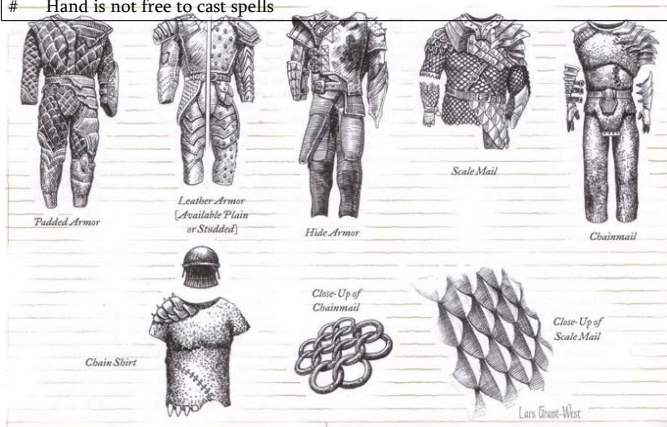


Table 7-6 Armour and Shields

Armour	Cost	Armour Class	Maximum Applicable Dexterity Bonus	Armour Check Penalty	Arcane Spell Failure Chance	----- Speed -----		Weight*	Weight (Small)
						(30 ft)	(20 ft)		
Light Armour									
Padded	5 gp	1	+8	0	5%	30 ft	20 ft	10 lb	5 lb
Leather	10 gp	2	+6	0	10%	30 ft	20 ft	15 lb	7½ lb
Studded Leather	25 gp	3	+5	-1	15%	30 ft	20 ft	20 lb	10 lb
Chain Shirt	100 gp	4	+4	-2	20%	30 ft	20 ft	25 lb	12½ lb
Medium Armour									
Hide	15 gp	3	+4	-3	20%	20 ft	15 ft	25 lb	12½ lb
Scalemail	50 gp	4	+3	-4	25%	20 ft	15 ft	30 lb	15 lb
Chainmail	150 gp	5	+2	-5	30%	20 ft	15 ft	40 lb	20 lb
Breastplate	200 gp	5	+3	-4	25%	20 ft	15 ft	30 lb	15 lb
Heavy Armour									
Splintmail	200 gp	6	+0	-7	40%	20 ft**	15 ft**	45 lb	22½ lb
Bandedmail	250 gp	6	+1	-6	35%	20 ft**	15 ft**	35 lb	17½ lb
Half-plate	600 gp	7	+0	-7	40%	20 ft**	15 ft**	50 lb	25 lb
Full-plate	1,500 gp	8	+1	-6	35%	20 ft**	15 ft**	50 lb	25 lb
Shields									
Buckler	15 gp	1	-	-1	5%	-	-	5 lb	2½ lb
Shield, light wooden	3 gp	1	-	-1	5%	-	-	5 lb	2½ lb
Shield, light steel	9 gp	1	-	-1	5%	-	-	6 lb	3 lb
Shield, heavy wooden	7 gp	2	-	-2	15%	-	-	10 lb	5 lb
Shield, heavy steel	20 gp	2	-	-2	15%	-	-	15 lb	7½ lb
Shield, tower	30 gp	4 ^e	+2	-10	50%	-	-	45 lb	22½ lb
Extras									
Armour Spikes	+50 gp	-	-	-	-	-	-	+10 lb	+5 lb
Gauntlet, locked	8 gp	-	-	special	#	-	-	+5 lb	+2½ lb
Shield Spikes	+10 gp	-	-	-	-	-	-	+5 lb	+2½ lb

- * Weights are for armour sized to fit Medium characters, Armour sized for Small characters weighs half as much, and armour fitted for Large characters weighs twice as much
- ** When running in Heavy Armour you move only x3 speed instead of x4
- Tower Shields can provide cover instead (see description)
- # Hand is not free to cast spells



Armour for Unusual Creatures			Non-Humanoid	
	Cost	Weight	Cost	Weight
Tiny or Smaller*	x ½	x 1/10	x 1	x 1/10
Small	x 1	x ½	x 2	x ½
Medium	x 1	x 1	x 2	x 1
Large	x 2	x 2	x 4	x 2
Huge	x 4	x 5	x 8	x 5
Gargantuan	x 8	x 8	x 16	x 8
Colossal	x 16	x 12	x 32	x 12

