

Armor type:

Scale, Mystical-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:

3

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:

Magic-Resistance: 60%

Special Abilities:

Type of attacks: %Roll needed to turn:

Acid: 65+

Blunt-edged: 65+

Cold: Cannot turn cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 48+

Sharp-edged: 55+

Value:

Armor types: Value:

Barding: 82,944 white-gold

Cape-guard: 19,456 white-gold

Humanoid: 47,360 white-gold

War Dog: 39,680 white-gold