

Name	Power Armor	DT/DR	Weight	Weight Class	Value	Health	Size	Quest	Unique	Notes	Location
<b>ARMOR</b>											
Gladiator Armor	No	19	15	Light	160	150	0	Yes	No	AGL -1	
Advanced Radiation Suit	No	6	7	Light	100	25	26	No	No	Rad. Res. +40	In the Inventory of the Enclave Scientist at Hoover Dam.
Brotherhood T-45d Power Armor	Yes	22	45	Heavy	4,500	1,000	32	No	No	STR +2, AGL -2, Rad. Res. +10	Hidden Valley
Brotherhood T-51b Power Armor	Yes	25	40	Heavy	5,200	2,000	0	No	No	STR +1, Rad. Res. +25	Hidden Valley
Caesar's Armor	No	5	3	Light	1,500	450	0	No	Yes	Survival +5, Speech +5	Worn by Caesar, at The Fort.
Chinese Stealth Armor	No	12	20	Light	500	100	0	No	Yes	Sneak +5	In the Toxic Waste Room of Hoover Dam Offices.
Combat Armor	No	15	25	Medium	6,500	400	27	No	No		
Combat Armor	No	15	25	Medium	6,500	400	27	No	No		
Combat Armor, Reinforced	No	17	25	Medium	8,000	650	0	No	No		
Combat Armor, Reinforced Mark 2	No	20	25	Medium	8,000	650	0	No	No		
Explorer's Gear	No	8	3	Light	50	100	25	No	Yes	Melee Weap. +2, Guns +2	Available from Orion Moreno south of Gun Runners.
Gannon Family Tesla Armor	Yes	26	45	Medium	8,200	400	30	No	Yes	Ener. Weap. +10, Rad. Res. +20	Available from Arcade Gannon.
Great Khan Armored Leather	No	8	7	Light	100	100	23	No	No		
Great Khan Simple Armor	No	5	7	Light	100	100	0	No	No		
Great Khan Soldier Armor	No	5	7	Light	100	100	0	No	No		
Great Khan Suit Armor	No	5	7	Light	100	100	0	No	No		
Legion Centurion Armor	No	18	35	Medium	800	450	0	No	No		
Legion Explorer Armor	No	4	10	Light	120	150	0	No	No		
Legion Praetorian Armor	No	12	12	Light	300	150	0	No	No		
Legion Prime Armor	No	8	15	Light	220	200	0	No	No		
Legion Recruit Armor	No	6	12	Light	200	180	26	No	No		
Legion Veteran Armor	No	10	16	Light	300	250	0	No	No		
Legion Vexillarius Armor	No	14	26	Medium	600	350	0	No	No		
Metal Armor	No	12	30	Heavy	1,100	100	25	No	No	AGL -1	
Metal Armor, Reinforced	No	16	30	Heavy	3,500	250	25	No	No	AGL -1	
NCR Bandoleer Armor	No	10	26	Medium	300	400	0	No	No		
NCR Face Wrap Armor	No	10	26	Medium	300	400	0	No	No		
NCR Mantle Armor	No	10	26	Medium	300	400	0	No	No		
NCR Military Police Armor	No	10	26	Medium	300	400	0	No	No		
NCR Ranger Combat Armor	No	20	30	Medium	7,500	600	0	No	No		
NCR Ranger Patrol Armor	No	15	25	Medium	390	500	27	No	No		
NCR Salvaged Power Armor	No	20	40	Heavy	3,000	1,000	31	No	No	No Power Armor Training Required, AGL -2	
NCR Trooper Armor	No	10	26	Medium	300	400	23	No	No		
Powder Gang Guard Armor	No	5	8	Light	100	100	0	No	No		
Raider Badlands Armor	No	4	15	Light	180	100	24	No	No		
Raider Blastmaster Armor	No	4	15	Light	180	100	26	No	No		
Raider Painspike Armor	No	4	15	Light	180	100	27	No	No		
Raider Psycho-Tic Helmet	No	1	3	Light	20	15	17	No	No		
Raider Sadist Armor	No	4	15	Light	180	100	25	No	No		
Recon Armor	No	17	20	Medium	7,200	400	0	No	No	Sneak +5	
Remnants Power Armor	Yes	28	45	Heavy	6,500	400	30	No	No	STR +1, Rad. Res. +15	Given from Daisy after completing Side Quest: For Auld Lang Syne.
Space Suit	No	10	7	Light	800	100	0	No	Yes	Rad. Res. +40	Found at the REPCONN Test Site.
T-45d Power Armor	Yes	22	45	Heavy	4,500	1,000	0	No	No	STR +2, AGL -2, Rad. Res. +10	
T-51b Power Armor	Yes	25	40	Heavy	5,200	2,000	27	No	No	STR +1, Rad. Res. +25	
Van Graff Combat Armor	No	16	25	Medium	6,500	400	0	Yes	Yes		Given by Gloria Van Graff during Side Quest: Birds of a Feather.
Vault 34 Security Armor	No	16	15	Light	70	100	0	No	No		
<b>CLOTHING</b>											
Ambassador Cracker's Suit	No	1	1	Light	6	100	0	No	Yes		Worn by Ambassador Cracker
Benny's Suit	No	1	3	Light	390	100	0	No	Yes	Barter +5, Speech +5	Worn by Benny
Boomer Flightsuit	No	4	1	Light	6	100	0	No	No		
Boomer Jumpsuit	No	4	1	Light	6	100	0	No	No		
Bounty Hunter Duster	No	6	3	Light	70	150	26	No	No	CHR +1, Guns +5	
Brahmin-Skin Outfit	No	/	2	Light	6	100	26	No	No	AGL +1, END +1	
Bright Brotherhood Robe	No	2	2	Light	6	100	0	No	No		
Brotherhood Elder's Robe	No	1	2	Light	8	100	0	No	Yes		Worn by Elder McNamara
Brotherhood Scribe Robe	No	2	2	Light	6	100	25	No	No		