

## Armor

### Armor

(Note 1 when wearing armor you lose you Defense Bonus with out gaining the feat "We Need some Protection")

(Note 2 Skill Failure is the increase on the DC of skills that require free movement while wearing this armor. The Skills are Acrobatics, Climb, Escape Artist, Jump and Swim)

Armor				
Type	Bonus	Max DEX Bonus	Skill Fail	Weight
<i>Light Armor (Bone, Wood, and Bark, Armor cuts movement in half)</i>				
Padded	+1	8	0	10 lbs.
Reed	+1	5	10	5 lbs.
Leather Jacket	+1	6	n/a	5 lbs.
Leather Armor	+2	6	10	15 lbs.
Cord	+2	5	5	15 lbs.
Flak Jacket	+3	5	0	10 lbs.
Studded Leather	+3	5	15	20 lbs.
Bone	+3	4	15	20 lbs.
Wood	+3	4	15	15 lbs.
Chain Shirt	+4	4	20	25 lbs.
Bark	+2	5	15	15 lbs.
Bullet Proof Vest	+4	4	20	20 lbs.
<i>Medium (all armor minus, Shell, Hide and Ring cut movement in half)</i>				
Shell	+3	3	20	20 lbs.
Hide	+4	4	20	25 lbs.
Ring	+4	4	30	35 lbs.
Scale Mail	+5	3	25	30 lbs.
Chain Mail	+6	2	30	40 lbs.
Breast Plate	+6	3	25	30 lbs.
Samurai	+5	3	20	30 lbs.
Sports Armor	+6	4	25	20 lbs.
<i>Heavy (All armor cuts movement in half)</i>				
Splint Mail	+7	0	40	45 lbs.
Banded Mail	+7	1	35	35 lbs.
Half Plate	+8	0	40	50 lbs.
Full Plate	+9	-1	50	75 lbs.
Explosives Suit	+9	-2	50	50 lbs.
<i>Shields (Applies to players PS not ADS, Tower and Riot cut movement in half)</i>				
Buckler	+1	n/a	5	5 lbs.
Light Wood	+1	n/a	5	5 lbs.
Light Metal	+1	n/a	5	6 lbs.
Heavy Wood	+2	n/a	15	10 lbs.
Heavy Metal	+2	n/a	15	15 lbs.
Tower	+4	n/a	50	45 lbs.
Riot	+4	n/a	50	20 lbs.
Electronic Shields	+4	n/a	0	5 lbs.

Armor	Padded	Craft DC	20	BRP	5000
Little more than heavy, quilted cloth, this armor provides only the most basic protection.					

Armor	Reed	Craft DC	30	BRP	5000
Reed armor is the poor soldier's last resort. Tightly woven reeds cover the entire body, offering slightly more protection than normal clothes, although the reed is bulky and loud. The main advantage of reed armor is its low cost and light weight. Clever armor smiths sometimes weave thorns into the reeds, effectively creating spiked armor.					

Armor	Leather Jacket	Craft DC	30	BRP	5000
A padded jacket made with a leather hide covering. Light weight and stylish to boot.					

Armor	Leather Armor	Craft DC	40	BRP	7500
Leather armor is made up of pieces of hard boiled leather carefully sewn together.					

Armor	Cord	Craft DC	40	BRP	7500
Fibers of hemp or other natural material woven and knotted into a thick, tough fabric are the basis for cord armor. The armor forms a complete suit, hampering movement but offering decent protection without the use of metal or leather.					

Armor	Flak Jacket	Craft DC	40	BRP	10,000
This jacket built of cloth and strong materials to defend against powerful attacks					

Armor	Studded leather	Craft DC	45	BRP	9000
Similar to leather armor, this suit is reinforced with small metal studs.					

Armor	Bone	Craft DC	45	BRP	10,000
Bone armor is a cloth or leather coat reinforced with strips of bone, often cut from animals used for food. The armor covers the torso but leaves the limbs free for better mobility.					

Armor	Wood	Craft DC	45	BRP	10,000
Similar to bone armor, wood armor is cloth or leather reinforced with strips of wood.					

Armor	Chain shirt	Craft DC	55	BRP	15,000
Covering the torso, this shirt is made up of thousands of interlocking metal rings.					

