Ventilated*:  No Negative to Heat Resist = +50g  *Dyed/Painted:*  May have alternate colors = +5gp  *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 |
| *Cloths:* |  |  |  |  |  |
| Linen/Cotton | **0** | **0**/**0** | +5 to Cold Resist, -5 to Heat Resist | **1** | 5bp |
| Raw Leather | **5** | **0**/**0** | +10 to Cold Resist, -5 to Heat Resist | **1.5** | 3sp |
| Wool/Hide | **10** | **0**/**5** | +15 to Cold Resist, -10 to Heat Resist | **1** | 75bp |
| Silk | **10** | **0**/**0** | +5 to Cold Resist, +5 to Charisma | **.5** | 3gp |
| Fur/Soft Leather | **15** | **0**/**10** | +10 to Cold Resist, +5 to Charisma. | **1.5** | 6gp |
| Velvet | **5** | **0**/**0** | +10 to Charisma, -5 to Heat Resist | **1** | 20gp |
| Silk Taffeta | **10** | **0**/**0** | +10 to Charisma | **.5** | 75gp |
| Pyron Brocade | **40** | **1**/**20** | +15 to Charisma | **.5** | 520gp |
|  |  |  |  |  |  |