

# Armor Materials

[Material costs do not necessarily reflect availability.]

## Adamantium [Light: +2,000gp; Medium: +2,500gp; Heavy: +3,000gp]

- ❖ This rare charcoal black metal has a green reflectivity and is usually found deep underground.
- ❖ Armor of this type is most often found near Drow (chain) or Dwarven (plate) communities.
- ❖ Adamantium is the hardest metal known and gives a natural +1 to the base armor class. (Chain: -6, etc.)
- ❖ Field and Full Plate Adamantium armor give a Damage Reduction of 5 from piercing, slashing, and bludgeoning weapon damage.
- ❖ Adamantium armor has 2 less encumbrance than steel armor of the same type. (Heavy armor made of Adamantium affects Thieving skills as chain mail.)
- ❖ Can be used for any mostly metal armor.

## Darksteel [Light Armors: +1,000gp; Medium: +1,500gp; Heavy: +2,000gp]

- ❖ This uncommon black metal has a violet reflectivity.
- ❖ Armor of this type is most often found near Human or Halfling communities.
- ❖ Confers a +2 Material bonus to saves vs. electricity damage.
- ❖ Darksteel armor has normal encumbrance.
- ❖ Can be used for any mostly metal armor.

## Dragon Scale [+10,000gp if Dragon scales are provided]

- ❖ This rare scale armor is made up of a single type of dragon's scales.
- ❖ Makes wearer immune to elemental energy or substance that the dragon type uses as a breath weapon.
- ❖ Requires scales from a dragon at least one size category larger than the wearer.
- ❖ Dragon Scale armor has normal encumbrance.
- ❖ Can be used for scale armor.

## Infernal Iron [+2,000gp]

- ❖ This rare rust-colored metal is non-reflective and appears pitted and stained.
- ❖ The raw natural metal is only found on Hell planes.
- ❖ Confers a +2 Material bonus to saves vs. fire damage.
- ❖ Infernal Iron armor has normal encumbrance.
- ❖ Can be used for any heavy armor.

## Leather [standard]

- ❖ Mundane leather armors are generally made of soft leather or of stiffened leather pieces.
- ❖ Leather armor has normal encumbrance.

## Mithril [Light: +2,000gp; Medium: +2,500gp; Heavy: +3,000gp]

- ❖ This rare bright silvery metal is often found in or near Elven lands.
- ❖ Armor of this type is almost exclusively found near Elven communities.
- ❖ Armor made of Mithril can have up to a +11 enchantment instead of the usual +10 limit.
- ❖ Mithril armor has 2 less encumbrance than steel armor of the same type. (Heavy armor made of Mithril affects Thieving skills as chain mail.)
- ❖ Can be used for any mostly metal armor.

## Starhart Hide [+1,000gp]

- ❖ This golden colored soft hide armor is made from the starhart deer and treated in a special Elven ritual.
- ❖ Armor of this type is almost exclusively found near Elven communities.
- ❖ +10% Move Silently and Hide in Shadows.
- ❖ Starhart armor has normal encumbrance.
- ❖ Can be made into Padded, Leather, Studded Leather, and Hide armors.

## Steel [standard]

- ❖ Standard iron alloy used in most mundane metal objects.
- ❖ Steel armor has normal encumbrance.
- ❖ Can be used for any mostly metal armor or into studs for leather armors.

# Armor Powers

(Powers can only be taken once)

## Enhancement & Power Cost

+1: 2,000gp	+6: 48,000gp
+2: 4,000gp	+7: 64,000gp
+3: 8,000gp	+8: 80,000gp
+4: 16,000gp	+9: 96,000gp
+5: 32,000gp	+10: 112,000gp

*\*Mithril only: +11: 128,000gp*

## Rarity

+1:	Uncommon
+2 - +3:	Rare
+4 - +5:	Very Rare

## Enhancement +1 - +5 [+1 - +5]

- ❖ Bonus to Armor Class that can be placed on armor, chest pieces, and bracers.
- ❖ Stacks with Shield bonus and Protection bonus.
- ❖ Armor must have a +1 Enhancement bonus before a Power can be added.

