A LITTLE LESS PREP. A LITTLE MORE WONDER.

Armor & shields



Twelve suits of armor and one shield, ready for a guard post, an armory or a traveling outfitter.

How to use. Roll d100 and match the range. Read 00 as 100. Dex means your Dexterity modifier; medium armor caps its AC contribution at +2. A shield adds to AC rather than setting it. Armor training and donning rules still apply.

d100	Armor / shield	Type	Armor Class / price / restrictions
01-08	**Padded Armor**	Light	AC 11 + Dex modifier; 5 GP; Stealth Disadvantage.
09-20	**Leather Armor**	Light	AC 11 + Dex modifier; 10 GP.
21-30	**Studded Leather Armor**	Light	AC 12 + Dex modifier; 45 GP.
31-38	**Hide Armor**	Medium	AC 12 + Dex modifier (max 2); 10 GP.
39-46	**Chain Shirt**	Medium	AC 13 + Dex modifier (max 2); 50 GP.
47-56	**Scale Mail**	Medium	AC 14 + Dex modifier (max 2); 50 GP; Stealth Disadvantage.
57-64	**Breastplate**	Medium	AC 14 + Dex modifier (max 2); 400 GP.
65-70	**Half Plate Armor**	Medium	AC 15 + Dex modifier (max 2); 750 GP; Stealth Disadvantage.
71-77	**Ring Mail**	Heavy	AC 14; 30 GP; Stealth Disadvantage.
78-83	**Chain Mail**	Heavy	AC 16; 75 GP; Stealth Disadvantage; Str 13 avoids -10 ft. Speed.
84-88	**Splint Armor**	Heavy	AC 17; 200 GP; Stealth Disadvantage; Str 15 avoids -10 ft. Speed.
89-90	**Plate Armor**	Heavy	AC 18; 1,500 GP; Stealth Disadvantage; Str 15 avoids -10 ft. Speed.
91-00	**Shield**	Shield	AC +2; 10 GP.

Your table, your treasure. Custom odds: light armor 30%, medium armor 40%, heavy armor 20%, shield 10%. Prices are catalogue references. The Strength threshold avoids the listed Speed penalty; it is not a ban on wearing the armor. Only one shield can benefit you at a time.

This work includes material from the System Reference Document 5.2.1 by Wizards of the Coast LLC, licensed under CC BY 4.0.
Item summaries, selection and roll ranges adapted by justroll. Not affiliated with Wizards of the Coast.