Guardians of Utaemia
Armor Book

Series 3

Armor, Abilities of:

Each armor in this game, whether it be of barding, cape-guard, humanoid, shield, or War Dog by design, is fashioned for a specific reason. See the following armor types and the side notes. The following are the rulings for advanced playing. Players need to know the character sheets, and all the details of a battle simulation, as well as usage of the calculator, before this can be done with any form of quickness (thus not stalling the game). D.R. = Damage-Resistance.

Note:
Krakkin-steel alloy is as light as Gage-steel (notice that the movement penalties are better than shank-steel). The reason for this is it is a more refined and light armor. There are other alloys that give greater protection to the wearer, also having less negative adjustments.

Armor type:
Leather, Light

Coordination Adjustment:
0

Damage Reduction:
1

Dexterity Adjustment:
0

Movement Adjustment:
0

Note:
None.

Special Abilities:
Type of attacks: %Roll needed to turn:

Acid: 93+

Blunt-edged: 86+

Cold: 76+

Electricity: 76+

Fire: 91+

Needle: 46+

Sharp-edged: 91+

Value:
Armor types: Value:

Barding: 96 white-gold

Cape-guard: 16 white-gold

Humanoid: 60 white-gold

War Dog: 78 white-gold

Armor type:
Leather, Heavy

Coordination Adjustment:
-1

Damage Reduction:
2

Dexterity Adjustment:
-1

Movement Adjustment:
-1

Note:
None.

Special Abilities:
Type of attacks: %Roll needed to turn:
Acid: 91+
Blunt-edged: 83+
Cold: 71+
Electricity: 71+
Fire: 86+
Needle: 46+
Sharp-edged: 86+

Value:
Armor types: Value:
Barding: 384 white-gold
Cape-guard: 64 white-gold
Humanoid: 240 white-gold
War Dog: 312 white-gold

Armor type:
Leather, Scale-Hide

Coordination Adjustment:
-1

Damage Reduction:
3

Dexterity Adjustment:
-1

Movement Adjustment:
-1

Note:
None.

Special Abilities:
<u>Type of attacks: %Roll needed to turn</u>:
Acid: 89+
Blunt-edged: 80+
Cold: 66+
Electricity: 66+
Fire: 81+
Needle: 46+
Sharp-edged: 81+

Value:
<u>Armor types: Value</u>:
Barding: 1,536 white-gold
Cape-guard: 256 white-gold
Humanoid: 960 white-gold
War Dog: 1,248 white-gold

Armor type:
Leather, Troll-Hide

Coordination Adjustment:
-2

Damage Reduction:
4

Dexterity Adjustment:
-2

Movement Adjustment:
-2

Note:
None.

Special Abilities:
<u>Type of attacks: %Roll needed to turn</u>:

Acid: 87+

Blunt-edged: 77+

Cold: 61+

Electricity: 61+

Fire: 76+

Needle: 46+

Sharp-edged: 76+

Value:
<u>Armor types: Value</u>:

Barding: 6,144 white-gold

Cape-guard: 1,024 white-gold

Humanoid: 3,840 white-gold

War Dog: 4,992 white-gold

Armor type:
Leather, Dragon-Hide

Coordination Adjustment:
-2

Damage Reduction:
5

Dexterity Adjustment:
-2

Movement Adjustment:
-2

Note:
None.

Special Abilities:
Type of attacks: %Roll needed to turn:

Acid: 85+

Blunt-edged: 74+

Cold: 56+

Electricity: 56+

Fire: 71+

Needle: 46+

Sharp-edged: 71+

Value:
Armor types: Value:

Barding: 24,576 white-gold

Cape-guard: 2,048 white-gold

Humanoid: 15,360 white-gold

War Dog: 19,968 white-gold

Armor type:
Leather, Borgus-Hide

Coordination Adjustment:
-3

Damage Reduction:
6

Dexterity Adjustment:
-3

Movement Adjustment:
-3

Note:
None.

Special Abilities:
Type of attacks: %Roll needed to turn:
Acid: 83+
Blunt-edged: 71+
Cold: 51+
Electricity: 51+
Fire: 66+
Needle: 46+
Sharp-edged: 76+

Value:
Armor types: Value:
Barding: 98,304 white-gold
Cape-guard: 4,096 white-gold
Humanoid: 61,440 white-gold
War Dog: 79,872 white-gold

Armor type:
Skin, Gage-Steel

Coordination Adjustment:
-1

Damage Reduction:
1

Dexterity Adjustment:
-1

Movement Adjustment:
-1

Note:
None.