Armor	Bark	Craft DC	55	BRP	15,000
This armor is carefully crafted from the tough bark of ancient trees and is treated to prevent it from becoming brittle over time. Strips of bark are layered together over a quilted layer of felt or hide. Bark armor is more flexible than wooden armor but does not provide as much protection. Druids can wear bark armor without losing access to their spells and class features. Bark armor includes arm, leg, chest, and back protection, but it does not include gauntlets.					

Armor	Bullet Proof Vest	Craft DC	85	BRP	40,000
This lightweight and hide able armor protects the player from strong hits to their chest area. Formed of cloth and metal plates, it's a great form of armor. The down side is it is very difficult to repair when it is damaged, causing the one repairing the armor to match the craft DC of the armor.					

Armor	Shell	Craft DC	55	BRP	15,000
This armor is created out of specially treated tortoise shells and more exotic sea life. The armor making process softens the shells, making them far more pliable and likely to bend instead of shatter when struck. Shell armor includes a breastplate, shoulder guards, and even gauntlets created from smaller and smaller shells. Druids can wear shell armor without losing access to their spells or class features.					

Armor	Hide	Craft DC	20	BRP	10,000
Hide armor is made up of the tanned and preserved skin of any thick-skinned beast.					

Armor	Ring	Craft DC	35	BRP	17,500
Ring armor is composed of tough leather, heavily reinforced with hundreds of small metal rings. Ring armor is the precursor to chain mail and is commonly found in cultures that haven't discovered how to create that type of armor. It is a cheap and effective protection, popular among town guards.					

Armor	Scale mail	Craft DC	45	BRP	17,500
Scale mail is made up of dozens of small overlapping metal plates. The suit includes gauntlets.					

Armor	Chain mail	Craft DC	55	BRP	20,000
Unlike a chain shirt, chain mail covers the legs and arms of the wearer. The suit includes gauntlets.					

Armor	Breastplate	Craft DC	60	BRP	25,000
Covering only the torso, a breastplate is made up of a single piece of sculpted metal.					

Armor	Sports Armor	Craft DC	50	BRP	40,000
Strong sturdy armor worn by athletes used to protect their body from strong blows, crafted out of strong plastics, cloth, and metal.					

Armor	Splint mail	Craft DC	60	BRP	25,000
Splint mail is made up of metal strips, like banded mail. The suit includes gauntlets.					

Armor	Samurai	Craft DC	70	BRP	35,000
A collection of Reed, Wood and Cord Armor to make a full plated suit that is vastly easier to move around in than its metal counterpart.					

Armor	Banded mail	Craft DC	70	BRP	30,000
Banded mail is made up of overlapping strips of metal, fastened to leather backing. The suit includes gauntlets.					

Armor	Half-plate	Craft DC	75	BRP	45,000
Combining elements of full plate and chain mail, half-plate includes gauntlets and a helm.					

Armor	Full plate	Craft DC	80	BRP	75,000
This metal suit includes gauntlets, heavy leather boots, a visored helmet, and a thick layer of padding that is worn underneath the armor. Each suit of full plate must be individually fitted to its owner by a master armor smith, although a captured suit can be resized to fit					

Armor	Explosives Suit	Craft DC	100	BRP	250,000
A full body suit of cloth and metal plates used to protect the user from explosives going off. Often worn by bomb defusing officers and military this suit is the strongest in personal armor.					

**Shields**

Shield	Buckler	Craft DC	20	BRP	2000
<p>This small metal shield is worn strapped to your forearm. You can use a bow or crossbow without penalty while carrying it. You can also use your shield arm to wield a weapon (whether you are using an off-hand weapon or using your off hand to help wield a two-handed weapon), but you take a -1 penalty on attack rolls while doing so. This penalty stacks with those that may apply for fighting with your off hand and for fighting with two weapons. In any case, if you use a weapon in your off hand, you lose the buckler's PS bonus until your next turn. You can cast a spell with somatic components using your shield arm, but you lose the buckler's PS bonus until your next turn. You can't make a shield bash with a buckler.</p>					

Shield	Shield light wooden /steel	Craft DC	35	BRP	5000 wood/ 10,000 steel
<p>You strap a shield to your forearm and grip it with your hand. A light shield's weight lets you carry other items in that hand, although you cannot use weapons with it.</p>					