* Divide Avoidance Bonus and Damage Reduction by 2

Table 7-7 Donning Armour

	Don	Don Hastily	Remove
Any Shield	1 move	n/a	1 move
Padded, Leather, Hide, Studded Leather, Chain Shirt	1 min	5 rnds	1 min*
Breastplate, Scalemail, Chainmail, Bandedmail, Splintmail	4 min*	1 min	1 min*
Half-plate, Full-plate	4 min**	4 min	d4+1 min*

- * If the character has help half this time, a single character can help up to two adjacent characters. Two characters can't help each other don armour at the same time
- ** Without help this armour can only be donned hastily

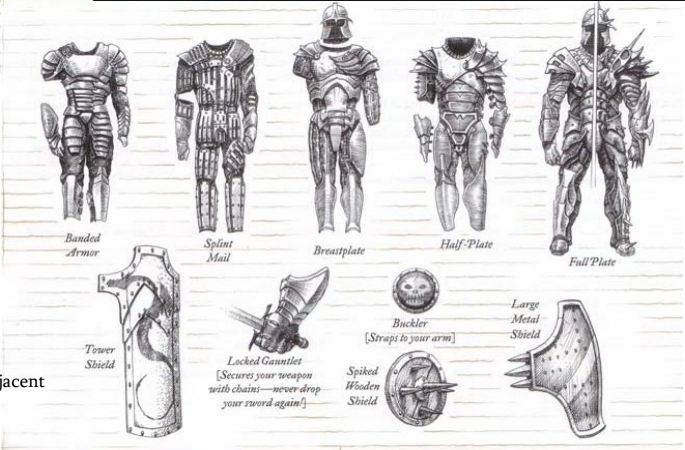


Table 7-6 Armour and Shields

Armour	Cost	Armour Class	Maximum Applicable Dexterity Bonus	Armour Check Penalty	Arcane Spell Failure Chance	----- Speed -----		Weight*	Weight (Small)
						(30 ft)	(20 ft)		
Light Armour									
Padded	5 gp	1	+8	0	5%	30 ft	20 ft	10 lb	5 lb
Leather	10 gp	2	+6	0	10%	30 ft	20 ft	15 lb	7½ lb
Cord	15 gp	2	+5	-1	5%	30 ft	20 ft	15 lb	7½ lb
Leather Scale (elves)	35 gp	3	+6	-2	15%	30 ft	20 ft	20 lb	10 lb
Studded Leather	25 gp	3	+5	-1	15%	30 ft	20 ft	20 lb	10 lb
Bone (orcs, etc)	20 gp	3	+4	-3	15%	30 ft	20 ft	20 lb	10 lb
Chain Shirt	100 gp	4	+4	-2	20%	30 ft	20 ft	25 lb	12½ lb
Medium Armour									
Hide	15 gp	3	+4	-3	20%	20 ft	15 ft	25 lb	12½ lb
Scalemail	50 gp	4	+3	-4	25%	20 ft	15 ft	30 lb	15 lb
Brigandine	30 gp	4	+2	-5	30%	20 ft	15 ft	40 lb	20 lb
Dhenuka (elves)	30 gp	4	+1	-5	25%	20 ft	15 ft	25 lb	12½ lb
Chainmail	150 gp	5	+2	-5	30%	20 ft	15 ft	40 lb	20 lb
Breastplate	200 gp	5	+3	-4	25%	20 ft	15 ft	30 lb	15 lb
Lamellar	150 gp	5	+3	-4	30%	20 ft	15 ft	35 lb	17½ lb
Heavy Armour									
Splintmail	200 gp	6	+0	-7	40%	20 ft**	15 ft**	45 lb	22½ lb
Bandedmail	250 gp	6	+1	-6	35%	20 ft**	15 ft**	35 lb	17½ lb
Half-plate	600 gp	7	+0	-7	40%	20 ft**	15 ft**	50 lb	25 lb
Full-plate	1,500 gp	8	+1	-6	35%	20 ft**	15 ft**	50 lb	25 lb
Shields									
Parrying Bracers	25 gp	+1	-	-1	5%	-	-	1 lb	½ lb
Buckler	15 gp	+1	-	-1	5%	-	-	5 lb	2½ lb
Shield, light wooden	3 gp	+1	-	-1	5%	-	-	5 lb	2½ lb
Shield, light steel	9 gp	+1	-	-1	5%	-	-	6 lb	3 lb
Shield, heavy wooden	7 gp	+2	-	-2	15%	-	-	10 lb	5 lb
Shield, heavy steel	20 gp	+2	-	-2	15%	-	-	15 lb	7½ lb
Shield, tower	30 gp	+4 ^e	+2	-10	50%	-	-	45 lb	22½ lb
Extras									
Armour Spikes	+50 gp	-	-	-	-	-	-	+10 lb	+5 lb
Gauntlet, locked	8 gp	-	-	special	#	-	-	+5 lb	+2½ lb
Shield Spikes	+10 gp	-	-	-	-	-	-	+5 lb	+2½ lb

