

Armor of Thume

Full Plate +1

Powered armor. Armor weighs twice as much and takes twice as long to put on. When activated armor emits a faint hum. When activated, the armor has no weight. Armor has additional settings, which allows the wearer to sacrifice dexterity for an added strength. For every one point of dexterity the wearer chooses to sacrifice (up to five) the wearer gains 2 points of strength. Ranged weapons can be mounted on the arms of the plate mail. Finally there is three gem slots on the armor, which provide the capability of adding features to the armor.

Armor Bonus +8(+1)

Maximum Dex Bonus 0/+2

Armor Check penalty -8/-4

Arcane Spell Failure 45%/15%

Speed 20 ft – When running only, you move only triple your speed not quadruple.

Weight 95 lbs. / 0 lbs.

Donning Armor - 8 minutes / remove 2d4+1 minutes

Donning time is halved if someone helps you.