

+2 Padded Armor		This armor radiates an aura of moderate enchantment. This is light armor.
Armor Bonus:	+3	
Max Dex Bonus:	+8	
Armor Check Penalty:	0	
Arcane Spell Failure:	5%	
Speed:	30ft. (20ft.)	
Don normally in 10 rounds, or 5 rounds to don hastily but suffers a –1 to Armor bonus & Armor Check Penalty. Remove in 10 rounds alone, or 5 rounds with help.		
Market Value:	4,155gp	Weight: 10lb.



+2 Studded Leather Armor		This armor radiates an aura of moderate enchantment. This is light armor.
Armor Bonus:	+5	
Max Dex Bonus:	+5	
Armor Check Penalty:	0	
Arcane Spell Failure:	15%	
Speed:	30ft. (20ft.)	
Don normally in 10 rounds, or 5 rounds to don hastily but suffers a –1 to Armor bonus & Armor Check Penalty. Remove in 10 rounds alone, or 5 rounds with help.		
Market Value:	4,175gp	Weight: 20lb.

+2 Leather Armor		This armor radiates an aura of moderate enchantment. This is light armor.
Armor Bonus:	+4	
Max Dex Bonus:	+6	
Armor Check Penalty:	0	
Arcane Spell Failure:	10%	
Speed:	30ft. (20ft.)	
Don normally in 10 rounds, or 5 rounds to don hastily but suffers a –1 to Armor bonus & Armor Check Penalty. Remove in 10 rounds alone, or 5 rounds with help.		
Market Value:	4,160gp	Weight: 15lb.

+2 Chain Shirt		This armor radiates an aura of moderate enchantment. This is light armor.
Armor Bonus:	+6	
Max Dex Bonus:	+4	
Armor Check Penalty:	-1	
Arcane Spell Failure:	20%	
Speed:	30ft. (20ft.)	
Don normally in 10 rounds, or 5 rounds to don hastily but suffers a –1 to Armor bonus & Armor Check Penalty. Remove in 10 rounds alone, or 5 rounds with help.		
Market Value:	4,250gp	Weight: 25lb.

+2 Hide Armor			
Armor Bonus:	+5	This armor radiates an aura of moderate enchantment. This is medium armor.	
Max Dex Bonus:	+4		
Armor Check Penalty:	-2		
Arcane Spell Failure:	20%		
Speed:	20ft. (15ft.)		
Don normally in 10 rounds, or 5 rounds to don hastily but suffers a –1 to Armor bonus & Armor Check Penalty. Remove in 10 rounds alone, or 5 rounds with help.			
Market Value:	4,165gp	Weight:	25lb.

+2 Chainmail Armor			
Armor Bonus:	+7	This armor radiates an aura of moderate enchantment. This is medium armor.	
Max Dex Bonus:	+2		
Armor Check Penalty:	-4		
Arcane Spell Failure:	30%		
Speed:	20ft. (15ft.)		
Don normally in 40 rounds alone or 20 rounds with help, or 10 rounds to don hastily but suffers a –1 to Armor bonus & Armor Check Penalty. Remove in 10 rounds alone, or 5 rounds with help.			
Market Value:	4,300gp	Weight:	40lb.

+2 Scale Mail Armor			
Armor Bonus:	+6	This armor radiates an aura of moderate enchantment. This is medium armor.	
Max Dex Bonus:	+3		
Armor Check Penalty:	-3		
Arcane Spell Failure:	25%		
Speed:	20ft. (15ft.)		
Don normally in 40 rounds alone or 20 rounds with help, or 10 rounds to don hastily but suffers a –1 to Armor bonus & Armor Check Penalty. Remove in 10 rounds alone, or 5 rounds with help.			
Market Value:	4,200gp	Weight:	30lb.

+2 Breastplate Armor			
Armor Bonus:	+7	This armor radiates an aura of moderate enchantment. This is medium armor.	
Max Dex Bonus:	+3		
Armor Check Penalty:	-3		
Arcane Spell Failure:	25%		
Speed:	20ft. (15ft.)		
Don normally in 40 rounds alone or 20 rounds with help, or 10 rounds to don hastily but suffers a –1 to Armor bonus & Armor Check Penalty. Remove in 10 rounds alone, or 5 rounds with help.			
Market Value:	4,350gp	Weight:	30lb.

+2 Splint Mail Armor			
Armor Bonus:	+8	This armor radiates an aura of moderate enchantment. This is heavy armor. When running in this armor, you move only triple, not quadruple, your speed.	
Max Dex Bonus:	+0		
Armor Check Penalty:	-6		
Arcane Spell Failure:	40%		
Speed:	20ft. (15ft.)		
Don normally in 40 rounds alone or 20 rounds with help, or 10 rounds to don hastily but suffers a -1 to Armor bonus & Armor Check Penalty. Remove in 10 rounds alone, or 5 rounds with help.			
Market Value:	4,350gp	Weight:	45lb.

+2 Half-Plate Armor			
Armor Bonus:	+9	This armor radiates an aura of moderate enchantment. This is heavy armor. When running in this armor, you move only triple, not quadruple, your speed.	
Max Dex Bonus:	+0		
Armor Check Penalty:	-6		
Arcane Spell Failure:	40%		
Speed:	20ft. (15ft.)		
Don normally in 40 rounds with help, or 40 rounds to don hastily without help but suffers a -1 to Armor bonus & Armor Check Penalty. Remove in 20 rounds alone, or 10 rounds with help.			
Market Value:	4,750gp	Weight:	50lb.

+2 Banded Mail Armor			
Armor Bonus:	+8	This armor radiates an aura of moderate enchantment. This is heavy armor. When running in this armor, you move only triple, not quadruple, your speed.	
Max Dex Bonus:	+1		
Armor Check Penalty:	-5		
Arcane Spell Failure:	35%		
Speed:	20ft. (15ft.)		
Don normally in 40 rounds alone or 20 rounds with help, or 10 rounds to don hastily but suffers a -1 to Armor bonus & Armor Check Penalty. Remove in 10 rounds alone, or 5 rounds with help.			
Market Value:	4,400gp	Weight:	35lb.

+2 Full Plate Armor			
Armor Bonus:	+10	This armor radiates an aura of moderate enchantment. This is heavy armor. When running in this armor, you move only triple, not quadruple, your speed.	
Max Dex Bonus:	+1		
Armor Check Penalty:	-5		
Arcane Spell Failure:	35%		
Speed:	20ft. (15ft.)		
Don normally in 40 rounds with help, or 40 rounds to don hastily without help but suffers a -1 to Armor bonus & Armor Check Penalty. Remove in 20 rounds alone, or 10 rounds with help.		Full plate must be sized to fit the wearer by an armorsmith. A captured suit may be resized for (2d4x100)gp.	
Market Value:	5,650gp	Weight:	50lb.

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