Shield	Shield heavy wooden /steel	Craft DC	40	BRP	7500 wood/ 12,500 steel
<p>You strap a shield to your forearm and grip it with your hand. A heavy shield is so heavy that you can't use your shield hand for anything else.</p>					

Shield	Tower	Craft DC	45	BRP	20,000
<p>This massive wooden shield is nearly as tall as you are. In most situations, it provides the indicated shield bonus to your PS. As a standard action, however, you can use a tower shield to grant you total cover until the beginning of your next turn. When using a tower shield in this way, you must choose one edge of your space. That edge is treated as a solid wall for attacks targeting you only. You gain total cover for attacks that pass through this edge and no cover for attacks that do not pass through this edge. When employing a tower shield in combat, you take a -2 penalty on attack rolls because of the shield's encumbrance.</p>					

Shield	Riot	Craft DC	20	BRP	3000
<p>These light weight yet heavy defensive shields made of clear plastic or lightweight materials are tough and conceal the user fully like a tower shield.</p>					

Shield	Electronic Shields	Craft DC	100	BRP	500,000
<p>This advance technology creates an invisible protective barrier for the wearer, it can be placed anywhere allowing the user to have access to their hands. The main disadvantage is the shields require a power source and can drop when attacked by electronic pulse based weapons and occurrences breaking them completely.</p>					

**Clothing**

Underwear				
Name	Craft DC	BRP	Gender	Bonuses it grants
Common	5	50	Both	
Bra	30	300	Female	+2 Seduction
Sports Bra	20	200	Female	+2 Acrobatics
Panty	20	100	Female	+1 Seduction
Jockstrap	35	200	Male	+2 Acrobatics
Lingerie	35	500	Female	+4 Seduction
Leotard	30	200	Female	+4 Acrobatics
Corset	40	500	Female	-1 Unit of food needed a day
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Doubles the effect of bonus

Pants				
Name	Craft DC	BRP	Gender	Bonuses it grants
Common	20	200	Both	
Cargo	30	2500	Both	+10 Carrying weight
Camo	35	3000	Both	+4 Stealth
Leather	40	5000	Both	+1 ADS
Rubber	40	5000	Both	+5 Electricity Resistance
Jeans	30	2500	Both	+4 Craft Skill
Sweat	30	2500	Both	+2 Resistance Cold & +2 Acrobatics
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Doubles the effect of bonus

Shorts				
Name	Craft DC	BRP	Gender	Bonuses it grants
Common	20	400	Both	
Cargo	25	1500	Both	+5 Carrying Weight
Camo	30	2000	Both	+2 Stealth
Leather	35	2500	Both	+2 Earth Resistance
Hot Pants	35	2500	Female	+2 Seduction
Gym	20	1500	Both	+4 Acrobatics
Bloomers	20	1500	Females	+4 Acrobatics
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Doubles the effect of bonus

Skirts				
Name	Craft DC	BRP	Gender	Bonuses it grants
Mini	25	2000	Female	+2 Seduction
Maxi	20	2000	Female	
Pencil	25	3000	Female	+4 Profession Writer
Kilt	30	4000	Male	+4 Intimidate (when not wearing underwear)
Tennis	30	5000	Female	+2 Acrobatics, +1 initiative
Dancer	40	7500	Female	+4 Preform
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Doubles the effect of bonus

Shirt				
Name	Craft DC	BRP	Gender	Bonuses it grants
Common	20	100	Both	
Tank Top	25	200	Both	Doubles STR Bonus to Intimidate
Hawaiian	35	1000	Both	+5 Heat Resistance
Dress	30	1000	Both	+2 Diplomacy & Appraise
Punk	30	500	Both	+2 Intimidate & Streetwise
Joke T-shirt	30	300	Both	+4 Bluff
Fancy	+20	X2	N/A	
Designer	+40	X3	N/A	Doubles the bonus effect

Dresses				
Name	Craft DC	BRP	Gender	Bonuses it grants
Common	25	500	Female	
Noble	50	7000	Female	+2 Diplomacy & +2 Knowledge Nobility
Wedding	60	10,000	Female	+4 Seduction, Diplomacy, & +2 Will
Skater	30	5000	Female	+2 Acrobatics & Perform
Formal	40	1500	Female	+4 Diplomacy
Battle	50	10,000	Female	+2 PS
Folk	40	7500	Both	+2 Perform & +2 Knowledge Foreign culture
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Doubles the effect of bonus

