

Armor

Engineered Armor

Name	Prof	Region	AR	DMG Reduction	Traits	Rarity	TGH	Slots
Standard Grade								
Standard Issue Plate	Simple	Torso	+1	-1 Ripping		Standard	2	1
Standard Issue Hide	Simple	Torso	+1	-1 Crushing		Standard	2	1
Standard Issue Shield	Simple	1 Paw	+2	-1 Ripping		Standard	2	1
Ruiner Plate	Simple	Torso	+2	-1 Ripping		Common	3	1
Spark Hide	Advanced	Full Body	+1	-1 Crushing	Immunity (Fire)	Valuable	3	3
Enforcement Grade								
Refined Iron Plate	Simple	Torso, Limbs	+2	-1 Ripping		Uncommon	3	2
Refined Hide	Simple	Torso, Limbs	+2	-1 Crushing		Uncommon	2	2
Runner Harness	Advanced	Under Armor	+0		+2 Bag Slots	Uncommon	2	1
Red Carbon Suit	Advanced	Full Body	+0		Immunity (Void)	Rare	2	3
Military Grade								
Grimm Issue Light Iron	Simple	Torso, Limbs	+1	-2 Ripping		Common	2	2

Grimm Issue Heavy Iron	Simple	Torso, Limbs	+2	-2 Ripping	Heavy	Common	3	2
Terra Issue Plate & Robes	Simple	Torso, Limbs	+2	-1 Ripping, -1 Crushing		Uncommon	3	2
Ari Issue Black and Gold	Simple	Torso, Limbs	+2	-2 Crushing		Valuable	3	2
Pip Issue Refined Iron	Simple	Full Body	+2	-2 Ripping		Valuable	4	3
Pip Issue Wall Shield	Advanced	Shield	+4	-2 Ripping, -2 Crushing	Heavy, Sluggish, Cover	Valuable	5	4
Teddy Issue Overly Heavy Darksteel	Advanced	Torso, Limbs	+4	-2 Ripping, -2 Crushing	Heavy	Rare	6	2
Auco Issue Mage's Robes	Advanced	Torso	+1	-1 Crushing	+1 Max AP	Rare	2	1
Pip Issue Darksteel	Simple	Full Body	+4	-3 Ripping, -3 Crushing	Heavy	Scarce	6	3
Comet Issue Red Steel	Advanced	Full Body	+2	-1 Crushing	Immunity (Void), Heavy	Scarce	3	3

Invented Armor

Armor is invented using a series of steps and modifications focused around modifying it's AR bonus. An armor's starting AR is based on it's rarity, as found in the table below. The weapon may be invented with just that amount of AR, with a toughness of 3 and 1 bag slot. However, one may find it more fun to go through the various sections of the process below to trade AR for armor features.

Invented armor can have as many modifications as the creator wants, as long as the AR does not exceed 2 higher than the starting amount, and the AR bonus does not go under 0.

Rarity	AR
Standard	1

Common	2
Uncommon	3
Valuable	4
Rare	5
Scarce	6
Elusive	7

Basic Stats

The basic armor attributes are some of the most important, and some of the most simple parts of making invented armor. Feel free to select the stats from the following sections to best fit your armor's characteristics.

Proficiency - All armor starts with simple proficiency. Should one desire, they may increase the proficiency to advanced and gain 1 AR.

Toughness - It takes some work to make an invention stand up to being bashed in by a sledge hammer. Without changes, armor has a toughness of 3. This may be increased by removing 1 AR and gaining 1 toughness as many times as one desires.

Slots - Invented armor starts at 1 bag slot. This may be reduced to 1/2 a bag slot by removing 1 AR. They may also increase in bag slots by adding 1 AR and 1 bag slot as many times as desired.

Traits

Traits make up the core of inventing armor. Traits can be complex and involve several tables, or be straight forward. It depends on the complexity of weapon you're looking to build.

Ammo

Armor that uses "Ammo" is rare, and a little bit confusing. An easier way to think about it is armor that requires power for it's bonuses, like some sort of power armor. Because of this the types of ammo armor can use is much more limited than gadgets, mods, or weapons. In combat, powered armors take 1 fuel to block an attack. If the armor fails to block an attack, fuel is not used.

Steam Cores	+1 AR	Pressurized orbs of steam used with hydraulics to make heavier armor easier to move
Fuel	+2 AR	Some kind of burnable liquid, usually oil or gas

Breaking

Breaking armor is rare and niche, but does exist. When charging at an enemy, armor with the breaking trait may be used to try and break the armor of an enemy. This removes any other effects of the charge. Breaking works like a normal breaking attack. For every 2 AR sacrificed, gain +1 Breaking.

Heavy

Big heavy armor feels very powerful, but can be a serious stamina drain. Making armor heavy gives that armor 2 extra AR.

Immunity

Armor can provide immunity to specific status effects through some specialized means. These tend to be weaker, but can make the difference in specific environments. Adding an immunity to armor bring the AR down by 4.

Damage Reduction

Armor tends to provide extra reductions to specific types of damage depending on its purpose. You may add -1 Crushing or -1 Ripping by removing 1 AR as much as desired.

Shields

Shields are armor bonuses that must be equipped, and thus must use 1 or more paws by themselves. To make armor a shield, increase its AR by 2, and add a 1 paw requirement. A 2 paw requirement may be added instead by increasing AR by 3, but be aware this means that no other weapon may typically be used with this shield.

Sluggish

Sluggish shields are beasts to handle, but pack more of a punch for the trouble. Making a shield sluggish gives that shield 1 extra AR.

Cover

Shields that provide cover are typically called wall shields, and are used by Valley Walkers to protect those they are aiming to guide out of the valley of death. This takes 3 AR from the shield.

Illegal

A piece of armor which can use illegal technologies, which adds 2 AR.

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