Special Abilities:
<u>Type of attacks: %Roll needed to turn</u>:

Acid: 92+

Blunt-edged: 96+

Cold: Cannot turn cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 51+

Sharp-edged: 91+

Value:
<u>Armor types: Value</u>:

Barding: 1,136 white-gold

Cape-guard: 272 white-gold

Humanoid: 628 white-gold

War Dog: 882 white-gold

Armor type:
Skin, Shank-Steel

Coordination Adjustment:
-2

Damage Reduction:
2

Dexterity Adjustment:
-2

Movement Adjustment:
-2

Note:
None.

Special Abilities:
Type of attacks: %Roll needed to turn:

Acid: 89+

Blunt-edged: 95+

Cold: Cannot turn cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 51+

Sharp-edged: 86+

Value:
Armor types: Value:

Barding: 4,544 white-gold

Cape-guard: 1,088 white-gold

Humanoid: 2,512 white-gold

War Dog: 3,528 white-gold

Armor type:
Skin, Krakkin-Steel

Coordination Adjustment:
-1

Damage Reduction:
3

Dexterity Adjustment:
-1

Movement Adjustment:
-1

Note:
None.

Special Abilities:
<u>Type of attacks: %Roll needed to turn</u>:

Acid: 86+

Blunt-edged: 94+

Cold: Cannot turn cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 51+

Sharp-edged: 81+

Value:
<u>Armor types: Value</u>:

Barding: 18,176 white-gold

Cape-guard: 4,352 white-gold

Humanoid: 10,048 white-gold

War Dog: 14,112 white-gold

Armor type:
Skin, Earthen-Steel

Coordination Adjustment:
-2

Damage Reduction:
4

Dexterity Adjustment:
-2

Movement Adjustment:
-2

Note:
None.

Special Abilities:
Type of attacks: %Roll needed to turn:
Acid: 83+

Blunt-edged: 93+

Cold: Cannot turn cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 51+

Sharp-edged: 76+

Value:
Armor types: Value:
Barding: 72,704 white-gold

Cape-guard: 17,408 white-gold

Humanoid: 40,192 white-gold

War Dog: 56,448 white-gold

Armor type:
Skin, Admontanium-Steel

Coordination Adjustment:
-3

Damage Reduction:
5

Dexterity Adjustment:
-3

Movement Adjustment:
-3

Note:
None.

Special Abilities:
<u>Type of attacks: %Roll needed to turn</u>:

Acid: 80+

Blunt-edged: 92+

Cold: Cannot turn cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 51+

Sharp-edged: 71+

Value:
<u>Armor types: Value</u>:

Barding: 290,816 white-gold

Cape-guard: 69,632 white-gold

Humanoid: 160,768 white-gold

War Dog: 225,792 white-gold

Armor type:
Skin, Krannik-Steel

Coordination Adjustment:
-4

Damage Reduction:
6

Dexterity Adjustment:
-4

Movement Adjustment:
-4

Note:
None.

Special Abilities:
<u>Type of attacks: %Roll needed to turn</u>:

Acid: 77+

Blunt-edged: 91+

Cold: Cannot turn cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 51+

Sharp-edged: 66+

Value:
<u>Armor types: Value</u>:

Barding: 1,163,264 white-gold

Cape-guard: 278,528 white-gold

Humanoid: 643,072 white-gold

War Dog: 903,168 white-gold

Armor type:
Skin, Starr-Steel

Coordination Adjustment:
-3

Damage Reduction:
7

Dexterity Adjustment:
-3

Movement Adjustment:
-3

Note:
Magic-Resistance: 30%

Special Abilities:
<u>Type of attacks: %Roll needed to turn</u>:

Acid: 74+

Blunt-edged: 90+

Cold: Cannot turn cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 51+

Sharp-edged: 61+

Value:
<u>Armor types / Value</u>:

Barding: 4,653,056 white-gold

Cape-guard: 1,114,112 white-gold

Humanoid: 2,572,288 white-gold

War Dog: 3,612,672 white-gold

Armor type:
Skin, Mystical-Steel

Coordination Adjustment:
-2

Damage Reduction:
8

Dexterity Adjustment:
-2

Movement Adjustment:
-2

Note:
Magic-Resistance: 60%

Special Abilities:
<u>Type of attacks: %Roll needed to turn</u>:

Acid: 71+

Blunt-edged: 89+

Cold: Cannot turn cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 51+

Sharp-edged: 56+

Value:
<u>Armor types: Value</u>:

Barding: 18,612,224 white-gold

Cape-guard: 4,456,448 white-gold

Humanoid: 10,289,152 white-gold

War Dog: 14,450,688 white-gold

Armor type:
Skin, Koar-Steel

Coordination Adjustment:
-7

Damage Reduction:
9

Dexterity Adjustment:
-7

Movement Adjustment:
-7

Note:
None.

Special Abilities:
<u>Type of attacks: %Roll needed to turn</u>:

Acid: 68+

Blunt-edged: 88+

Cold: Cannot turn cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 51+

Sharp-edged: 51+

Value:
<u>Armor types: Value</u>:

Barding: 74,448,896 white-gold

Cape-guard: 17,825,792 white-gold

Humanoid: 41,156,608 white-gold

War Dog: 57,802,752 white-gold

Armor type:
Ring, Gage-Steel

Coordination Adjustment:
-1

Damage Reduction:
1

Dexterity Adjustment:
-1

Movement Adjustment:
-1

Note:
None.

Special Abilities:
Type of attacks: %Roll needed to turn:

Acid: Cannot turn acid.

Blunt-edged: 86+

Cold: Cannot turn cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 96+

Sharp-edged: 86+

Value:
Armor types: Value:

Barding: 487 white-gold

Cape-guard: 117 white-gold

Humanoid: 274 white-gold

War Dog: 232 white-gold

Armor type:
Ring, Shank-Steel

Coordination Adjustment:
-2

Damage Reduction:
2

Dexterity Adjustment:
-2

Movement Adjustment:
-2

Note:
None.

Special Abilities:
Type of attacks: %Roll needed to turn:

Acid: Cannot turn acid.

Blunt-edged: 85+

Cold: Cannot turn cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 96+

Sharp-edged: 82+

Value:
Armor types: Value:

Barding: 974 white-gold

Cape-guard: 234 white-gold

Humanoid: 548 white-gold

War Dog: 464 white-gold

Armor type:
Ring, Krakkin-Steel

Coordination Adjustment:
-1

Damage Reduction:
3

Dexterity Adjustment:
-1

Movement Adjustment:
-1

Note:
None.

Special Abilities:
Type of attacks: %Roll needed to turn:
Acid: Cannot turn acid.

Blunt-edged: 84+

Cold: Cannot turn cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 96+

Sharp-edged: 78+

Value:
Armor types: Value:
Barding: 1,948 white-gold

Cape-guard: 468 white-gold

Humanoid: 1,096 white-gold

War Dog: 928 white-gold

Armor type:
Ring, Earthen-Steel

Coordination Adjustment:
-2

Damage Reduction:
4

Dexterity Adjustment:
-2

Movement Adjustment:
-2

Note:
None.

Special Abilities:
<u>Type of attacks: %Roll needed to turn</u>:

Acid: Cannot turn acid.

Blunt-edged: 83+

Cold: Cannot turn cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 96+

Sharp-edged: 74+

Value:
<u>Armor types: Value</u>:

Barding: 3,896 white-gold

Cape-guard: 936 white-gold

Humanoid: 2,192 white-gold

War Dog: 1,856 white-gold

Armor type:
Ring, Admontanium-Steel

Coordination Adjustment:
-3

Damage Reduction:
5

Dexterity Adjustment:
-3

Movement Adjustment:
-3

Note:
None.

Special Abilities:
Type of attacks: %Roll needed to turn:

Acid: Cannot turn acid.

Blunt-edged: 82+

Cold: Cannot turn cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 96+

Sharp-edged: 70+

Value:
Armor types: Value:

Barding: 7,792 white-gold

Cape-guard: 1,872 white-gold

Humanoid: 4,384 white-gold

War Dog: 3,712 white-gold

Armor type:
Ring, Krannik-Steel

Coordination Adjustment:
-4

Damage Reduction:
6

Dexterity Adjustment:
-4

Movement Adjustment:
-4

Note:
None.

