

**ARMOR:***Numbers in the Notes sections indicate the piece number of the brick***BODY ARMOR:***Pierce,  
Crush,  
Slash,  
Magic,  
Burn, &  
Thrust.*

Printed Armor:	Avg. Cost	Skill Req. (Min. Lvl.)	Bonuses	Notes
Solid Color/Random Design	0 £	N/A	+1 to Coolness if color coordinated	
Normal Clothing	0 £	N/A	+2 to Coolness if color coordinated	
Interesting Clothing	1 £	N/A	+1d6	
Cloth/Tunic	5 £	N/A	+1d8	
Robes	10 £	N/A	+1d10	Possibly protect against fire, may grant invisibility.
Vest	15 £	N/A	+2d6	Can has pockets: 4 Small items, 2 Medium items
Chain Mail	30 £	N/A	+2d10, +1d10 against Pierce and Slash	
Plate Mail	30 £	N/A	+2d10, +1d10 against Slash and Burn	
Armor Plating	20 £	N/A	+2d8, +1d10 against Burn and Crush	

Suits of Armor (If worn backwards is same, but you may get coolness stats):

Iron (Dark Grey/Light Grey)	40-50 £	3	+2d10, +1d10 against Slash and Crush	2587
Lead (Speckled-Black Silver)	50-60 £	5	+2d10 and 1d6, +1d10 against Pierce, Slash and Crush	
Steel (Silver/Dark Silver)	60-70 £	8	+3d10, +1d10 against Pierce, Slash, Crush and Thrust	<b>(Silver here = Pearl Silver)</b>
Bronze (Pearl Gold)	75-90	9	+3d10, +1d10 against Pierce, Slash, Crush and Thrust, +3 to Purity	From Prince of Persia
Colored (Depends)	30-50 £	7	+2d10, +1d10 against certain Magics (depends on color), P/S/C	
Evil Type 1 (Black)	80-90 £	9	+3d10 and +1d6, +1d10 against Pierce, Slash, Crush and Thrust	
Evil Type 2 (Black with Skull)	90-100 £	13	+4d10 and +1d6, +1d10 against Pierce, Slash, Crush and Thrust	2587px19
Evil Type 3 (Black with Bronze)	150-200 £	15	+6d10, +10 to Coolness	2587px13

Other Armor:

Samurai	125-175 £	14	+4d10, +1d10 against Slash, Crush, and Burn	30174 – Samurai Only*
Ogel Overlord (Evil)/Spiky Armor	155-235 £	16	+3d10, +1d10 against Slash and certain Magics, +6 to Coolness	x141/88295 – Spiky Armor from Prince of Persia
Capes/Cloaks	10-15 £	N/A	+1d6, +1d10 against Burn, and +3 to Coolness	522 – May take -1 to Purity
Epaulettes/Katana Scabbard	15-30 £	2	+1d4 against Slash, +3-6 to Coolness	2526/88290
Bandanna/Neckscarf	3-6 £	N/A	Helps against cold weather, +2 to Coolness	x97
Backpack	15-20 £	N/A	4 Sm. Pockets (one item capacity), 2 Mid. Pockets (2 items), 1 Lg. Pocket (2-3 large items)	2524 – Having too much may make you Over-Encumbered
Camping Pack (Grey)	25-35 £	N/A	2 Sm. Pockets, 2 Mid. Pockets, 2 Lg. Pockets	30323 – Moderately Lightweight
Large Backpack	40-50 £	N/A	2 Sm. Pockets, 2 Mid. Pockets, 1 XL Pocket (5-6 Lg. Items)	30158 – Quite Heavy

**SHIELDS:**

Handheld:

Small Round (Skeleton Warrior)	25-30 £	N/A	+1d6, +1d4 against Slash	bb291pb01 or 02--Nearly identical to ↓
Triangular (Classic)	25-30 £	N/A	+1d6, +1d4 against Slash	3846 – Nearly identical to ↑
Ovoid (Basiliskine)	30-40 £	2	+1d8, +1d4 against Slash and Crush	770
Octagonal (Like in KK2)	35-45 £	3	+1d8, +1d4 against Slash, Crush, and Thrust	48494
Medium Round (3x3 disc)	40-50 £	4	+1d10, +1d4 against Slash, Pierce and Thrust	2958
Large Round (4x4 dish)	60-80 £	5	+2d6, +1d6 against Slash, Pierce, Thrust, and Burn	3960 – Heavier than Most

