

ARMOUR

Tier	Name/Type	Layers Used	AC Bonus	Max Dex Bonus	Effective VS	Ineffective VS (No AC Bonus)	Special	Weight	Cost
<i>Low</i>									
	Boiled/Cured Leather	Mid	+1	N/A	Slashing, Piercing+	Bludgeoning	---	9lbs	300g
	Hide	Base, Mid, Top	+2	N/A	Slashing+, Piercing+, Bludgeoning	---	-Insulated (Immune to cold environments) -Disadvantage in warm environments -Armour can be crafted for no cost with successful Survival/Hunting checks (DC determined by DM)	13lbs	100g
<i>Medium</i>									
	Lamellar (laced tiles)	Top	+2	+3	Slashing+, Piercing, Bludgeoning	---	-Stealth disadvantage	25lbs	50g
	Brigadine (multi-plate breastplate)	Top	+2	+3	Slashing+, Piercing, Bludgeoning+	---	-Acrobatics disadvantage	22lbs	60g
<i>High</i>									
	Gambeson (cloth/padded)	Base	+3	N/A	Slashing, Piercing, Bludgeoning	---	-No armour proficiency required -Resistance to cold environments	6lbs	10g
	Maille (riveted chain)	Mid	+3	+2	Slashing++, Piercing++	Bludgeoning	-Strength requirement 14 -Stealth disadvantage -Athletics disadvantage	65lbs	200g
	Half-plate	Mid, Top	+3	+2	Slashing++, Piercing+, Bludgeoning+	---	-Athletics disadvantage -Acrobatics disadvantage	40lbs	500g
<i>Highest</i>									
	Full Plate	Mid, Top	+5	+1	Slashing++, Piercing++, Bludgeoning++	---	-Advantage vs stunned condition -Stealth disadvantage -Athletics disadvantage -Acrobatics disadvantage	60lbs	1000g

ARMOUR PROFICIENCIES

Unless otherwise noted: Low tier armour requires *Light* armour proficiency; Medium tier requires *Medium* proficiency; High and Highest tier require *Heavy* proficiency.

COMBINING ARMOUR

Armour can be layered to combine properties. Pieces are split into layers: Base; Mid; Top. Armour can be combined so long as the combined pieces don't share the same layers used. (For example, a piece of armour that uses a Mid and Top layer cannot be combined with another piece that uses a Mid layer.)

Base AC bonuses for each piece are combined, whereas the dexterity modifier bonus is applied only once and is limited by the lowest maximum dexterity bonus of all equipped pieces. (An armour piece with a max dex bonus of 2 combined with another piece with max dex bonus of 3 would only allow the character to receive a +2 dex bonus to AC.)

Advantages and disadvantages are combined but do not stack. (Two pieces of armour with a stealth disadvantage do not create a double disadvantage.)

For every 20lbs above 60lbs of combined weight, the required strength to equip the armour increases by 1.

ARMOUR EFFECTIVENESS

Armours grant their AC bonuses to the wearer against damage types to which they are effective. If an armour is ineffective against a damage type, that piece does not grant its AC bonus when attacked by that type. (ex. Gambeson paired with Maille versus a bludgeoning attack would only provide the +3 from the Gambeson, though the max dexterity mod granted would still be limited to +2 from the Maille.)

For each "+" an armour is effective against, it provides damage reduction equal to half its AC bonus, rounded down, to a minimum of 1. (ex. Maille paired with Brigadine would provide 3 damage reduction versus slashing. 2 from Maille, plus 1 from Brigadine.)

ex.2 Plate versus slashing would provide 4 damage reduction [$5/2=2.5$, rounded down to 2, twice, making 4 total]

MAGICAL VS NON-MAGICAL ARMOUR

A creature wearing magical armour who is attacked by a non-magical weapon provides no extra benefit unless specially noted by the magic armour. Non-magical armour versus a magical weapon loses any damage reduction that armour would normally provide. In the instance the armour and weapon are both magical, the damage reduction the armour provides will function as normal.

SHIELDS

Shield Type	AC Bonus	Description	Cost	Weight	Special Properties
Buckler	+1	Small shield, usually metal. Easy to carry and handle.	4g	2lbs	Easy Don/Doff - You can don/doff this shield as a free action. Once used, this ability cannot be used again until the start of your next turn.
Round Shield (Skjoldr)	See Special Properties	Fair-sized, versatile shield often made of splinter-resistant wood, sometimes covered in hide or cloth.	6g	7lbs	-Provides half-cover (+2 to AC and Dex saves)
Heater Shield	+2	Mid-sized shield often made of thick, reinforced wood or metal. Used often by knights against heavy attacks and in jousts.	10g	10lbs	-Provides +1 to AC versus weapons with the "Heavy" property and Lances
Kite Shield	See Special Properties	Large wooden shield designed for maximum protection. Often used in war and mounted combat.	15g	16lbs	-Provides 3/4 cover (+5 to AC and Dex saves) -Stealth disadvantage -Acrobatics disadvantage -Athletics disadvantage

SHIELDS AND ARMOUR: AVOIDING CONFUSION

Shields that impose disadvantages on skills follow the same rules as worn armour. (Disadvantages imposed by armour and shields do not stack with each other unless otherwise noted.) If a spell or effect would remove a disadvantage imposed from a specific item, the creature will still have that disadvantage if another piece of armour or shield is still imposing disadvantage.

CHANGES TO FEATS

- Medium Armour Master no longer provides the second feature. Its first feature now includes acrobatics.
- Heavy Armour Master applies to High and Highest tier armour except for Gambeson and has its second feature change to become: "When damage reduction is calculated, you now round up."
- Shield Master loses its second feature.