Suits				
Name	Craft DC	BRP	Gender	Bonuses it grants
Common	25	500	Male	
Formal	40	1500	Male	+4 Diplomacy
Noble	50	7000	Male	+2 Diplomacy & +2 Knowledge Nobility
Tuxedo	60	10,000	Male	+4 Seduction, Diplomacy, & +2 Will
Business	30	5000	Male	+2 Appraise & Profession Shopkeeper
Magicians	50	10,000	Male	+4 Escape Artist & Perform
Speed	40	7500	Both	+4 any Craft
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Double the effect of bonus

Uniform				
Name	Craft DC	BRP	Gender	Bonuses it grants
Maid	35	7500	Both	+4 Search, Craft Cooking & Profession Homemaker
School	30	5000	Both	+4 All Knowledge's
Cheerleader	35	7500	Both	+4 Acrobatics, Perform & Jump
Police	35	7500	Both	+4 Search, Profession Officer & Knowledge Law
Camper	30	5000	Both	+4 Knowledge Nature, Survival & Profession Herbalist
Wait staff	35	7500	Both	+4 Diplomacy, Craft Cooking & Profession Bartender
Nurse /Doctor	35	7500	Both	+4 Medical, Knowledge Biology & Animal Empathy
Mechanic	35	7500	Both	+4 Craft Machines, Craft Vehicles & Knowledge Mechanics
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Double the effect of bonus

Coats				
Name	Craft DC	BRP	Gender	Bonuses it grants
Rain	35	2500	Both	+10 Water Resistance
Winter	40	3000	Both	+10 Cold Resistance
Shaw	35	2000	Both	+5 Cold Resistance
Trench	35	1500	Both	+5 Water Resistance
Duster	40	2000	Both	+5 Earth Resistance
Fireman's	50	7500	Both	+10 Fire Resistance
Biker's Jacket	50	7500	Both	+1 ADS & +4 Intimidate
Windbreaker	25	2500	Both	+5 Wind Resistance
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Doubles the effect of the bonus

Socks				
Name	Craft DC	BRP	Gender	Bonuses it grants
Common	10	100	Both	
Knee High	20	200	Female	+2 Seduction
Thigh High	30	400	Female	+4 Seduction
Pantyhose	35	400	Female	+2 Seduction & +2 Diplomacy
Fishnet	40	500	Female	+4 Seduction
Tights	40	600	Both	+2 Acrobatics & Stealth
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Doubles the effect of the bonus

Shoes				
Name	Craft DC	BRP	Gender	Bonuses it grants
Sandals	10	100	Both	
Shoes	20	1000	Both	+2 Jump
Boots	30	2000	Both	+2 Climb & any Profession
High Heals	45	2500	Female	+2 Seduction
Thigh Boots	55	5000	Female	+2 Seduction & Intimidation
Combat Boots	50	4500	Male	+2 Initiative
Climbing	50	4500	Both	+4 Climb
Dancers	40	3000	Both	+2 Stealth & +2 Performance
Work	45	3000	Male	+4 Any Profession
Riding	50	4500	Both	+4 Ride
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Doubles the effect of the bonus

Swimwear				
Name	Craft DC	BRP	Gender	Bonuses it grants
Shorts	20	1000	Male	
Bikini	40	4000	Female	+4 Seduction / Intimidate for COM under 10
One Piece	35	2000	Female	+2 Seduction / Intimidate for COM under 8
Speedo	40	4000	Male	+4 Seduction / Intimidate for COM under 10
Old Time	20	1000	Both	+2 Knowledge History & Swim
Racing	50	5000	Both	+4 Swim & +10 Swim Speed
Wet Suit	45	5000	Both	+4 Swim
Dry Suit	60	7500	Both	+4 Swim & +5 Resist Cold
Sexy	50	5000	Both	+4 Seduction & +2 COM
School Suit	20	2000	Both	+2 Swim
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Doubles the effect of the bonus

