

Shield type:

Shield, Small, Koar-Steel

Coordination Adjustment:

-10

Damage Reduction:

13 + 9-D4

Dexterity Adjustment:

-10

Movement Adjustment:

-7

Note:

None.

Special Abilities:

Type of attacks: %Roll needed to turn:

Acid: 37+

Blunt-edged: 25+

Cold: Cannot turn Cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 01+

Sharp-edged: 22+

Value:

Shield types: Value:

Small, Koar-Steel: 247,808 white-gold