

5E ALTERNATE ARMOR

Padded
Armor



Splintmail



Full Plate
Armor



Brigandine



Iron Breastplate



Cloth
Armor



Hide
Armor



Banded Mail



Leather
Armor



Chainmail



Ringmail



Scalemail

Non-Armor Protection						
Cloth	+1 B/S/P Reduction	—	—	2 lb.	5 gp	
Light Armor						
Armor	Armor Class (AC)	Strength	Stealth	Weight	Cost	Properties
Padded	11 + DEX (Max 3)	—	—	8 lb.	30 gp	
Leather	12 + DEX (Max 3)	—	—	13 lb.	115 gp	
Brigandine	13 + DEX (Max 3)	11	Disadvantage	20 lb.	350 gp	
Heavy Armor						
Armor	Armor Class (AC)	Strength	Stealth	Weight	Cost	Properties
Breast Plate	14	11	—	30 lb.	100 gp	
Half Plate	16	13	Disadvantage	45 lb.	400 gp	
Full Plate	18	15	Disadvantage	60 lb.	1000 gp	
Mail						
Armor	Armor Class (AC)	Strength	Stealth	Weight	Cost	Properties
Gambeson	+0 AC vs Missiles, +2 B/S/P Missile Reduction	—	—	2 lb.	20 gp	nonmetallic mail
Buff Coat	+1 AC vs Missiles, +2 B/S/P Missile Reduction	—	—	4 lb.	80 gp	nonmetallic mail
Weave Mail	+2 AC vs Missiles, +2 B/S/P Missile Reduction	—	—	8 lb.	200 gp	nonmetallic mail
Splint Mail	+0 AC vs Melee, +2 B/S/P Melee Reduction	9	Disadvantage	35 lb.	75 gp	metallic mail
Banded Mail	+1 AC vs Melee, +2 B/S/P Melee Reduction	11	Disadvantage	40 lb.	250 gp	metallic mail
Plate Mail	+2 AC vs Melee, +2 B/S/P Melee Reduction	13	Disadvantage	45 lb.	450 gp	metallic mail
Ring Mail	+1 AC, Damage Resistance: Bludgeoning	11	Disadvantage	20 lb.	100 gp	linked mail
Scale Mail	+1 AC, Damage Resistance: Slashing	11	Disadvantage	25 lb.	100 gp	linked mail
Chain Mail	+1 AC, Damage Resistance: Piercing	11	Disadvantage	30 lb.	100 gp	linked mail
Partial Armor						
Armor	Armor Class (AC)	Strength	Stealth	Weight	Cost	Properties
Shoulder Guard	+1 B/S/P Reduction	—	Disadvantage	2 lb.	5 gp	linked mail
Chain Hood	+1 B/S/P Reduction	—	Disadvantage	2 lb.	15 gp	linked mail
Pauldron	+1	11	Disadvantage	5 lb.	50 gp	Heavy Armor
Helm	+1	11	Disadvantage	5 lb.	50 gp	Heavy Armor
Shield						
Armor	Armor Class (AC)	Strength	Stealth	Weight	Cost	Properties
Buckler	1	—	—	3 lb.	5 gp	Does not require proficiency
Heater	2 vs melee, Partial Cover vs ranged	11	Disadvantage	6 lb.	10 gp	
Tower	3 vs melee, Extensive Cover vs ranged	15	Disadvantage	10 lb.	50 gp	5 ft. Movement Penalty

Feat: Light Armor Proficiency

You gain proficiency with Light Armor

Feat: Light Armor Mastery

Increase your STR or DEX score by 1

While wearing Light Armor, increase the Max DEX bonus from 3 to 5

Feat: Heavy Armor Proficiency

You gain proficiency with Heavy Armor

Feat: Heavy Armor Mastery

Increase your STR or CON score by 1

While wearing Heavy Armor, reduces B/S/P taken from nonmagical sources by 3

Feat: Mail Proficiency

You gain proficiency with Mail. One piece of mail can be worn with one piece of armor, or 2 separate types of mail can be worn together without armor [metallic vs linked vs nonmetallic]. Mail has a Base AC of 14 when worn without light or heavy armor, bonuses add to that value.

Feat: Mail Mastery

While wearing two piece of mail, increase the Max DEX bonus to 2.

While you are wearing Mail, gain effects according to the type: Nonmetallic - Gain 1 AC vs Missile || Metallic - Gain 1 AC vs Melee || Linked - Gain +1 B/S/P Damage Reduction.

Feat: Shield Proficiency

You gain proficiency with Shields

Feat: Shield Mastery

If you attack for your action, you can use a bonus action to try to shove a creature within 5 feet of you with your (non-buckler) shield.

When wielding a shield, not incapacitated, and targeted by a spell/effect, you can add your shield AC for a DEX saving throw.

When wielding a shield and succeed a DEX saving throw causing you to take half damage, use your shield to take no damage instead.