

Shield type:

Shield, Large, Starr-Steel

Coordination Adjustment:

-12

Damage Reduction:

11 + 7-D8

Dexterity Adjustment:

-12

Movement Adjustment:

-4

Note:

Magic-Resistance: 30%

Special Abilities:

Type of attacks: %Roll needed to turn:

Acid: 45+

Blunt-edged: 33+

Cold: Cannot turn Cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 01+

Sharp-edged: 32+

Value:

Shield types: Value:

Large, Starr-Steel: 123,904 white-gold