

Revised Modern Armor Statistics

Substitute the following values for the Modern Armors listed in the CR:

Light Armors (Modern Armor [light] Feat)

Class I

Type: Concealed	Max Speed: 30 ft
Equipment Bonus: 0	Weight: 4 lbs
DR: 5	Cost \$500
MDB: +6	Purchase DC: 15
ACP: 0	Weaknesses: C, E, M, N
Restriction: Lic(+1)	

Class II

Type: Concealed	Max Speed: 30 ft
Equipment Bonus: 0	Weight: 6 lbs
DR: 6	Cost \$700
MDB: +5	Purchase DC: 17
ACP: -1	Weaknesses: C, E, M, N
Restriction: Lic(+1)	

Class III

Type: Tactical	Max Speed: 25 ft
Equipment Bonus: +1	Weight: 8 lbs
DR: 7	Cost \$900
MDB: +4	Purchase DC: 17
ACP: -2	Weaknesses: C, E, M
Restriction: Res(+2)	

Medium Armors (Modern Armor [medium] Feat)

Class I

Type: Concealed	Max Speed: 25 ft
Equipment Bonus: +1	Weight: 7 lbs
DR: 7	Cost \$800
MDB: +4	Purchase DC: 17
ACP: -1	Weaknesses: C, E, M, N
Restriction: Res(+2)	

Class II

Type: Tactical	Max Speed: 25 ft
Equipment Bonus: +1	Weight: 9 lbs
DR: 8	Cost \$1000
MDB: +3	Purchase DC: 18
ACP: -2	Weaknesses: C, E, M
Restriction: Res(+2)	

Class III

Type: Tactical	Max Speed: 20 ft
Equipment Bonus: +2	Weight: 11 lbs
DR: 9	Cost \$1200
MDB: +2	Purchase DC: 18
ACP: -3	Weaknesses: C, E, M
Restriction: Mil(+3)	

Heavy Armors (Modern Armor [heavy] Feat)

Class I

Type: Tactical	Max Speed: 20 ft
Equipment Bonus: +2	Weight: 11 lbs
DR: 9	Cost \$1100
MDB: +2	Purchase DC:18
ACP: -3	Weaknesses: C
Restriction: Res(+2)	

Class II

Type: Tactical	Max Speed: 15 ft
Equipment Bonus: +2	Weight: 14 lbs
DR: 10	Cost \$1300
MDB: +1	Purchase DC:19
ACP: -4	Weaknesses: C
Restriction: Mil(+3)	

Class III

Type: Tactical	Max Speed: 10 ft
Equipment Bonus: +3	Weight: 17 lbs
DR: 11	Cost \$1500
MDB: +1	Purchase DC:19
ACP: -5	Weaknesses: C
Restriction: Mil(+3)	

Weaknesses Key:

C	=	Chemical: The armor does not protect against attacks using fire gas or poison
E	=	Explosive: The armor does not protect against any attack with a blast radius
M	=	Melee: This armor does not protect against any attack from any melee weapons
N	=	Non-lethal: This armor does not protect against any attack that deals non-lethal damage