

ARMOR

ARMOR QUALITIES

For most, armor is the simplest way to protect oneself in a world of rampant threats and dangers. Many characters can wear only the simplest of armors, and only some can use shields. To wear heavier armor effectively, a character can select the Armor Proficiency feats, but most classes are automatically proficient with the armors that work best for them.

Cost: The cost of the armor for Small or Medium humanoid creatures. See *Armor for Unusual Creatures*, below, for armor prices for other creatures.

Armor/Shield Bonus: Each armor grants an armor bonus to AC, while shields grant a shield bonus to AC. The armor bonus from a suit of armor doesn't stack with other effects or items that grant an armor bonus. Similarly, the shield bonus from a shield doesn't stack with other effects that grant a shield bonus.

Maximum Dex Bonus: This number is the maximum Dexterity bonus to AC that this type of armor allows. Heavier armors limit mobility, reducing the wearer's ability to dodge blows. This restriction doesn't affect any other Dexterity-related abilities. Even if a character's Dexterity bonus to AC drops to 0 because of armor, this situation does not count as losing a Dexterity bonus to AC. Your character's encumbrance (the amount of gear he or she carries) may also restrict the maximum Dexterity bonus that can be applied to his or her Armor Class.

Shields: Shields do not affect a character's maximum Dexterity bonus.

Armor Check Penalty: Any armor heavier than leather, as well as any shield, hurts a character's ability to use Dex- and Str-based skills. An armor check penalty applies to all Dex- and Strength-based skill checks. A character's encumbrance may also incur an armor check penalty.

Shields: If a character is wearing armor and using a shield, both armor check penalties apply.

Nonproficient with Armor Worn: A character who wears armor and/or uses a shield with which he or she is not proficient takes the armor's (and/or shield's) armor check penalty on attack rolls and on all Strength-based and Dexterity-based ability and skill checks. The penalty for nonproficiency with armor stacks with the penalty for nonproficiency with shields.

Sleeping in Armor: A character that sleeps in chain or plate armor is automatically fatigued the next day. He or she takes a -2 penalty on Strength and Dexterity and can't charge or run. Sleeping in light armor does not cause fatigue.

Spell Failure: Armor interferes with the gestures that a spellcaster must make to cast a spell. Spellcasters face the possibility of spell failure if they're wearing armor. Bards can wear light armor without incurring any spell failure chance for their bard songs.

Casting a Spell in Armor: A character who casts a spell while wearing armor must usually make a spell failure roll. The number in the Spell Failure Chance column on Table 6-4: *Armor and Shields* is the chance that the spell fails and is ruined.

Shields: If a character is wearing armor and using a shield, add the two numbers together to get a single spell failure chance.

Speed: Medium or heavy armor slows the wearer down. The number on Table: *Armor and Shields* is the character's speed while wearing the armor. Aegyl, elvaans, grias, humes, mithras, moogles, qus, ronso, seeq, and vieras have an unencumbered speed of 30 feet. They use the first column. Dwarves, galkas, nu mous, and

tarutarus have an unencumbered speed of 20 feet. They use the second column. Remember, however, that a dwarf's land speed remains 20 feet even in medium or heavy armor or when carrying a medium or heavy load.

Shields: Shields do not affect a character's speed.

Weight: This column gives the weight of the armor sized for a Medium wearer. Armor fitted for Small characters weighs half as much, and armor for Large characters weighs twice as much.

Damaging Armor: The following information is copied and slightly reworded from the broken condition. See the broken condition for the full, original text. Armor or shields that have taken damage in excess of half their total hit points gain the broken condition, meaning they are less effective at their designated task. The broken condition has the following effects, depending upon the item. The AC bonus armor or a shield grants is halved, rounded down, and its armor check penalty to skill checks is doubled.

Masterwork Armor: Just as with weapons, you can purchase or craft masterwork versions of armor or shields. Such a well-made item functions like the normal version, except that its armor check penalty is lessened by 1.

The masterwork transformation spell transforms a non-masterwork weapon into a masterwork weapon. Without using magic, you can't add the masterwork quality to armor or a shield after it is created; it must be crafted as a masterwork item (see the Craft skill).

A masterwork suit of armor or shield costs an extra 150 gil over and above the normal cost for that type of armor or shield.

