

Type Cost Armor **Armor Class (Dodge)** Requirement **Stealth** **Weight**

Type	Cost	Armor	Armor Class (Dodge)	Requirement	Stealth	Weight
Light Armor						
Unarmored	0 gp	On a 1d4 nat 1 take 2x dmg	16 + Dex Modifier	—	Advantage	0 lb.
Padded	10 gp	1	15 + Dex modifier	—	Advantage	8 lb.
Leather	10 gp	1d4	14 + Dex modifier	—	Advantage	10 lb.
Studded leather	50 gp	1d4+1	13 + Dex modifier	—	Advantage	13 lb.
Medium Armor						
Hide	20 gp	1d6	10 + Dex modifier (max 4) + Str modifier (max 4)	—	Advantage	12 lb.
Chain shirt	50 gp	1d6+1	9 + Dex modifier (max 4) + Str modifier (max 4)	—	—	20 lb.dd
Scale mail	100 gp	1d8	8 + Dex modifier (max 4) + Str modifier (max 4)	—	—	45 lb.
Breastplate	400 gp	1d8+1	7 + Dex modifier (max 4) + Str modifier (max 4)	—	—	20 lb.
Half plate	750 gp	1d10	6 + Dex modifier (max 4) + Str modifier (max 4)	—	—	40 lb.
Heavy Armor						
Ring mail	200 gp	1d10+1	11 + Str Modifier	Str 12	Disadvantage	40 lb.
Chain mail	300 gp	1d12	10 + Str Modifier	Str 13	Disadvantage	55 lb.
Splint	800 gp	1d12+1	9 + Str Modifier	Str 15	Disadvantage	60 lb.
Plate	1,500 gp	1d12+2	8 + Str Modifier	Str 15	Disadvantage	65 lb.
Shield						
Shield	10 gp	1d20 (bonus action/reaction once per round). Charges according to Char Lvl. Recharge over long rest (need wood and tools).	- 2	—	—	6 lb.