

# Armor, Value of:

The following are the descriptions and values for the types of armor:

# Armor:

Humanoid in shape. Crafted to fit all humanoid types (whether they be winged, have a tail, etc.).

## Armor types:

Leather: 1 gold

Chain: 2 gold

Banded: 4 gold

Splinted: 6 gold

Plate: 8 gold

## Armor value will increase x its Class as follows:

Class-1: 1 gold.

Class-2: 2 gold.

Class-3: 4 gold.

Class-4: 8 gold.

Class-5: 16 gold.

# Barding:

Specifically designed for horses. Any steed can wear barding if it CLOSELY resembles the shape of a horse.

Leather: 1 gold

Chain: 2 gold

Banded: 4 gold

Splinted: 8 gold

Plate: 16 gold

Barding value will increase x its Class as follows:

Class-1: 1 gold.

Class-2: 2 gold.

Class-3: 4 gold.

Class-4: 8 gold.

Class-5: 16 gold.

# Shield:

A broad metal plate, crafted in a circular or rectangular shape with leather straps on the back for holding it.

Small: 4 gold

Large: 8 gold

Tower: 12 gold

Shield Grade value will increase x its Grade as follows:

Class-1: 1 gold.

Class-2: 2 gold.

Class-3: 4 gold.

Class-4: 8 gold.

Class-5: 16 gold.