

DM AIDCE

ARMOR CLASS

3rd Edition ARMOR CLASS CONVERSION

Armor Class is similar, but counted differently in the 3rd Edition rules. This table shows the Old System side by side with the New System.

ARMOR CLASS <i>See page 104 of 3rd Edition Players Handbook</i>	OLD SYSTEM <i>ADD pg36</i>	NEW SYSTEM <i>DD3 pg104</i>	Maximum Dex Bonus	
NONE	10	10	<i>no limit</i>	
NONE + SHIELD (SMALL/MEDIUM)	9	11	<i>no limit</i>	
PADDED	8	11	+8	
LEATHER	8	12	+6	
NONE + LARGE SHIELD	9	12	<i>no limit</i>	
PADDED + SHIELD	7	12	+8	
PADDED + LARGE SHIELD	7	13	+8	
LEATHER + SHIELD	7	13	+6	
STUDED LEATHER	7	13	+5	
RING MAIL	7	13?	+4?	<i>Not in 3rd edition</i>
HIDE	-	13	+4	<i>New in 3rd edition</i>
LEATHER + LARGE SHIELD	7	14	+6	
STUDED LEATHER + SHIELD	6	14	+5	
RING MAIL + SHIELD	6	14?	+4?	<i>Not in 3rd edition</i>
HIDE + SHIELD	-	14	+4	<i>New in 3rd edition</i>
CHAIN SHIRT	-	14	+2	<i>New in 3rd edition</i>
SCALE MAIL	6	14	+3	
STUDED LEATHER + LARGE SHIELD	6	15	+5	
RING MAIL + LARGE SHIELD	6	15?	+4?	<i>Not in 3rd edition</i>
HIDE + LARGE SHIELD	-	15	+4	<i>New in 3rd edition</i>
CHAIN SHIRT + SHIELD	-	15	+2	<i>New in 3rd edition</i>
SCALE MAIL + SHIELD	5	15	+3	
CHAIN MAIL	5	15	+2	
BREAST PLATE	-	15	+3	<i>New in 3rd edition</i>
CHAIN SHIRT + LARGE SHIELD	-	16	+2	<i>New in 3rd edition</i>
SCALE MAIL + LARGE SHIELD	5	16	+3	
CHAIN MAIL + SHIELD	4	16	+2	
BREAST PLATE + SHIELD	-	16	+3	<i>New in 3rd edition</i>
SPLINT MAIL	4	16	+0	
BANDED MAIL	4	16	+1	
CHAIN MAIL + LARGE SHIELD	4	17	+2	
BREAST PLATE + LARGE SHIELD	-	17	+3	<i>New in 3rd edition</i>
SPLINT MAIL + SHIELD	3	17	+0	
BANDED MAIL + SHIELD	3	17	+1	
PLATE MAIL/HALF PLATE	3	17	+0	
SPLINT MAIL + LARGE SHIELD	3	18	+0	
BANDED MAIL + LARGE SHIELD	3	18	+1	
PLATE MAIL/HALF PLATE + SHIELD	2	18	+0	
FIELD PLATE	2	18?	+1?	<i>Not in 3rd edition</i>
FULL PLATE	1	18	+1	
PLATE MAIL/HALF PLATE + LARGE SHIELD	2	19	+0	
FIELD PLATE + SHIELD	0	19?	+1?	<i>Not in 3rd edition</i>
FULL PLATE + SHIELD	0	19	+1	
FIELD PLATE + LARGE SHIELD	0	20?	+1?	<i>Not in 3rd edition</i>
FULL PLATE + LARGE SHIELD	0	20	+1	

Shields:

BUCKLER	+1	+1
SHIELD (SMALL / REGULAR)	+1	+1
SHIELD (LARGE)	-	+2
SHIELD (TOWER)	-	COVER