Special Abilities:
Type of attacks: %Roll needed to turn:

Acid: Cannot turn acid.

Blunt-edged: 81+

Cold: Cannot turn cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 96+

Sharp-edged: 66+

Value:
Armor types: Value:

Barding: 15,584 white-gold

Cape-guard: 3,744 white-gold

Humanoid: 8,768 white-gold

War Dog: 7,424 white-gold

Armor type:

Ring, Starr-Steel

Coordination Adjustment:

-3

Damage Reduction:

7

Dexterity Adjustment:

-3

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

Armor type:
Ring, Mystical-Steel

Coordination Adjustment:
-2

Damage Reduction:
8

Dexterity Adjustment:
-2

Movement Adjustment:
-2

Note:
Magic-Resistance: 60%

Special Abilities:
<u>Type of attacks: %Roll needed to turn</u>:

Acid: Cannot turn acid.

Blunt-edged: 79+

Cold: Cannot turn cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 96+

Sharp-edged: 58+

Value:
<u>Armor types: Value</u>:

Barding: 62,336 white-gold

Cape-guard: 14,976 white-gold

Humanoid: 35,072 white-gold

War Dog: 29,696 white-gold

Armor type:
Ring, Koar-Steel

Coordination Adjustment:
-7

Damage Reduction:
9

Dexterity Adjustment:
-7

Movement Adjustment:
-7

Note:
None.

Special Abilities:
Type of attacks: %Roll needed to turn:

Acid: Cannot turn acid.

Blunt-edged: 78+

Cold: Cannot turn cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 96+

Sharp-edged: 54+

Value:
Armor types: Value:

Barding: 124,672 white-gold

Cape-guard: 29,952 white-gold

Humanoid: 70,144 white-gold

War Dog: 59,392 white-gold

Armor type:
Scale, Gage-Steel

Coordination Adjustment:
-2

Damage Reduction:
1

Dexterity Adjustment:
-2

Movement Adjustment:
-1

Note:
None.

Special Abilities:
Type of attacks: %Roll needed to turn:
Acid: 86+
Blunt-edged: 81+
Cold: Cannot turn cold.
Electricity: Maximum strike (highest damage of three rolls)
Fire: Maximum strike (highest damage of three rolls)
Needle: 48+
Sharp-edged: 76+

Value:
Armor types: Value:
Barding: 648 white-gold
Cape-guard: 152 white-gold
Humanoid: 370 white-gold
War Dog: 310 white-gold

Armor type:
Scale, Shank-Steel

Coordination Adjustment:
-3

Damage Reduction:
2

Dexterity Adjustment:
-3

Movement Adjustment:
-2

Note:
None.

Special Abilities:
Type of attacks: %Roll needed to turn:
Acid: 83+
Blunt-edged: 79+
Cold: Cannot turn cold.
Electricity: Maximum strike (highest damage of three rolls)
Fire: Maximum strike (highest damage of three rolls)
Needle: 48+
Sharp-edged: 73+

Value:
Armor types: Value:
Barding: 1,296 white-gold
Cape-guard: 304 white-gold
Humanoid: 740 white-gold
War Dog: 620 white-gold

Armor type:
Scale, Krakkin-Steel

Coordination Adjustment:
-2

Damage Reduction:
3

Dexterity Adjustment:
-2

Movement Adjustment:
-1

Note:
None.

Special Abilities:
Type of attacks: %Roll needed to turn:

Acid: 80+

Blunt-edged: 77+

Cold: Cannot turn cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 48+

Sharp-edged: 70+

Value:
Armor types: Value:

Barding: 2,592 white-gold

Cape-guard: 608 white-gold

Humanoid: 1,480 white-gold

War Dog: 1,240 white-gold

Armor type:
Scale, Earthen-Steel

Coordination Adjustment:
-3

Damage Reduction:
4

Dexterity Adjustment:
-3

Movement Adjustment:
-2

Note:
None.

Special Abilities:
<u>Type of attacks: %Roll needed to turn</u>:

Acid: 77+

Blunt-edged: 75+

Cold: Cannot turn cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 48+

Sharp-edged: 67+

Value:
<u>Armor types: Value</u>:

Barding: 5,184 white-gold

Cape-guard: 1,216 white-gold

Humanoid: 2,960 white-gold

War Dog: 2,480 white-gold

Armor type:
Scale, Admontanium-Steel

Coordination Adjustment:
-4

Damage Reduction:
5

Dexterity Adjustment:
-4

Movement Adjustment:
-3

Note:
None.

