

# ARMOR

## ARMOR PROPERTIES

Many Armors and shields have special Properties related to their use, as shown in the Armors table.

**Cumbersome.** While wearing an armor with this property, you have disadvantage on Dexterity (Stealth) checks and Strength (Athletics) checks whenever you attempt to swim.

**Parry.** You can make an attack with a weapon as a reaction, whenever a creature misses a melee weapon attack against you.

**Special** A armor or shield with the special property has unusual rules governing its use, explained in the armor's description (see "Special Armors" later in this section).

## SPECIAL ARMORS

Armors and shields with special rules are described here.

**Tower Shield.** You can't make opportunity attacks while holding this shield.

**Pavise Shield.** You can place this shield as a bonus action, creatures behind the shield are considered in three-quarters-cover.

### ARMORS

Armor	Cost	Armor Class (AC)	Str	Weight	Properties
<i>Light Armor</i>					
Leather Jerkin	15 gp	11 + Dex modifier	—	6 lb.	
Gambeson	45 gp	12 + Dex modifier	—	8 lb.	
<i>Medium Armor</i>					
Lamellar	150 gp	13 + Dex modifier (2 max)	13	20 lb.	Cumbersome
Haulberk	250 gp	14 + Dex modifier (2 max)	13	30 lb.	Cumbersome
Brigandine	450 gp	15 + Dex modifier (2 max)	13	40 lb.	Cumbersome
<i>Heavy Armor</i>					
Cuirass	90 gp	16	15	30 lb.	Cumbersome
Half plate	450 gp	17	15	50 lb.	Cumbersome
Plate	900 gp	18	15	60 lb.	Cumbersome
<i>Shields</i>					
Buckler	10 gp	+1	—	3 lb.	Parry
Heather shield	20 gp	+2	11	6 lb.	
Kite shield	60 gp	+3	15	10 lb.	Cumbersome
Tower shield	80 gp	+4	15	15 lb.	Cumbersome, special
Pavise shield	90 gp	—	15	20 lb.	Special, two-handed