


MW Padded Armor			
Armor Bonus:	+1	This armor is of a high enough quality that it may be enchanted. This is light armor.	
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:	155gp	Weight:	10lb.

MW Studded Leather Armor			
Armor Bonus:	+3	This armor is of a high enough quality that it may be enchanted.	
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:	175gp	Weight:	20lb.

MW Leather Armor			
Armor Bonus:	+2	This armor It is of a high enough quality that it may be enchanted. This is light armor.	
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:	160gp	Weight:	15lb.

MW Chain Shirt			
Armor Bonus:	+4	This armor is of a high enough quality that it may be enchanted. This is light armor.	
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:	250gp	Weight:	25lb.

MW Hide Armor			
Armor Bonus:	+3	This armor is of a high enough quality that it may be enchanted. 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:	165gp	Weight:	25lb.

MW Chainmail Armor			
Armor Bonus:	+5	This armor is of a high enough quality that it may be enchanted.	
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:	300gp	Weight:	40lb.

MW Scale Mail Armor			
Armor Bonus:	+4	This armor is of a high enough quality that it may be enchanted. 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:	200gp	Weight:	30lb.

MW Breastplate Armor			
Armor Bonus:	+5	This armor is of a high enough quality that it may be enchanted. 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:	350gp	Weight:	30lb.

MW Splint Mail Armor			
Armor Bonus:	+6	This armor is of a high enough quality that it may be enchanted. 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:	350gp	Weight:	45lb.

MW Half-Plate Armor			
Armor Bonus:	+7	This armor is of a high enough quality that it may be enchanted. 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:	750gp	Weight:	50lb.

MW Banded Mail Armor			
Armor Bonus:	+6	This armor is of a high enough quality that it may be enchanted. 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:	400gp	Weight:	35lb.

MW Full Plate Armor			
Armor Bonus:	+8	This armor is of a high enough quality that it may be enchanted. 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:	1650gp	Weight:	50lb.

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