Special Abilities:
<u>Type of attacks: %Roll needed to turn</u>:

Acid: 74+

Blunt-edged: 73+

Cold: Cannot turn cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 48+

Sharp-edged: 64+

Value:
<u>Armor types: Value</u>:

Barding: 10,368 white-gold

Cape-guard: 2,432 white-gold

Humanoid: 5,920 white-gold

War Dog: 4,960 white-gold

Armor type:
Scale, Krannik-Steel

Coordination Adjustment:
-5

Damage Reduction:
6

Dexterity Adjustment:
-5

Movement Adjustment:
-4

Note:
None.

Special Abilities:
<u>Type of attacks: %Roll needed to turn</u>:

Acid: 71+

Blunt-edged: 71+

Cold: Cannot turn cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 48+

Sharp-edged: 61+

Value:
<u>Armor types: Value</u>:

Barding: 20,736 white-gold

Cape-guard: 4,864 white-gold

Humanoid: 11,840 white-gold

War Dog: 9,920 white-gold

Armor type:
Scale, Starr-Steel

Coordination Adjustment:
-4

Damage Reduction:
7

Dexterity Adjustment:
-4

Movement Adjustment:
-3

Note:
Magic-Resistance: 30%

Special Abilities:
Type of attacks: %Roll needed to turn:
Acid: 68+
Blunt-edged: 68+
Cold: Cannot turn cold.
Electricity: Maximum strike (highest damage of three rolls)
Fire: Maximum strike (highest damage of three rolls)
Needle: 48+
Sharp-edged: 58+

Value:
Armor types: Value:
Barding: 41,472 white-gold
Cape-guard: 9,728 white-gold
Humanoid: 23,680 white-gold
War Dog: 19,840 white-gold

Armor type:
Scale, Mystical-Steel

Coordination Adjustment:
-3

Damage Reduction:
8

Dexterity Adjustment:
-3

Movement Adjustment:
-2

Note:
Magic-Resistance: 60%

Special Abilities:
<u>Type of attacks: %Roll needed to turn</u>:

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:
<u>Armor types: Value</u>:

Barding: 82,944 white-gold

Cape-guard: 19,456 white-gold

Humanoid: 47,360 white-gold

War Dog: 39,680 white-gold

Armor type:
Scale, Koar-Steel

Coordination Adjustment:
-8

Damage Reduction:
9

Dexterity Adjustment:
-8

Movement Adjustment:
-7

Note:
None.

Special Abilities:
Type of attacks: %Roll needed to turn:

Acid: 62+

Blunt-edged: 62+

Cold: Cannot turn cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 48+

Sharp-edged: 52+

Value:
Armor types: Value:

Barding: 165,888 white-gold

Cape-guard: 38,912 white-gold

Humanoid: 94,720 white-gold

War Dog: 79,360 white-gold

Armor type:
Chain, Gage-Steel

Coordination Adjustment:
-3

Damage Reduction:
2

Dexterity Adjustment:
-3

Movement Adjustment:
-2

Note:
None.

Special Abilities:
Type of attacks: %Roll needed to turn:
Acid: Cannot turn acid.
Blunt-edged: 76+
Cold: Cannot turn cold.
Electricity: Maximum strike (highest damage of three rolls)
Fire: Maximum strike (highest damage of three rolls)
Needle: 91+
Sharp-edged: 71+

Value:
Armor types: Value:
Barding: 825 white-gold
Cape-guard: 192 white-gold
Humanoid: 478 white-gold
War Dog: 396 white-gold

Armor type:
Chain, Shank-Steel

Coordination Adjustment:
-4

Damage Reduction:
3

Dexterity Adjustment:
-4

Movement Adjustment:
-3

Note:
None.

Special Abilities:
<u>Type of attacks: %Roll needed to turn</u>:

Acid: Cannot turn acid.

Blunt-edged: 73+

Cold: Cannot turn cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 91+

Sharp-edged: 66+

Value:
<u>Armor types: Value</u>:

Barding: 1,650 white-gold

Cape-guard: 384 white-gold

Humanoid: 956 white-gold

War Dog: 792 white-gold

Armor type:
Chain, Krakkin-Steel

Coordination Adjustment:
-3

Damage Reduction:
4

Dexterity Adjustment:
-3

Movement Adjustment:
-2

Note:
None.

