

Shield type:

Shield, Small, Krakkin-Steel

Coordination Adjustment:

-4

Damage Reduction:

7 + 3-D4

Dexterity Adjustment:

-4

Movement Adjustment:

-1

Note:

None.

Special Abilities:

Type of attacks: %Roll needed to turn:

Acid: 61+

Blunt-edged: 49+

Cold: Cannot turn Cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 01+

Sharp-edged: 52+

Value:

Shield types: Value:

Small, Krakkin-Steel: 3,872 white-gold