| **Armor** | | | | | |
| --- | --- | --- | --- | --- | --- |
| **Armor** | **Cost** | [**Armor Class**](https://roll20.net/compendium/dnd5e/Monsters#h-Armor%20Class)**(AC)** | [**Strength**](https://roll20.net/compendium/dnd5e/Using%20Each%20Ability#h-Strength) | [**Stealth**](https://roll20.net/compendium/dnd5e/Stealth#h-Stealth) | **Weight** |
| [Light Armor](https://roll20.net/compendium/dnd5e/Light%20Armor#h-Light%20Armor) | | | | | |
| [Padded](https://roll20.net/compendium/dnd5e/Padded%20Armor#h-Padded%20Armor) | 5 gp | 11 + Dex modifier | — | Disadvantage | 8 lb. |
| [Leather](https://roll20.net/compendium/dnd5e/Leather%20Armor#h-Leather%20Armor) | 10 gp | 11 + Dex modifier | — | — | 10 lb. |
| [Studded leather](https://roll20.net/compendium/dnd5e/Studded%20Leather%20Armor#h-Studded%20Leather%20Armor) | 45 gp | 12 + Dex modifier | — | — | 13 lb. |
| [Medium Armor](https://roll20.net/compendium/dnd5e/Medium%20Armor#h-Medium%20Armor) | | | | | |
| [Hide](https://roll20.net/compendium/dnd5e/Hide%20Armor#h-Hide%20Armor) | 10 gp | 12 + Dex modifier (max 2) | — | — | 12 lb. |
| [Chain shirt](https://roll20.net/compendium/dnd5e/Chain%20Shirt#h-Chain%20Shirt) | 50 gp | 13 + Dex modifier (max 2) | — | — | 20 lb. |
| [Scale mail](https://roll20.net/compendium/dnd5e/Scale%20Mail#h-Scale%20Mail) | 50 gp | 14 + Dex modifier (max 2) | — | Disadvantage | 45 lb. |
| [Breastplate](https://roll20.net/compendium/dnd5e/Breastplate#h-Breastplate) | 400 gp | 14 + Dex modifier (max 2) | — | — | 20 lb. |
| [Half plate](https://roll20.net/compendium/dnd5e/Half%20Plate#h-Half%20Plate) | 750 gp | 15 + Dex modifier (max 2) | — | Disadvantage | 40 lb. |
| [Heavy Armor](https://roll20.net/compendium/dnd5e/Heavy%20Armor#h-Heavy%20Armor) | | | | | |
| [Ring mail](https://roll20.net/compendium/dnd5e/Ring%20Mail#h-Ring%20Mail) | 30 gp | 14 | — | Disadvantage | 40 lb. |
| [Chain mail](https://roll20.net/compendium/dnd5e/Chain%20Mail#h-Chain%20Mail) | 75 gp | 16 | Str 13 | Disadvantage | 55 lb. |
| [Splint](https://roll20.net/compendium/dnd5e/Splint%20Armor#h-Splint%20Armor) | 200 gp | 17 | Str 15 | Disadvantage | 60 lb. |
| [Plate](https://roll20.net/compendium/dnd5e/Plate%20Armor#h-Plate%20Armor) | 1,500 gp | 18 | Str 15 | Disadvantage | 65 lb. |
| [Shield](https://roll20.net/compendium/dnd5e/Shield#h-Shield) | | | | | |
| [Shield](https://roll20.net/compendium/dnd5e/Items:Shield/#h-Shield) | 10 gp | +2 | — | — | 6 lb. |

# Getting Into and Out of Armor

The time it takes to don or doff armor depends on the armor’s category.  
  
**Don**: This is the time it takes to put on armor. You benefit from the armor’s AC only if you take the full time to don the suit of armor.  
  
**Doff**: This is the time it takes to take off armor. If you have help, reduce this time by half.  
  
**Donning and Doffing Armor**

| Category | Don | Doff |
| --- | --- | --- |
| [Light Armor](https://roll20.net/compendium/dnd5e/Light%20Armor#h-Light%20Armor) | 1 minute | 1 minute |
| [Medium Armor](https://roll20.net/compendium/dnd5e/Medium%20Armor#h-Medium%20Armor) | 5 minutes | 1 minute |
| [Heavy Armor](https://roll20.net/compendium/dnd5e/Heavy%20Armor#h-Heavy%20Armor) | 10 minutes | 5 minutes |
| [Shield](https://roll20.net/compendium/dnd5e/Shield#h-Shield) | 1 action | 1 action |