- * Weights are for armour sized to fit Medium characters, Armour sized for Small characters weighs half as much, and armour fitted for Large characters weighs twice as much
- ** When running in Heavy Armour you move only x3 speed instead of x4
- ^o Tower Shields can provide cover instead (see description)
- # Hand is not free to cast spells

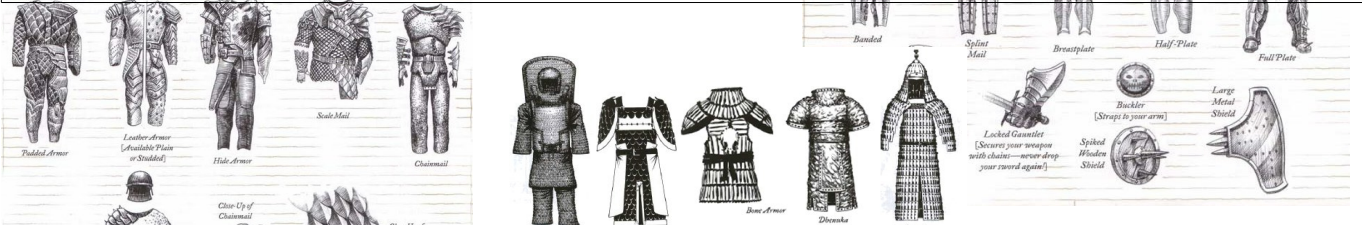


Table 7-7 Donning Armour

	Don	Don Hastily	Remove
Any Shield	1 move	n/a	1 move
Padded, Leather, Hide, Studded			
Leather, Chain Shirt	1 min	5 rnds	1 min*
Breastplate, Scalemail, Chainmail, Bandedmail, Splintmail	4 min*	1 min	1 min*
Half-plate, Full-plate	4 min**	4 min	d4+1 min*

- * If the character has help half this time, a single character can help up to two adjacent characters. Two characters can't help each other don armour at the same time
- ** Without help this armour can only be donned hastily

Armour for Unusual Creatures

	Non-Humanoid		Non-Humanoid	
	Cost	Weight	Cost	Weight
Tiny or Smaller*	x ½	x 1/10	x 1	x 1/10
Small	x 1	x ½	x 2	x ½
Medium	x 1	x 1	x 2	x 1
Large	x 2	x 2	x 4	x 2
Huge	x 4	x 5	x 8	x 5
Gargantuan	x 8	x 8	x 16	x 8
Colossal	x 16	x 12	x 32	x 12

