

Basic: This armor provides 10 points of armor, and requires at least 50% coverage in the form of a heavy coat, duster, or jacket of some kind. This armor rating cannot be increased or stacked with any other source of armor points. Wearer is immune to the 'Murder' effect. This armor cannot be augmented.

Mercenary: In reaction to entering Bleedout, the wearer may spend 1 Resolve to call 'immune to Killing Blow during Bleedout, cannot be moved'. May only be used once per 12s. Use must be recorded on sheet.