Civilian (CIV) clothing includes garments that were available to members of the public without restriction. Characters or NPCs without any Basic/Advanced Skill in Fashion or Tailoring can easily figure out how to put on pants, skirts, shirts, blouses, etc., when unfamiliarity is a factor. Alternatively, they can rely on their own Unskilled Task Number (UTN; $9 - 3 = 6 \geq 1d20$) to properly wear them. Advanced Skill confers a better understanding of those things and their known limitations [e.g., Structure Point Value (SPV), Temperature Limit (TMP), Materiel Resistance (MAR), etc.].

CONDITION OF CIV CLOTHING		
Random d6	**Description**	**% of Value**
1	Torn to shreds, utterly unusable	0
2	Ripped and torn, needs mending	25
3	Permanent stains, still useful	50
4	Ripped in places, still useful	75
5	Slightly stained, needs washing	90
6	Mint condition	100

DESCRIPTION OF CIV CLOTHING						
Random d20	**Description**	**Value**	**Weight**	**TMP**	**SPV**	**APV**
1	Formal Coat or Jacket	200	3 lb/1.36 kg	20	40	--
2	Cargo Pants	150	2.0 lb/0.91 kg	15	20	--
3	Denim Jeans	100	1.0 lb/0.45 kg	15	20	--
4	Long-sleeved Shirt/Blouse	10	0.5 lb/226.8 g	15	15	--
5	Logo T-Shirt	10	0.25 lb/113.4 g	15	10	--
6	Leather Jacket	400	2.0 lb/0.91 kg	30	--	15 (LV)
7	Slacks, Trousers	90	1.0 lb/0.45 kg	15	15	--
8	Shorts or Skirt	10	0.25 lb/113.4 g	15	10	--
9	Sweat Pants	10	0.5 lb/226.8 g	14	10	--
10	Short-sleeved Shirt/Blouse	10	0.5 lb/226.8 g	14	10	--
11	Running Shoes	100	1.2 lb/0.54 kg	20	15	--
12	Sneakers	30	1.0 lb/0.45 kg	15	10	--
13	Socks	10	0.25 lb/113.4 g	14	5	--
14	Underpants	10	0.25 lb/113.4 g	14	5	--
15	T-Shirt	10	0.5 lb/226.8 g	14	5	--
16	Brassiere	10	0.5 lb/226.8 g	14	5	--
17	Winter Coat	300	3 lb/1.36 kg	20	40	--
18	Stocking Cap	10	0.25 lb/113.4 g	15	5	--
19	Ball Cap	10	0.25 lb/113.4 g	15	5	--
20	Work Boots	10	2.2 lbs/1.0 kg	25	--	2 (LV)

Infrared (IR) Trace (IRT) represents <u>only</u> the infrared heat-and-light radiance of body heat from living Survivors or NPCs that can be detected by natural, biological, or manmade sensors. As a convenience of gameplay, referees describe IR Trace on a scale that ranges from 1 to 60. IRT is equal to Hardiness (HRD) score. High numbers indicate high heat radiance from a combination of metabolism and respiration that can be easily seen or detected. Low numbers suggest slower heart rates and exhalation that is harder to notice or find.

Density of materials used to make civilian clothing and the amount of a human body they envelop provide some reduction of the IRT generated by Characters and NPCs. The table below shows suggested Infrared Trace suppression (IRT-s) properties of Civilian (CIV) clothing. Most CIV clothing does not have Electromagnetic Trace suppression (EMT-s).
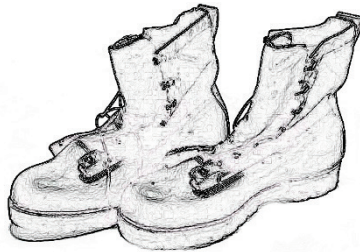
IR SUPPRESSION, CIVILIAN CLOTHING			
<u>Random</u> <u>d20</u>	<u>Description</u>	**IRT-s**	**EMT-s***
1	Formal Coat or Jacket	-5	--
2	Cargo Pants	-2	--
3	Denim Jeans	-2	--
4	Long-sleeved Shirt/Blouse	-1	--
5	Logo T-shirt	-1	--
6	Leather Jacket	-4	--
7	Slacks, Trousers	-2	--
8	Shorts or Skirt	-1	--
9	Sweat Pants	-3	--
10	Short-sleeved Shirt or Blouse	-2	--
11	Running Shoes	-1	--
12	Sneakers	-1	--
13	Socks	-1	--
14	Underpants	-1	--
15	T-shirt	-1	--
16	Brassiere	--	--
17	Winter Coat	-6	--
18	Watch Cap	-1	--
19	Ball Cap	--	--
20	Work Boots	-2	--
*Unless stated otherwise, CIV clothing is not made with EMT suppression features.			