

Custom Armor												
	L	MD	DP	M	MD	DP	H	MD	DP	P	MD	DP
01	+2	7	0	+3	5	1	+4	4	2	+6	2	4
02	+2	7	0	+3	5	1	+4	4	2	+6	2	4
03	+3	5	1	+4	4	2	+5	3	3	+7	1	5
04	+3	5	1	+4	4	2	+5	3	3	+7	1	5
05	+3	5	1	+4	4	2	+5	3	3	+7	1	5
06	+4	4	2	+5	3	3	+6	2	4	+8	0	6
07	+4	4	2	+5	3	3	+6	2	4	+8	0	6
08	+4	4	2	+5	3	3	+6	2	4	+8	0	6
09	+5	3	3	+6	2	4	+7	1	5	+9	0	7
10	+5	3	3	+6	2	4	+7	1	5	+9	0	7
11	+5	3	3	+6	2	4	+7	1	5	+9	0	7
12	+6	2	4	+7	1	5	+8	0	6	+10	0	8
13	+6	2	4	+7	1	5	+8	0	6	+10	0	8
14	+6	2	4	+7	1	5	+8	0	6	+10	0	8
15	+7	1	5	+8	0	6	+9	0	7	+11	0	9
16	+7	1	5	+8	0	6	+9	0	7	+11	0	9
17	+7	1	5	+8	0	6	+9	0	7	+11	0	9
18	+8	0	6	+9	0	7	+10	0	8	+12	0	10
19	+8	0	6	+9	0	7	+10	0	8	+12	0	10
20	+8	0	6	+9	0	7	+10	0	8	+12	0	10

If your Dex modifier is high enough above the armors max dex bonus subtract DP from Dex Bonus. If > 0 then that is you Dex bonus to armor.