


<b>+3 Padded Armor</b>			
<b>Armor Bonus:</b>	+4	This armor radiates an aura of moderate enchantment. <b>This is light armor.</b>	
<b>Max Dex Bonus:</b>	+8		
<b>Armor Check Penalty:</b>	0		
<b>Arcane Spell Failure:</b>	5%		
<b>Speed:</b>	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.			
<b>Market Value:</b>	9,155gp	<b>Weight:</b>	10lb.

<b>+3 Studded Leather Armor</b>			
<b>Armor Bonus:</b>	+6	This armor radiates an aura of moderate enchantment. <b>This is light armor.</b>	
<b>Max Dex Bonus:</b>	+5		
<b>Armor Check Penalty:</b>	0		
<b>Arcane Spell Failure:</b>	15%		
<b>Speed:</b>	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.			
<b>Market Value:</b>	9,175gp	<b>Weight:</b>	20lb.

<b>+3 Leather Armor</b>			
<b>Armor Bonus:</b>	+5	This armor radiates an aura of moderate enchantment. <b>This is light armor.</b>	
<b>Max Dex Bonus:</b>	+6		
<b>Armor Check Penalty:</b>	0		
<b>Arcane Spell Failure:</b>	10%		
<b>Speed:</b>	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.			
<b>Market Value:</b>	9,160gp	<b>Weight:</b>	15lb.

<b>+3 Chain Shirt</b>			
<b>Armor Bonus:</b>	+7	This armor radiates an aura of moderate enchantment. <b>This is light armor.</b>	
<b>Max Dex Bonus:</b>	+4		
<b>Armor Check Penalty:</b>	-1		
<b>Arcane Spell Failure:</b>	20%		
<b>Speed:</b>	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.			
<b>Market Value:</b>	9,250gp	<b>Weight:</b>	25lb.

<b>+3 Hide Armor</b>			
<b>Armor Bonus:</b>	+6	This armor radiates an aura of moderate enchantment. <b>This is medium armor.</b>	
<b>Max Dex Bonus:</b>	+4		
<b>Armor Check Penalty:</b>	-2		
<b>Arcane Spell Failure:</b>	20%		
<b>Speed:</b>	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.			
<b>Market Value:</b>	9,165gp	<b>Weight:</b>	25lb.

<b>+3 Chainmail Armor</b>			
<b>Armor Bonus:</b>	+8	This armor radiates an aura of moderate enchantment. <b>This is medium armor.</b>	
<b>Max Dex Bonus:</b>	+2		
<b>Armor Check Penalty:</b>	-4		
<b>Arcane Spell Failure:</b>	30%		
<b>Speed:</b>	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.			
<b>Market Value:</b>	9,300gp	<b>Weight:</b>	40lb.

<b>+3 Scale Mail Armor</b>			
<b>Armor Bonus:</b>	+7	This armor radiates an aura of moderate enchantment. <b>This is medium armor.</b>	
<b>Max Dex Bonus:</b>	+3		
<b>Armor Check Penalty:</b>	-3		
<b>Arcane Spell Failure:</b>	25%		
<b>Speed:</b>	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.			
<b>Market Value:</b>	9,200gp	<b>Weight:</b>	30lb.

<b>+3 Breastplate Armor</b>			
<b>Armor Bonus:</b>	+8	This armor radiates an aura of moderate enchantment. <b>This is medium armor.</b>	
<b>Max Dex Bonus:</b>	+3		
<b>Armor Check Penalty:</b>	-3		
<b>Arcane Spell Failure:</b>	25%		
<b>Speed:</b>	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.			
<b>Market Value:</b>	9,350gp	<b>Weight:</b>	30lb.

<b>+3 Splint Mail Armor</b>			
<b>Armor Bonus:</b>	+9	This armor radiates an aura of moderate enchantment. <b>This is heavy armor.</b> When running in this armor, you move only triple, not quadruple, your speed.	
<b>Max Dex Bonus:</b>	+0		
<b>Armor Check Penalty:</b>	-6		
<b>Arcane Spell Failure:</b>	40%		
<b>Speed:</b>	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.			
<b>Market Value:</b>	9,350gp	<b>Weight:</b>	45lb.

<b>+3 Half-Plate Armor</b>			
<b>Armor Bonus:</b>	+10	This armor radiates an aura of moderate enchantment. <b>This is heavy armor.</b> When running in this armor, you move only triple, not quadruple, your speed.	
<b>Max Dex Bonus:</b>	+0		
<b>Armor Check Penalty:</b>	-6		
<b>Arcane Spell Failure:</b>	40%		
<b>Speed:</b>	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.			
<b>Market Value:</b>	9,750gp	<b>Weight:</b>	50lb.

<b>+3 Banded Mail Armor</b>			
<b>Armor Bonus:</b>	+9	This armor radiates an aura of moderate enchantment. <b>This is heavy armor.</b> When running in this armor, you move only triple, not quadruple, your speed.	
<b>Max Dex Bonus:</b>	+1		
<b>Armor Check Penalty:</b>	-5		
<b>Arcane Spell Failure:</b>	35%		
<b>Speed:</b>	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.			
<b>Market Value:</b>	9,400gp	<b>Weight:</b>	35lb.

<b>+3 Full Plate Armor</b>			
<b>Armor Bonus:</b>	+11	This armor radiates an aura of moderate enchantment. <b>This is heavy armor.</b> When running in this armor, you move only triple, not quadruple, your speed.	
<b>Max Dex Bonus:</b>	+1		
<b>Armor Check Penalty:</b>	-5		
<b>Arcane Spell Failure:</b>	35%		
<b>Speed:</b>	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.	
<b>Market Value:</b>	10,650gp	<b>Weight:</b>	50lb.

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