Hat				
Name	Craft DC	BRP	Gender	Bonuses it grants
Straw	15	500	Both	+2 Profession Farmer & Knowledge Nature
Stocking	15	500	Both	+2 Stealth & Disable Device
Pageboy	20	750	Both	+2 Gather Info & Streetwise
Top	25	1000	Male	+2 Diplomacy & Bluff
Cowboy	20	500	Both	+2 Survival & Profession Rancher
Bandana	5	100	Both	
Veil	15	1000	Female	+2 Disguise & Stealth
Helmet	40	2500	Both	+1 ADS
Sports Helm	45	3000	Both	+1 ADS & +2 Intimidate
Bike Helm	50	4000	Both	+1 ADS & +2 Ride
Combat Helm	55	5000	Both	+1 ADS & +2 Knowledge Military Science
Common	10	250	Both	
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Doubles the effect of the bonus

Costume				
Name	Craft DC	BRP	Gender	Bonuses it grants
Joke	40	3000	Both	+2 Disguise
Object	40	3000	Both	+4 Disguise
Person	40	3000	Both	+4 Disguise
Sexy	50	7500	Both	+4 Seduction (can't wear other clothing)
Horse*	45	8000	Both	+4 Disguise (*= Requires two players to use)
Cosplay	60	10,000	Both	+2 Disguise & +2 Seduction or Intimidated
Military	45	10,000	Both	+4 Knowledge Military Science & Craft Vehicle
Mythical	45	10,000	Both	+4 Knowledge Religion & Knowledge Occult
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Doubles the effect of the bonus

Gloves				
Name	Craft DC	BRP	Gender	Bonuses it grants
Rubber	15	200	Both	+5 Resist Water
Lace	20	500	Female	+2 Seduction & Gather Info
Long	25	1000	Female	+2 Diplomacy & Seduction
Driving	25	750	Both	+2 Drive & Pilot
Riding	25	750	Both	+4 Ride
Mitts	20	500	Both	+5 Resist Fire
Mittens	20	500	Both	+5 Resist Cold
Common	10	100	Both	
Arm Warmer	25	750	Female	+2 Acrobatics & +5 Resist Cold
Boxing	40	2000	Both	+ 2 Martial Arts & Intimidate
Martial Arts	40	2000	Both	+4 Martial Arts
Fingerless	30	1000	Both	+4 Disable Device
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Doubles the effect of the bonus



Crown				
Name	Craft DC	BRP	Gender	Bonuses it grants
Cloak	30	7500	Both	+2 Cold & Water Resistance
Poncho	30	7500	Both	+5 Water Resistance
Cape	15	1500	Both	+2 Resistance Wind
Gang Colors	20	1000	Both	+2 Intimidate & Streetwise
Scrubs	35	10,000	Both	+4 Medical
Apron, Kitchen	20	1000	Both	+4 Craft Cooking
Apron, Crafts	25	2500	Both	+4 any Craft skill
Apron, Welder	35	10,000	Both	+5 Fire Resistance
Wing Suit	60	75,000	Both	Slow Fall / Glide 30ft [STR check DC 20 to maintain glide]
Karate Gi	20	6000	Both	+4 Martial Arts
Waders	30	10,000	Both	+2 Resist Water, +4 Profession Fisherman
Overalls	30	10,000	Both	+4 Profession Farmer, Rancher, Herbalist
Bee Keepers Suit	40	20,000	Both	Protects body from insects, +4 Profession Rancher
Superhero Suit	40	15,000	Both	+4 Initiative & +1 ADS
Tutu	35	20,000	Both	+4 Perform & +1 initiative
Kimono	35	20,000	Female	+4 Knowledge Religion & Knowledge Foreign Culture
Bow Tie	30	5000	Male	+4 Use Technology & Knowledge Programing
Tie	25	3000	Both	
Scarf	20	2500	Both	+2 Resistance to cold
Hair Bow	15	1000	Female	
Pimp Hat	30	10,000	Both	+2% more treasure from battle
Nuns Outfit	35	25,000	Both	+4 Knowledge Religion
Racing Suit	35	30,000	Both	+4 Drive and Rive
Witch Robes	35	30,000	Both	+4 Knowledge Occult
Captains Hat	30	20,000	Both	+4 Pilot
Rubber Boots	40	50,000	Both	+5 vs Water / +10 vs electricity
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Doubles the effect of the bonus