HEAD ARMOR:

Helmets:

VIKING/ASSYRIAN HELMETS:				<i>x1533/bb422</i>
Lead (Speckled-Black Silver)	30-40 £	N/A	+2d8	Used by Viking Classes Only*
Bronze (Gold)	40-50 £	4	+2d10, +1d6 against Crush	Used by Viking Classes Only*
CONICAL HELMETS:				<i>3896</i>
Iron (Dark Grey)	35-45 £	2	+2d8, +1d6 against Crush	Used by Castle Dudes Only*
Evil (Black)	55-70 £	5	+2d10, +1d6 against Crush, +1d4 against Burn	
CONE HELMETS W/NECKGUARD:				<i>3844</i>
Iron (Dark Grey)	35-45 £	2	+2d8, +1d6 against Crush	Used by Castle Dudes Only*
Steel (Silver)	45-55 £	3	+2d10, +1d6 against Crush	Used by Castle Dudes Only*
Evil (Black)	65-80 £	5	+2d10, +1d8 against Crush	
SAMURAI HELMETS:				<i>x63</i>
Iron (Dark Grey)	135-160 £	15	+3d10, +1d10 against Crush, Magic, and Burn	Used by Samurai Only*
ARCHER HELMETS:				<i>x9</i>
Iron (Dark Grey)	45-55 £	2	+2d8, +1d8 against Pierce and Crush	Used by Castle Dudes Only*
Steel (Silver)	55-65 £	3	+2d10, +1d8 against Pierce, Slash, and Crush	Used by Castle Dudes Only*
GOBLIN HELMETS v.1:				<i>48493</i>
Lead (Speckled-Black Silver)	60-70 £	2	+2d8, +1d10 against Crush and Slash	
Evil (Black)	80-95	5	+2d10, +1d8 against Crush, Slash, and Magic	
GOBLIN HELMETS v.2:				<i>60751</i>
Copper (Bronze)	65-75 £	3	+2d10, +1d10 against Crush, Slash, and Pierce	
Lead (Speckled-Black Silver)	85-100 £	3	+2d10, +2d8 against Crush, Slash, and Pierce	
GRILLED HELMETS:				<i>x167</i>
Iron (Dark Grey)	55-75 £	6	+2d10, +1d8 against Crush, Slash, and Pierce	Used by Castle Dudes Only*
Steel (Silver)	65-85 £	7	+2d10, +1d10 against Crush, Slash, and Pierce	Used by Castle Dudes Only*
Steel (Dark Silver) (Different Style)	70-90	7	+2d10 and 1d16, +1d10 against Crush, Slash, and Pierce	<i>89520</i>
POINTED KNIGHT HELMETS:				<i>2446 plus matching x126</i>
Iron (Light Grey)	95-110 £	8	+3d6, +1d10 against Crush, Slash, Pierce, and Burn	Used by Castle Dudes Only*
Steel (Silver)	105-120 £	9	+3d6, +2d6 against Crush, Slash, Pierce, Thrust, and Burn	Used by Castle Dudes Only*
DWARVEN HELMETS:				<i>60748</i>
Copper (Bronze)	50-60 £	3	+2d6, +1d8 against Crush	
DWARVEN HELMETS W/WINGS:				<i>60747</i>
Steel (Silver)	60-70 £	3	+2d8, +2d8 against Crush	
Bronze (Gold)	70-80 £	4	+2d10, +2d8 against Crush, Enchanted – Speed ↑	<i>x183</i>
BAT HELMETS:				
Evil (Black)	130-155 £	10	+3d10, +1d10 against Crush, Slash, Pierce, Magic, and Burn	
DRAGON HELMS:				<i>x43</i>
Evil (Black)	165-220 £	15	+5d10, +2d10 against Crush, Slash, Pierce, Magic, and Burn, Enchanted – Dark Powers	Only for Mega-Awesome Evil Dudes or Vigilante Rogues*, can be Disenchanted

Other:

Hair/Bald	N/A	N/A	If it looks cool, it can add +1 to Coolness	
Bandana/Headwrap	2-4 £	N/A	<i>x70</i> – +1 to Coolness, if coordinated	
Hood (Must have cape to match or plausible excuse)	3-6 £	3	<i>x115/x79</i> – +5 to Coolness, -1 to Purity, unless you're like Obi-Wan Kenobi, or Royalty incognito for safety purposes	

\* Can be Bought, Stolen, Picked Up, or otherwise acquired under appropriate circumstances