

ARMOR

<u>Armor Suits</u>	<u>AC</u>	<u>Enc</u>	<u>Cost</u>	<u>Pieces Allowed</u>	<u>Notes</u>	<u>Acrobatics/Stealth</u>
Padded	-1	+1	4gp	All pieces; Most helms	-----	-----
Leather	-2	+1	5gp	All pieces; Most helms	-----	-----
Studded Leather	-3	+1	20gp	All limb pieces; Most helms	-----	-----
Chain Shirt	-3	+1	40gp	All pieces; Most helms	Torso protection only	-----
Hide Armor	-4	+2	35gp	Plate limb pieces; Most helms	-----	-----
Scale Mail	-4	+2	60gp	All limb pieces; Most helms	-----	Disadvantage
Brigandine	-4	+2	80gp	All limb pieces; Most helms	-----	-----
Chain Mail	-5	+2	75gp	All pieces; Most helms	-----	Disadvantage
Heavy Mail	-6	+2	180gp	All pieces; Most helms	-----	Disadvantage
Plate Mail	-8	+2	375gp	Most Helms	Chain w/all Pieces	Disadvantage
Plate Mail (Heavy)	-9	+2	480gp	Most Helms	Hvy Chain w/all Pieces	Disadvantage
Field Plate	-9	+3	1,000gp	All helms	DR: 2	Disadvantage
Full Plate	-9	+3	2,000gp	All helms	DR: 4	Disadvantage

*Armor spikes cost 50% of armor or 50gp, whichever is lower. They do 1d6 piercing damage as a small weapon.

<u>Armor Pieces</u>	<u>AC</u>	<u>Cost</u>	<u>Called Shot Coverage</u>	<u>CS Bonus**</u>	<u>Notes</u>
Leather Bracers	-1	1gp	Lower Arm/Wrist	-0	-----
Leather Greaves	-1	1gp	Knee/Lower Leg/Ankle	-0	-----
Plate Bracers	-1	50gp	Lower Arm/Wrist	-1	-----
Plate Greaves	-1	50gp	Knee/Lower Leg/Ankle	-1	-----
Chest Plate	-1	200gp	Torso/Heart/Neck	-1	-----
Adam. Chest Plate	-1	1,000gp	Torso/Heart/Neck	-1	DR: 1

**Do not include other Armor Pieces from this list or Helmets when calculating called shot AC.

<u>Helmets</u>	<u>AC</u>	<u>Perc</u>	<u>Cost</u>	<u>Called Shot Coverage</u>	<u>CS Bonus*</u>	<u>Notes</u>
Leather Helm	-1	-----	1gp	Head	-0	-----
Mail Coif	-1	-----	10gp	Head/Neck	-0	-----
Mithril Coif	-1	-----	500gp	Head/Neck	-0	-----
Cap & Coif	-1	-----	14gp	Head/Neck	-1	-----
Cap & Mithril Coif	-1	-----	500gp	Head/Neck	-1	-----
Open Metal Helm	-1	-1	12gp	Head/Neck/Eyes	-1	-----
Closed Metal Helm	-1	-1	20gp	Head/Neck/Eyes	-2	-----
Great Helm	-1	-2	80gp	Head/Neck/Eyes	-3	Field/Full Only

*Do not include other Armor Pieces (Bracers, Greaves, Chest Plate) when calculating called shot AC.

<u>Shields</u>	<u>AC</u>	<u>Enc</u>	<u>Cost</u>	<u>Hand Use</u>	<u>Dmg</u>	<u>Special</u>
Buckler	-1	---	1gp	Weapons	2hp	
Small (Targe)	-1	+1	3gp	Items	3hp	
Medium (Kite)	-1	+1	7gp	None	4hp	Gain advantage vs Breath Weaps and AoE Spells.
Large (Tower)	Cover	+2	20gp	None	-----	

Padded: Padded or quilted armor is probably one of the oldest and most universal forms of personal defense. Even in the days of full plate armors, padded suits known as aketons were worn beneath the steel plate to cushion blows and help distribute the weight of the outer armor. Light troops of many time periods are often equipped with padded armor.

Leather: Leather armor has been used by light troops since the Bronze Age. Leather can be toughened by treating it with oil in a process known as *cuir boilli*. This armor type uses *cuir boilli* pieces to reinforce vital areas and soft leather for the legs and arms.

Studded Leather: Reinforcing leather with metal studs or small plates is an old idea; armor of this type has been used since the Bronze Age. It was still common among foot soldiers even as late as the Renaissance.

Chain Shirt: A chain shirt protects your torso while leaving your limbs free and mobile. It includes a layer of quilted fabric worn underneath to prevent chafing and to cushion the impact of blows.

Hide: This is armor prepared from the extremely thick hide of a creature (such as an elephant) or from multiple layers of regular leather. It is stiff and hard to move in and never used in civilized lands.