The following require Craft Item not Craft Armor

Glasses				
Name	Craft DC	BRP	Gender	Bonuses it grants
Sun	25	2500	Both	+10 Resistance vs blindness
Goggles	35	2500	Both	See 60ft underwater (normally 30ft)
Monocle	40	5000	Male	+4 Appraise
Night Vision	60	20,000	Both	+4 Notice in the Dark (Dark vision 60ft)
Infrared	50	10,000	Both	+4 Notice in the Dark (Dark vision 30ft)
Reading	20	1000	Both	+4 Decipher Script & Forgery
Fashion	25	1500	Both	+4 Read Lips & Bluff
Nerd	25	2000	Both	+4 Use Technology & Knowledge Programing
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Doubles the effect of the bonus

Necklace				
Name	Craft DC	BRP	Gender	Bonuses it grants
Cheap	10	500	Both	
Choker	25	2500	Both	+2 Intimidate & Atonement
Common	30	5000	Both	
Locket	40	7500	Both	+2 Disable Device & Empathy
Noble	60	25,000	Female	+2 Knowledge Nobility & Diplomacy
Pendent	40	10,000	Both	+4 Knowledge Astrology
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Doubles the effect of the bonus

Rings				
Name	Craft DC	BRP	Gender	Bonuses it grants
Cheap	10	500	Both	
Wedding	60	25,000	Both	+2 Intimidate & Diplomacy
Signet	40	10,000	Both	+4 Knowledge Nobility
Mood	30	7500	Both	+4 Empathy
Class	40	10,000	Both	+4 Knowledge Skill
Common	30	5000	Both	
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Doubles the effect of the bonus

Earrings				
Name	Craft DC	BRP	Gender	Bonuses it grants
Cheap	10	500	Both	
Studs	25	1000	Both	+4 Atonement
Hoop	30	2500	Female	+4 Empathy
Ear cuff	50	10,000	Both	+2 Knowledge Occult & Concentration
Formal	45	7500	Female	+2 Diplomacy & Empathy
Dangle	40	5000	Female	+4 Taunt
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Doubles the effect of the bonus

Belts				
Name	Craft DC	BRP	Gender	Bonuses it grants
Cheap	10	500		
Sash	15	100		+2 Swim, Climb, & Jump
Weight	25	1000		+4 Strength Checks
Martial Arts	15	1000		+4 Martial Arts
Gun	45	5000		+2 Notice & +1 initiative
Climbing	35	2500		+4 Climbing
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Doubles the effect of the bonus

Bracelet				
Name	Craft DC	BRP	Gender	Bonuses it grants
Sweatband	10	100	Both	+1 initiative
Cheap	15	500	Both	
Royal	50	10,000	Both	+4 Empathy
Armband	30	1000	Both	+1 PS
Charm	40	5000	Both	+2 to skill shown in charms attached up to 4
Bead	35	2500	Both	+2 Escape Artist, Medical and Drive
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Doubles the effect of the bonus

Watch				
Name	Craft DC	BRP	Gender	Bonuses it grants
Cheap			Both	
Common			Both	+4 Repair
Pocket			Male	+4 Pick Pocket & Repair
Computer			Both	+4 Use Technology & Knowledge Programing
Communicator			Both	+2 Use Technology & Knowledge Military Sciences
Log Pose			Both	+10 Navigate in Grandline
Eternal Pose			Both	+40 Navigate in Grandline
New World Pose			Both	+25 Navigate in Grandline
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Doubles the effect of the bonus

Broach				
Name	Craft DC	BRP	Gender	Bonuses it grants
Cheap	10	500	Both	
Common	30	5000	Both	+2 Repair & Craft Machines
Formal	40	10,000	Both	+2 Taunt & Bluff
Jeweled	50	10,000	Both	+2 Diplomacy & Bluff
Royal	60	25,000	Both	+2 Knowledge Nobility & Profession Politician
Badge	30	7500	Both	+2 Knowledge Law & Profession Officer
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Doubles the effect of the bonus

Crown				
Name	Craft DC	BRP	Gender	Bonuses it grants
Paper	10	10	Both	+4 Bluff
Cheap	20	1000	Both	+2 Gather Info & Gamble
Fancy	40	20,000	Both	+4 Knowledge Noble
Tiara	50	50,000	Female	+4 Diplomacy
Jeweled	45	30,000	Both	+4 Profession Politician
Head Jewel	50	45,000	Female	+4 Empathy
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Doubles the effect of the bonus

