Why not give armor the same customization as weapons?

Sometimes characters dont really care about AC, such as chargers so why dont we have a chart that allows people to make armor that fits them?

First change this mechanic adds is armor no longer gives an AC bonus , and Heavy armor is no longer a thing.

Armor can have up to three properties, all circles that give an item armor bonus have no properties(armor can still be worn over it for properties). Sophisticated can now be taken with armor. You can only benefit from one piece of armor at a time, you cannot change the armor you are wearing during encounters.

**[Thick]** - +1 item bonus to AC. 'can be taken up to three times'

**[Tough]** increases DR by 1 +1 per ten levels.

**[Light]** +5 movement speed 'can be taken up to three times'

**[Sturdy]** +1 to saves against combat maneuvers 'can be taken up to three times'

**[Flexible]** +1 to any one DEX or Str based Skill.

**[Resistant]** +1 to fort saves 'can be taken up to three times'

**[Loose]** +1 to reflex saves 'can be taken up to three times'

**[Aluminum]** +1 to will saves. 'can be taken up to three times'

**[Deceiving]** as an immediate action you may cause an opponent to gain -2 to atk rolls against you until end of turn.

**[Illuminated]** This may be activated/deactivated as a swift action. -5 to stealth rolls, you emit light for up to 5ft.

**[Grounded]** you take 5 less damage from [Electric].

**[Basic]** You take 5 less damage from [Acid]

**[Insulated]** You take 5 less damage from [Cold]

**[Fire Proof]** You take 5 less damage from [Fire]

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Some examples of armors

Leather armor **[thick] [loose] [light]**

Robes **[Deceiving] [Light] [Aluminum]**

Chain mail **[Thick 2] [Tough]**

Plate **[Thick 3]**

Ninja Suit**[Flexible] [Light 2]**

Blast Suit **[Fire Proof] [Tough] [Thick]**

Clothes **[Light 3]**

Furs **[Insulated] [Thick] [Resistant]**

Mining gear **[Illuminated] [Sturdy] [Thick]**