

## Armor type:

Plate, Koar-Steel

## Coordination Adjustment:

-12 (for every 3 points of Coord. above 20, the "Coordination Adjustment" will be decreased by 1 (never lower than a -1 adjustment))

## Damage Reduction:

4

## Dexterity Adjustment:

-12 (for every 3 points of Dex. above 20, the "Dexterity Adjustment" will be decreased by 1 (never lower than a -1 adjustment))

## Movement Adjustment:

-11 (for every 3 points of Str. above 20, the "Movement Adjustment" will be decreased by 1 (never lower than a -1 adjustment))

## Note:

None.

## Special Abilities:

### Type of attacks: %Roll needed to turn:

Acid: 47+

Blunt-edged: 45+

Cold: Cannot turn Cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 44+

Sharp-edged: 42+

## Value:

### Armor types: Value:

Barding: 372,224 white-gold

Humanoid: 222,208 white-gold