Mask				
Name	Craft DC	BRP	Gender	Bonuses it grants
Eye	20	1000	Both	+2 Disguise
Mouth	20	1000	Both	+2 Disguise
Full	30	2000	Both	+4 Disguise
Gas	60	10,000	Both	Allows one to breath in gases for 1 hour
Welders	45	5000	Both	+5 Resistance vs Blindness
Dive	45	10,000	Both	Allows one to breath for 1 hour under water
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Doubles the effect of the bonus

Other				
Name	Craft DC	BRP	Gender	Bonuses it grants
Wig	40	10,000	Both	+4 Disguise
Toupee	20	5000	Male	+2 Disguise
Extensions	20	5000	Female	+2 Disguise
Cat Ears	30	7500	Both	+4 Empathy
Fake Wings	40	10,000	Both	+4 Jump
Hair Clip	10	500	Both	
Bunny Ears	35	7500	Both	+4 Notice
Leg Warmers	15	1000	Both	+2 Resistance Cold
Tail Fake	20	5000	Both	+4 Search
Fish Tail Fake	20	5000	Both	+4 Swim
Pimp Cane	40	10,000	Both	+1 BAB vs targets that owe you money
Ribbon *	40	20,000	Both	+10 vs element or attack types based on color
Fancy	+20	X2 cost	N/A	
Designer	+40	X3 cost	N/A	Doubles the effect of the bonus

Ribbons are a unique item, their color determines the type of defense it grants and it can be worn in any slot, but a player can only gain the effects of one ribbon at a time.

Ribbon colors	Blue =Water	Red = Fire	Yellow = Electricity	Green = Acid
	Purple = Poison	Pink = Healing	White = Holy	Black = Unholy
	Brown = Earth	Turquoise = Wind	Gold = Bashing	Silver = Slashing
	Bronze = Piercing	Orange = Raw Magic/ Chi	Light Blue = Ice	

## Armor Abilities

A player can add abilities to armor and clothing by using the Tier ability. The Armor bonus mod limits the level the player can add to the armor and a armor can hold no more then 3 abilities at once totaling the max bonus the armor has thus a +5 armor can have two level 1 abilities and 1 level 3, but not 3 level 3 abilities. Note Lacrima is use to infuse and are required to do magic based damage but they do not count towards the armor abilities. Armor can hold no more then three dials as well.

Level 1 (requires +1 Armor minimum)

Ability	<i>Glamour</i>	Bonus needed for the ability	+1
Armor gives a Bonus to all social skills of +4			
Ability	<i>Slick</i>	Bonus needed for the ability	+1
Armor grants a +10 Escape Artist Bonus			
Ability	<i>Shadow</i>	Bonus needed for the ability	+1
Armor grants a +10 Stealth Bonus			

Level 2 (requires +3 Armor minimum)

Ability	<i>Element Resist</i>	Bonus needed for the ability	+3
Armor resists a set element type of damage by 10			
Ability	<i>Cushioned</i>	Bonus needed for the ability	+3
Armor reduces falling damage			
Ability	<i>Durable</i>	Bonus needed for the ability	+3
Armor grants player ADS +3			
Ability	<i>Alert</i>	Bonus needed for the ability	+3
Armor grants players a boost to Notice checks of +20			
Ability	<i>Night</i>	Bonus needed for the ability	+3
Armor grants a +20 Stealth Bonus			
Ability	<i>Grease</i>	Bonus needed for the ability	+3
Armor grants a +20 Escape Artist Bonus			
Ability	<i>Magic Absorbent</i>	Bonus needed for the ability	+3
Player can regain mana from spells cast on them (the spell effect still in in play) They absorb half the cost of the spell in mana for them.			
Ability	<i>Chi Absorbent</i>	Bonus needed for the ability	+3
Player can regain chi from techniques cast on them (the techniques effect still in in play) They absorb half the cost of the technique in chi for them.			

