

## Armor type:

Chain, Krakkin-Steel

## Coordination Adjustment:

-3 (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:

-3 (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: Cannot turn acid.

Blunt-edged: 70+

Cold: Cannot turn cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 91+

Sharp-edged: 61+

## Value:

### Armor types: Value:

Barding: 3,300 white-gold

Cape-guard: 768 white-gold

Humanoid: 1,912 white-gold

War Dog: 1,584 white-gold