

Armor type:

Leather, Scale-Hide

Coordination Adjustment:

-1

Damage Reduction:

2

Dexterity Adjustment:

-1

Movement Adjustment:

-1

Note:

None.

Special Abilities:

Type of attacks: %Roll needed to turn:

Acid: 89+

Blunt-edged: 80+

Cold: 66+

Electricity: 66+

Fire: 81+

Needle: 46+

Sharp-edged: 81+

Value:

Armor types: Value:

Barding: 1,536 white-gold

Cape-guard: 256 white-gold

Humanoid: 960 white-gold

War Dog: 1,248 white-gold