## Protection +1 - +5 [+1 - +5]

- ❖ Bonus to Armor Class that can be placed on bracers, rings, and amulets.
- ❖ Stacks with Enhancement and Shield bonus.
- ❖ Protection Armor also provides a Saving Throw bonus as follows:  
+1/+2 = +1sv; +3/+4 = +2sv; +5 = +3sv

## Glamered [2,000gp]

- ❖ Upon command the armor changes to appear as a normal set of clothes determined when activated.

## Acid Resistance [+1]

- ❖ +2 to saves vs Acid.
- ❖ Does not stack with the Shield power.

## Cold Resistance [+1]

- ❖ +2 to saves vs Cold or Ice.
- ❖ Does not stack with the Shield power.

## Fire Resistance [+1]

- ❖ +2 to saves vs Fire or heat.
- ❖ Does not stack with the Shield power.

## Flaming Burst [+1]

- ❖ Twice a day as a Minor Action on your command, a burst of flame erupts from your armor, damaging all enemies within 5' for 1d6hp and pushes them 10' away from you (to 15' away).
- ❖ Cannot place Flaming Burst on armor with Frost or Flash.

## Flash [+1]

- ❖ Twice a day as a Minor Action on your command, a burst of electrical energy erupts from your armor damaging all enemies within 5' for 1d6hp and then you disappear into a streak of light that moves up to 30' away from the origin point. You may move through occupied spaces (zipping past the occupant), but may only stop and reappear in an unoccupied space. If there are no unoccupied spaces within 30', you reappear at the origin point.
- ❖ Cannot place Flash on armor with Frost or Flaming Burst.

## Fortification [+1]

- ❖ 25% chance to negate extra critical hit, called shot, and sneak attack damage.

## Frost [+1]

- ❖ Twice a day as a Minor Action on your command, a layer of protective ice forms around you for one round, damaging all enemies within 5' for 1d6hp cold damage and you take only half damage from all attacks until the start of your next turn.
- ❖ Cannot place Frost on armor with Flaming Burst or Flash.

## Healing Boost [+1]

- ❖ When you receive any magical healing, you gain 5 + **Enhancement bonus** hit points back as well.

## Lightning Resistance [+1]

- ❖ +2 to saves vs Electricity and Sonic.
- ❖ Does not stack with the Shield power.

## Night Eye [+1]

- ❖ Gain Darkvision 60' or improve Darkvision by 30'.

### Razor [+1]

- ❖ Anytime you take damage from a critical hit, backstab, or called shot from an adjacent source, the attacker takes damage equal to their own normal damage.
- ❖ Does not stack with the Shield power.

### Wild [+1]

- ❖ Armor continues to function when a Druid or natural shapechanger shifts into animal form.

### Haste [+2]

- ❖ 1/day activate this power that lasts 10 rounds with the following abilities:
- ❖ -2 bonus to initiative.
- ❖ Double attacks per round.
- ❖ Double movement rate.

### Spell Resistance [+2]

- ❖ +20% Spell Resistance
- ❖ Does not stack with the Shield power.

### Stealth [+2]

- ❖ +20% Hide in Shadows and Move Silently.

### Acid Resistance, Greater [+3]

- ❖ +2 to saves vs Acid.
- ❖ 50% damage from Acid
- ❖ Does not stack with the Shield power.

### Cold Resistance, Greater [+3]

- ❖ +2 to saves vs Cold or Ice.
- ❖ 50% damage from Cold or Ice
- ❖ Does not stack with the Shield power.

### Fire Resistance, Greater [+3]

- ❖ +2 to saves vs Fire.
- ❖ 50% damage from Fire.
- ❖ Does not stack with the Shield power.

### Fortification, Greater [+3]

- ❖ 75% chance to negate extra critical hit, called shot, and sneak attack damage.

### Lightning Resistance, Grtr [+3]

- ❖ +2 to saves vs Electricity and Sonic.
- ❖ 50% damage from Electricity and Sonic.
- ❖ Does not stack with the Shield power.

### Life Saver [+4]

- ❖ 1/day if you fall below 0hp, but above -25hp, you are raised to 1hp at the beginning of your next turn.

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## Unique Powers

### Drowcrafted [+1] (Unique)

- ❖ Gain a +2 bonus to Armor Class when the armor is worn underground or at night. (Natural or magical darkness does not count.)
- ❖ Can only be created by Drow priestesses in the Underdark onto light Adamantium armor.