

Armor type:

Leather, Dragon-Hide

Coordination Adjustment:

-2 (for every 3 points of Coord. above 20, the "Coordination Adjustment" will be decreased by 1 (never lower than a -1 adjustment))

Damage Reduction:

2

Dexterity Adjustment:

-2 (for every 3 points of Dex. above 20, the "Dexterity Adjustment" will be decreased by 1 (never lower than a -1 adjustment))

Movement Adjustment:

-2 (for every 3 points of Str. above 20, the "Movement Adjustment" will be decreased by 1 (never lower than a -1 adjustment))

Note:

None.

Special Abilities:

Type of attacks: %Roll needed to turn:

Acid: 85+

Blunt-edged: 74+

Cold: 56+

Electricity: 56+

Fire: 71+

Needle: 46+

Sharp-edged: 71+

Value:

Armor types: Value:

Barding: 24,576 white-gold

Cape-guard: 2,048 white-gold

Humanoid: 15,360 white-gold

War Dog: 19,968 white-gold