

## Armor type:

Skin, Mystical-Steel

## 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:

3

## 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:

Magic-Resistance: 60%

## Special Abilities:

### Type of attacks: %Roll needed to turn:

Acid: 71+

Blunt-edged: 89+

Cold: Cannot turn cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 51+

Sharp-edged: 56+

## Value:

### Armor types: Value:

Barding: 18,612,224 white-gold

Cape-guard: 4,456,448 white-gold

Humanoid: 10,289,152 white-gold

War Dog: 14,450,688 white-gold