- * Divide Avoidance Bonus and Damage Reduction by 2

Table 7-6 Armour and Shields

Armour	Cost	Avoidance Bonus	Maximum Applicable Dexterity Bonus	Damage Reduction	Armour Check Penalty	Arcane Spell Failure Chance	Speed		Weight*	Weight (Small)
							(30 ft)	(20 ft)		
Light Armour										
Padded	5 gp	+7	+8	1	0	5%	30 ft	20 ft	10 lb	5 lb
Leather	10 gp	+6	+6	2	0	10%	30 ft	20 ft	15 lb	7½ lb
Studded Leather	25 gp	+5	+5	3	-1	15%	30 ft	20 ft	20 lb	10 lb
Chain Shirt	100 gp	+4	+4	4	-2	20%	30 ft	20 ft	25 lb	12½ lb
Medium Armour										
Hide	15 gp	+5	+4	3	-3	20%	20 ft	15 ft	25 lb	12½ lb
Scalemail	50 gp	+4	+3	4	-4	25%	20 ft	15 ft	30 lb	15 lb
Chainmail	150 gp	+3	+2	5	-5	30%	20 ft	15 ft	40 lb	20 lb
Breastplate	200 gp	+3	+3	5	-4	25%	20 ft	15 ft	30 lb	15 lb
Heavy Armour										
Splintmail	200 gp	+2	+0	6	-7	40%	20 ft**	15 ft**	45 lb	22½ lb
Bandedmail	250 gp	+2	+1	6	-6	35%	20 ft**	15 ft**	35 lb	17½ lb
Half-plate	600 gp	+1	+0	7	-7	40%	20 ft**	15 ft**	50 lb	25 lb
Full-plate	1,500 gp	+0	+1	8	-6	35%	20 ft**	15 ft**	50 lb	25 lb
Shields										
Buckler	15 gp	+2	-	1	-1	5%	-	-	5 lb	2½ lb
Shield, light wooden	3 gp	-	-	1	-1	5%	-	-	5 lb	2½ lb
Shield, light steel	9 gp	-	-	1	-1	5%	-	-	6 lb	3 lb
Shield, heavy wooden	7 gp	-	-	2	-2	15%	-	-	10 lb	5 lb
Shield, heavy steel	20 gp	-	-	2	-2	15%	-	-	15 lb	7½ lb
Shield, tower	30 gp	-	+2	4 ^o	-10	50%	-	-	45 lb	22½ lb
Extras										
Armour Spikes	+50 gp	-	-	-	-	-	-	-	+10 lb	+5 lb
Gauntlet, locked	8 gp	-	-	-	special	#	-	-	+5 lb	+2½ lb
Shield Spikes	+10 gp	-	-	-	-	-	-	-	+5 lb	+2½ lb

- NOTE: Minimum damage, regardless of armour reduction is always 1
- Weights are for armour sized to fit Medium characters, Armour sized for Small characters weighs half as much, and armour fitted for Large characters weighs twice as much
 - ** When running in Heavy Armour you move only x3 speed instead of x4
 - o Tower Shields can provide cover instead (see description)
 - # Hand is not free to cast spells

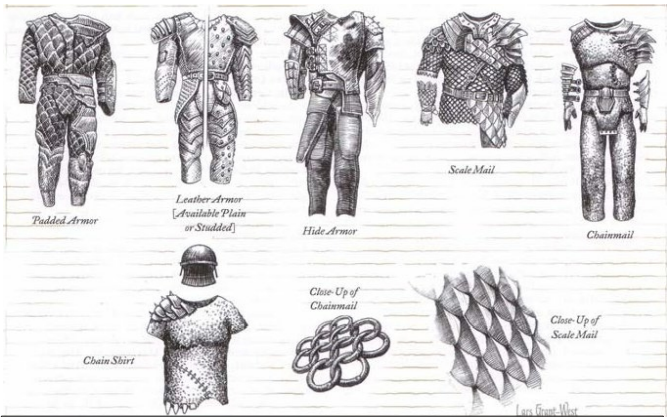


Table 7-7 Donning Armour

	Don	Don Hastily	Remove
Any Shield	1 move	n/a	1 move
Padded, Leather, Hide, Studded Leather, Chain Shirt	1 min	5 rnds	1 min*
Breastplate, Scalemail, Chainmail, Bandedmail, Splintmail	4 min*	1 min	1 min*
Half-plate, Full-plate	4 min**	4 min	d4+1 min*

- If the character has help half this time, a single character can help up to two adjacent characters. Two characters can't help each other don armour at the same time
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Armour for Unusual Creatures			Non-Humanoid	
	Cost	Weight	Cost	Weight
Tiny or Smaller*	x ½	x 1/10	x 1	x 1/10
Small	x 1	x ½	x 2	x ½
Medium	x 1	x 1	x 2	x 1
Large	x 2	x 2	x 4	x 2
Huge	x 4	x 5	x 8	x 5
Gargantuan	x 8	x 8	x 16	x 8
Colossal	x 16	x 12	x 32	x 12

* Divide Avoidance Bonus and Damage Reduction by 2

