

**Table: Armor**

Armor	Cost	AC Bonus	Maximum Dexterity Bonus	Check Penalty	Spell Failure	Speed		Weight <sup>1</sup>
						30 ft	20 ft	
<i>Light Armor</i>								
Archer Plate	125 gp	+4 <sup>2</sup>	+5	-1	20%	30 ft	20 ft	20 lb
<b>Armor Enhancements</b>		<b>Cost</b>	<b>Effect</b>					<b>Type</b>
Masterwork <sup>3</sup>		300 gp	Decreases Check Penalty by 1 or Spell Failure by 5%					Any
Masterwork II, III, IV, V		Cumulative +1	Further decreases Check Penalty or Spell Failure					Any
<b>Masterforged</b>		<b>Cost</b>	<b>Effect</b>					<b>Type</b>
Dwarven			Armor has double HP, 15% fortification					
Elven			Armor has 1/2 normal weight, reduce Spell Failure by 10%					
Gnomish			Armor hardness increases +5, +2 Maximum Dexterity Bonus					
Halfling		+1 <sup>4</sup>	Armor is treated as 1 increment lighter, decrease Check Penalty by 2					Any
Orcish			Damage Reduction: 1/- for Light, 2/- for Medium, 3/- for Heavy; double Check Penalty and Spell Failure					
<b>Special Materials</b>		<b>Cost</b>	<b>Effect</b>					<b>Type</b>
Organic		+1	Made of all-natural non-metals; Druid-friendly					Any

1 Weight figures are for Medium armor. Small armor weighs half as much, and Large armor weighs twice as much.

2 Archer Plate only has +3 AC against melee attacks.

3 Masterwork is a prerequisite for all other enhancements, both mundane and magical.

4 Armor must be at least Masterwork II to be eligible for the Masterforge enhancement.

**Table: Mundane Armor Pricing**

Enhancement	Price
+1 armor	1,000 gp
+2 armor	4,000 gp
+3 armor	9,000 gp
+4 armor	16,000 gp
+5 armor	25,000 gp
+6 armor	36,000 gp