Scale Mail: This ancient armor type consists of a leather coat or shirt with scales of metal riveted to it. (Some forms of scale mail were made with horn or leather.)

Brigandine: A very common armor of the later Middle Ages and the east, brigandine consisted of a coat of leather plates. Each leather plate was a sandwich with steel strips inside of it. The joints and limbs were constructed with fewer armor strips for flexibility.

Chain Mail: The full suit of chain mail appeared early in the Crusades, when chain leggings were added to the traditional hauberk. For more than a century mail was the universally favored form of protection in Western Europe and the Holy Land; armor experts refer to the 11th and 12th centuries as the Age of Mail.

Heavy Mail: Several varieties of heavy chain mail appeared during the Crusades. **Bar Mail** consisted of small metal strips threaded through the links; **Double Mail** used heavier links double-joined; **Augmented Mail** used a thick leather backing to reinforce the coat. All types of improved mail offer better protection than normal chain mail, but at the price of increased weight.

Plate Mail: This is the cheapest and most common form of plate armor in the Middle Ages. Instead of attempting to articulate the joints and provide complete plate protection, portions of this armor are simply protected with chain mail. This form of armor is the forerunner of true plate armor. Even in the age of full plate armor, simple plate mail was still common among poorer knights and professional mercenaries.

Field Plate: The armorer's craft reached its peak during the Renaissance, when full suits of articulated plate armor were common. Field plate armor dispenses with the chain backing of plate mail or full plate armor to save weight. Instead, a light suit of padding, or *aketon*, would be worn beneath field plate. The considerable weight of this armor was distributed over the wearer's body, and a trained knight could lie down, stand up, or vault into the saddle while wearing heavy armor.

Full Plate: The final development of armor was full plate armor, which protected the wearer with padding, chain, and a suit of beautifully crafted interlocking plates carefully angled to deflect blows. Armor of this type could even withstand long-range gunfire, as long as the bullet didn't strike square on target. A well-made suit of full plate armor was the sign of high nobility; many lesser knights had to make do with far less impressive suits due to the great expense of this marvelous armor.

Special Armor Materials

Adamantium [Light Armors: +2,000gp; Medium/Heavy Armors: +4,000gp]

- ❖ This rare charcoal gray metal has a green very low reflectivity and is usually found deep underground.
- ❖ Armor of this type can most often be found near Drow (chain) or Dwarven (plate) communities.
- ❖ Adamantium is the hardest metal known and gives a natural +1 to the base armor class. (Chain: -6, etc.)
- ❖ The armor also adds a +1 DR to heavy (plate) armors.
- ❖ Adamantium armor has 2 less encumbrance than steel armor of the same type. (Heavy armor made of Mithril affects Thieving skills as chain mail.)
- ❖ Can be used for any mostly metal armor.

Darksteel [Light Armors: +1,000gp; Medium/Heavy Armors: +2,000gp]

- ❖ This uncommon black metal has a violet high reflectivity.
- ❖ Armor of this type can most often be found near Human or Halfling communities.
- ❖ +2 Material bonus to saves vs. electricity damage.
- ❖ Darksteel armor has normal encumbrance.
- ❖ Can be used for any mostly metal armor.

Dragon Scale [+10,000gp if Dragon scales provided]

- ❖ This rare scale armor is made up of a single type of dragon's scales.
- ❖ Makes wearer immune to elemental energy or substance that the dragon type uses as a breath weapon.
- ❖ Requires scales from a dragon at least one size category larger than the wearer.
- ❖ Dragon Scale armor has normal encumbrance.
- ❖ Can be used for scale armor.

Infernal Iron [+2,000gp]

- ❖ This rare rust-colored metal is non-reflective and appears pitted and stained.
- ❖ The raw natural metal is only found on Hell planes.
- ❖ Confers a +2 Material bonus to saves vs. fire damage.
- ❖ Infernal Iron armor has normal encumbrance.
- ❖ Can be used for any heavy armor.

Mithril [Light Armors: +2,000gp; Medium/Heavy Armors: +4,000gp]

- ❖ This rare bright silvery metal is often found in or near Elven lands.
- ❖ Armor of this type is almost exclusively found near Elven communities.
- ❖ Armor made of Mithril can have up to a +11 enchantment instead of the usual +10 limit.
- ❖ Mithril armor has 2 less encumbrance than steel armor of the same type. (Heavy armor made of Mithril affects Thieving skills as chain mail.)
- ❖ Can be used for any mostly metal armor.

Starhart Hide [+1,000gp]

- ❖ This golden colored soft hide armor is made from the starhart deer and treated in a special Elven ritual.
- ❖ Armor of this type is almost exclusively found near Elven communities.
- ❖ +10% Move Silently and Hide in Shadows.
- ❖ Starhart armor has normal encumbrance.
- ❖ Can be made into Padded, Leather, Studded Leather, and Hide armors.