The masterwork quality of a suit of armor or shield never provides a bonus on attack or damage rolls, even if the armor or shield is used as a weapon.

All magic armors and shields are automatically considered to be of masterwork quality.

You can't add the masterwork quality to armor or a shield after it is created; it must be crafted as a masterwork item.

Even though some types of armor and shields can be used as weapons, you can't create a masterwork version of such an item that confers an enhancement bonus on attack rolls. However, you can create masterwork armor spikes and shield spikes, which do confer their enhancement bonus on attack rolls to attacks made with the spikes.

Armor	Cost	Armor/ Shield Bonus	Max. Dex Bonus	Armor Check Penalty	Spell Failure Chance	— Speed —		Weight ¹
						(30 ft.)	(20 ft.)	
Light Armor								
Padded	5 gil	+1	+8	0	5%	30 ft.	20 ft.	10 lb.
Leather	10 gil	+2	+6	0	10%	30 ft.	20 ft.	15 lb.
Studded	25 gil	+3	+5	-1	15%	30 ft.	20 ft.	20 lb.
Chain Shirt	100 gil	+4	+4	-2	20%	30 ft.	20 ft.	25 lb.
Medium Armor								
Hide	15 gil	+4	+4	-3	20%	20 ft.	15 ft.	25 lb.
Scale Mail	50 gil	+5	+3	-4	25%	20 ft.	15 ft.	30 lb.
Chainmail	150 gil	+6	+2	-5	30%	20 ft.	15 ft.	40 lb.

Breastplate	200 gil	+6	+3	-4	25%	20 ft.	15 ft.	30 lb.
Heavy Armor								
Splint Mail	200 gil	+7	+0	-7	40%	20 ft. ²	15 ft. ²	45 lb.
Banded Mail	250 gil	+7	+1	-6	35%	20 ft. ²	15 ft. ²	35 lb.
Half-plate	600 gil	+8	+0	-7	40%	20 ft. ²	15 ft. ²	50 lb.
Full-Plate	1,500 gil	+9	+1	-6	35%	20 ft. ²	15 ft. ²	50 lb.
Shields								
Buckler	5 gil	+1	—	-1	5%	—	—	5 lb.
Shield, light wooden	3 gil	+1	—	-1	5%	—	—	5 lb.
Shield, light steel	9 gil	+1	—	-1	5%	—	—	6 lb.
Shield, heavy wooden	7 gil	+2	—	-2	15%	—	—	10 lb.
Shield, heavy steel	20 gil	+2	—	-2	15%	—	—	15 lb.
Shield, tower	30 gil	+4 ³	+2	-10	50%	—	—	45 lb.
Extras								
Armor spikes	+50 gil	—	—	—	—	—	—	+10 lb.
Gauntlet, locked	8 gil	—	—	Special	⁴	—	—	+5 lb.
Shield spikes	+10 gil	—	—	—	—	—	—	+5 lb.
	1 Weight figures are for armor sized to fit Medium characters. Armor fitted for Small characters weighs half as much, and armor fitted for Large characters weighs twice as much.							
	2 When running in heavy armor, you move only triple your speed, not quadruple.							
	3 A tower shield can instead grant you cover. See the description.							
	4 Hand not free to cast spells.							

GETTING INTO AND OUT OF ARMOR

The time required to don armor depends on its type; see Table 6-4: Donning Armor.

Don: This column tells how long it takes a character to put the armor on. (One minute is 10 rounds.) Readyng (strapping on) a shield is only a move action.

Don Hastily: This column tells how long it takes to put the armor on in a hurry. The armor check penalty and armor bonus for hastily donned armor are each 1 point worse than normal.

Remove: This column tells how long it takes to get the armor off. Removing a shield from the arm and dropping it is only a move action.

Armor Type	Don	Don Hastily	Remove
Shield (any)	1 move action	n/a	1 move action
Light armor	1 minute	5 rounds	1 minute ¹
Medium armor	4 minutes ¹	1 minute	1 minute ¹
Heavy armor	4 minutes ²	4 minutes ¹	1d4+1 minutes ¹
1 If the character has some help, cut this time in half. A single character doing nothing else can help one or two adjacent characters. Two characters can't help each other don armor at the same time.			
2 The wearer must have help to don this armor. Without help, it can be donned only hastily.			