

## Armor type:

Chain, Starr-Steel

## Coordination Adjustment:

-5 (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:

-5 (for every 3 points of Dex. above 20, the "Dexterity Adjustment" will be decreased by 1 (never lower than a -1 adjustment))

## Movement Adjustment:

-4 (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: 30%

## Special Abilities:

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

Acid: Cannot turn acid.

Blunt-edged: 58+

Cold: Cannot turn cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 91+

Sharp-edged: 41+

## Value:

### Armor types: Value:

Barding: 52,800 white-gold

Cape-guard: 12,288 white-gold

Humanoid: 30,592 white-gold

War Dog: 25,344 white-gold