

Armor type:

Ring, Starr-Steel

Coordination Adjustment:

-3 (for every 3 points of Coor. 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:

-3

Note:

Magic-Resistance: 30%

Special Abilities:

Type of attacks: %Roll needed to turn:

Acid: Cannot turn acid.

Blunt-edged: 80+

Cold: Cannot turn cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 96+

Sharp-edged: 62+

Value:

Armor types: Value:

Barding: 31,168 white-gold

Cape-guard: 7,488 white-gold

Humanoid: 17,536 white-gold

War Dog: 14,484 white-gold