

Advanced Armor

Component	Value	Weight	Cost	Variants
Full Helm	4	5 lbs	150 gp	Sallet, Bascinet, Barbute
Half Helm	3	3 lbs	50 gp	Kettle Helm, Nasal Helm
Chain Mail Cowl	2	2 lbs	20 gp	
Padded Coif	1	1 lbs	5 gp	Leather Cap
Breastplate	6	20 lbs	500 gp	Cuirass
Splint Mail Coat	5	20 lbs	350 gp	Scale Mail Coat
Chain Mail Hauberk	4	15 lbs	200 gp	
Steel Gorget	3	5 lbs	75 gp	Steel Pauldrons
Leather Jerkin	2	5 lbs	25 gp	Brigandine (Canvas, Hide, or Studded Leather)
Padded Gambeson	1	5 lbs	5 gp	Quilted Doublet
Steel Gauntlets	2	3 lbs	10 gp	Vambraces (Plate or Splint)
Leather Gauntlets	1	2 lbs	5 gp	Leather Vambraces
Plate Leggings	4	20 lbs	250 gp	Steel Faulds, Steel Tassets
Chain Skirt	3	15 lbs	150 gp	
Leather Leggings	2	5 lbs	15 gp	
Padded Pants	1	3 lbs	5 gp	
Sabatons	2	5 lbs	20 gp	Grieves (Plate or Splint)
Leather Boots	1	3 lbs	5 gp	

Armor Type	Component Total	Armor Class	Strength	Stealth
“Unarmored”	0-10	10 + Dexterity Modifier		
Light	11	11 + Dexterity Modifier		
Light	12	12 + Dexterity Modifier		
Medium	13	13 + Dexterity Modifier (max 2)		
Medium	14	14 + Dexterity Modifier (max 2)		
Medium	15	15 + Dexterity Modifier (max 2)		Disadvantage
Heavy	16	16	Strength 13	Disadvantage
Heavy	17	17	Strength 14	Disadvantage
Heavy	18	18	Strength 15	Disadvantage

Buckler Shield	+1 AC	Light Armor Proficiency	*a buckler or other light shield does not require an action to don or doff
Heater Shield	+2 AC	Medium Armor Proficiency	
Tower Shield	+3 AC	Heavy Armor Proficiency	*a tower shield or other heavy shield requires 16 Strength to equip, and imposes disadvantage on stealth checks



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Full Helm	4	5 lbs	150 gp	Sallet, Bascinet, Barbute
Half Helm	3	3 lbs	50 gp	Kettle Helm, Nasal Helm
Chain Mail Cowl	2			
Padded Coif	1			
Breastplate	6			
Splint Mail Coat	5			
Chain Mail Hauberk	4			
Steel Gorget	3			
Leather Jerkin	2			(Leather)
Padded Gambeson	1			

1. Choose Your Armor
 Identify what you are wearing, choosing items from the first table. No item is considered Light, Medium, or Heavy on its own; even a wizard or bard can wear a Breastplate, however the *total* amount of armor you can wear will be limited by your armor proficiencies.
 Write down each piece somewhere in your inventory, noting its value shown in the first table. It is of course possible to be wearing multiple pieces of armor that fit over one another, but only the piece with the highest value will matter for step 2.

Steel Gauntlets	2	3 lbs	10 gp	Vambraces (Plate or Splint)
Leather Gauntlets	1	2 lbs	5 gp	Leather Vambraces

2. Find the Total Value
 Add the value shown for each piece of armor you are wearing. Only count one piece of armor from each category: **Head**, **Torso**, **Arms**, **Legs**, and **Feet**. You should get a Total Value between 1 and 18.

Plate Leggings	4			
Chain Skirt	3			
Leather Leggings	2			
Padded Pants	1			
Sabatons	2	5 lbs	20 gp	Chausses (medium)
Leather Boots	1			

3. Consult Table 2
 Find the value of your armor in the Total Value column of the second table. This will tell you if you are wearing light, medium, or heavy armor (or are considered unarmored), what your armor class is, and if there are any other requirements or disadvantages to wearing your armor.
 If you find that you have an armor type that you are not proficient in, you must take off or replace pieces of armor or suffer the consequences.

Armor Type	Total Value	Armor Class	Requirements	Disadvantage
"Unarmored"	0-10			
Light	11			
Light	12			
Medium	13	14		
Medium	14	14 + Dexterity Modifier (max 2)		
Medium	15	15 + Dexterity Modifier (max 2)		Disadvantage
Heavy	16	16	Strength 13	Disadvantage
Heavy	17			
Heavy	18			

4. Add Other Modifiers
 You add other modifiers to your armor class after step 3, and they don't change the Total Value of your armor. This includes shields, rings, magic cloaks, etc.
 For example: a fighter with 14 dexterity and wearing a **Half Helm**, **Splint Mail Coat**, **Steel Gauntlets**, **Chain Skirt**, and **Sabatons** has a Total Value of 15, giving them an armor class of 17. When they don a Heater Shield, their armor class becomes 19.

Buckler Shield	+1 AC	
Heater Shield	+2 AC	M
Tower Shield	+3 AC	H

Head-

-Cloak/Cape

Chest-

-Clothing

Hands-

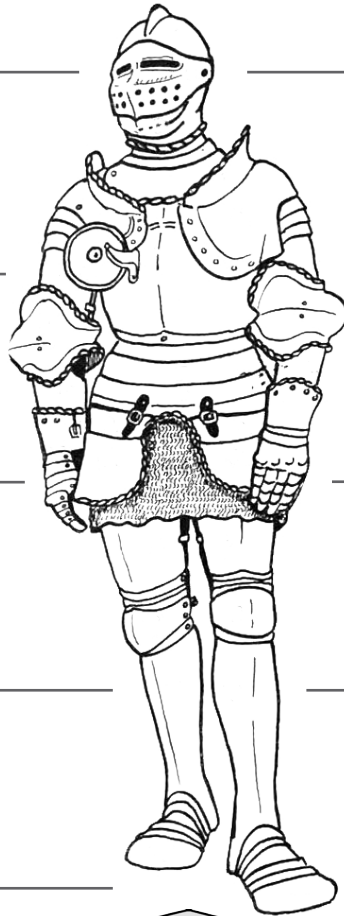
-Shield

Legs-

Spellcasting
-Focus

Feet-

-Other



Armor and
Clothing

Other Armor and Clothing

Attunement



Rings and Jewelry

Other Treasures

Weapons

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