Level 3 (requires +5 Armor minimum)

Ability	<i>Element Absorbent</i>	Bonus needed for the ability	+5
Player heals from elemental attacks of a certain type			
Ability	<i>Restorative</i>	Bonus needed for the ability	+5
Player can store 100 HP to access later when needed			
Ability	<i>Chi Storage</i>	Bonus needed for the ability	+5
Player can store 100 chi to access later when needed			
Ability	<i>Mana Storage</i>	Bonus needed for the ability	+5
Player can store 100 mana to access later when needed			
Ability	<i>Life Preserver</i>	Bonus needed for the ability	+5
Armor floats in water			

**Curses**

Armors in time can develop curses, either through its use or through dark rituals or ingredients. Curses have no limit and while players that use the skill Knowledge Occult could come up with ways to craft cursed Armors, its more often a player will find a cursed armor in time. Once in their possession a player can not get rid of a cursed armor with out passing it off to another (unless otherwise stated) armor curses are as follows.

**Clumsy**

Players with this armor when running need to make a Reflex roll DC 20 vs. tripping

**Klutz**

Players with this armor are prone to fail at reflex rolls -5 to reflex

**Sick**

Players with this Armor are prone to disease poisons and other weaknesses that come from a lower Resistance – 5 to resistance.

**Weak**

Players with this Armor are physically weaker (rate determined by GM) to subtract from their strength score

**Blind sighted**

Players with this Armor have issue determining distances for things near and far. – 4 on ranged attacks, -5 Notice

**Otaku**

Armor causes the player to become obsessed with something (often collecting items) the player will have a -5 to all Social rolls as they want to talk about nothing but the task they are obsessed with.

**Deceiver**

Armor talks only to the player, they may tell lies and they may tell truths but they will always try to work to separate the user from the rest of the world in the end

**Stupid**

Armor weakens the players Will -5 to will

**Gaudy**

Armor look is horrible and causes the player to be pointed and laughed at -10 to social rolls

**Heavy**

Armor weights at least 2 times as much as it normally would

**Ugly Stick**

Armor causes the players Charisma a hit (set amount determined by GM)

**Stiff Movement**

Armor causes the player to loss 1d4 to their attack bonus as it is harder to move in it

**Unskilled**

Armor actually grants a negative to aiding in a set skill

**Big Spender**

Armor compels the player to give away or spend more money on purchasing items

**Hunger**

Armor causes user to eat double their amount of food needed a day

**Drowsy**

Armor causes user to sleep twice as long needing 16 hours rest.

**Cold Storage**

Armor gives off cold making area around it 20% cooler

**Hot Storage**

Armor gives off heat making area around it 20% warmer

**Racist**

The Armor causes the player to change their race

**Vulgar**

The Armor is sentient and likes to insult those around the wielder

**Shrimp**

Character shrinks down one Size category

**Gender Switch**

Character switches gender, (if pregnant character remains such only changes outer appearance after birth the sex organs convert to match new gender)

**Color change**

Parts of the character i.e. Hair, eyes or skin change color to odd tones.

**Hair Growth/ Loss**

Hair grows at 6 inches a day or character loses all hair

**Repulsion**

Player causes others to make a DC 15 Will save verses a desire to get away from the player

**Strange**

The armor creates an odd effect when used, such as giving off noise or unleashing rose petals

**Sticky**

Armor causes the players skin to be covered in a sticky sap requiring a DC 12 Reflex during tasks to avoid having stuff stuck to them, randomly

**Slick**

Armor causes the players skin to be slippery in oil requiring them to make a DC 12 Reflex to hold onto an item / weapon, Randomly

**Perverted**

The Armor causes the player to act perverted in some way unless they pass a Will save DC 15, Randomly

**Foot In Mouth**

The Armor causes the player to say random insulting things to others unless they pass a DC 15 Will Save, Randomly

**Stuck**

The Armor is stuck to the player and cannot be removed till the curse is removed

**Skill Block**

The Armor makes one skill completely unusable

**Defective**

The Armor places one random defect choice to the player, until the curse is removed

**Envious**

Player needs make a DC 15 Will save verses a desire to want what other have and take them by force if they have to

**Attraction**

Player causes others to make a DC 15 Will save verses a desire to be with the player

**Confusion**

The player can randomly suffer from Confusion effect on them.

**Unfortunate**

The player will lose 1/4 money randomly till curse is removed

**Bad Taste**

Player must make a Resistance Save during each meal vs. getting sick (Nausea effect) the effect lasts for 2 game hours but reoccurs after every meal.