Special Abilities:
Type of attacks: %Roll needed to turn:

Acid: Cannot turn acid.

Blunt-edged: 70+

Cold: Cannot turn cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 91+

Sharp-edged: 61+

Value:
Armor types: Value:

Barding: 3,300 white-gold

Cape-guard: 768 white-gold

Humanoid: 1,912 white-gold

War Dog: 1,584 white-gold

Armor type:
Chain, Earthen-Steel

Coordination Adjustment:
-4

Damage Reduction:
5

Dexterity Adjustment:
-4

Movement Adjustment:
-3

Note:
None.

Special Abilities:
<u>Type of attacks: %Roll needed to turn</u>:

Acid: Cannot turn acid.

Blunt-edged: 67+

Cold: Cannot turn cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 91+

Sharp-edged: 56+

Value:
<u>Armor types: Value</u>:

Barding: 6,600 white-gold

Cape-guard: 1,536 white-gold

Humanoid: 3,824 white-gold

War Dog: 3,168 white-gold

Armor type:
Chain, Admontanium-Steel

Coordination Adjustment:
-5

Damage Reduction:
6

Dexterity Adjustment:
-5

Movement Adjustment:
-4

Note:
None.

Special Abilities:
Type of attacks: %Roll needed to turn:

Acid: Cannot turn acid.

Blunt-edged: 64+

Cold: Cannot turn cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 91+

Sharp-edged: 51+

Value:
Armor types: Value:

Barding: 13,200 white-gold

Cape-guard: 3,072 white-gold

Humanoid: 7,648 white-gold

War Dog: 6,336 white-gold

Armor type:
Chain, Krannik-Steel

Coordination Adjustment:
-6

Damage Reduction:
7

Dexterity Adjustment:
-6

Movement Adjustment:
-5

Note:
None.

Special Abilities:
Type of attacks: %Roll needed to turn:

Acid: Cannot turn acid.

Blunt-edged: 61+

Cold: Cannot turn cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 91+

Sharp-edged: 46+

Value:
Armor types: Value:

Barding: 26,400 white-gold

Cape-guard: 6,144 white-gold

Humanoid: 15,296 white-gold

War Dog: 12,672 white-gold

Armor type:
Chain, Starr-Steel

Coordination Adjustment:
-5

Damage Reduction:
8

Dexterity Adjustment:
-5

Movement Adjustment:
-4

Note:
Magic-Resistance: 30%

Special Abilities:
<u>Type of attacks: %Roll needed to turn</u>:

Acid: Cannot turn acid.

Blunt-edged: 58+

Cold: Cannot turn cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 91+

Sharp-edged: 41+

Value:
<u>Armor types: Value</u>:

Barding: 52,800 white-gold

Cape-guard: 12,288 white-gold

Humanoid: 30,592 white-gold

War Dog: 25,344 white-gold

Armor type:
Chain, Mystical-Steel

Coordination Adjustment:
-4

Damage Reduction:
9

Dexterity Adjustment:
-4

Movement Adjustment:
-3

Note:
Magic-Resistance: 60%

Special Abilities:
Type of attacks: %Roll needed to turn:
Acid: Cannot turn acid.
Blunt-edged: 55+
Cold: Cannot turn cold.
Electricity: Maximum strike (highest damage of three rolls)
Fire: Maximum strike (highest damage of three rolls)
Needle: 91+
Sharp-edged: 36+

Value:
Armor types: Value:
Barding: 105,600 white-gold
Cape-guard: 24,576 white-gold
Humanoid: 61,184 white-gold
War Dog: 50,688 white-gold

Armor type:
Chain, Koar-Steel

Coordination Adjustment:
-9

Damage Reduction:
10

Dexterity Adjustment:
-9

Movement Adjustment:
-8

Note:
None.

Special Abilities:
<u>Type of attacks: %Roll needed to turn</u>:

Acid: Cannot turn acid.

Blunt-edged: 52+

Cold: Cannot turn cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 91+

Sharp-edged: 31+

Value:
<u>Armor types: Value</u>:

Barding: 211,200 white-gold

Cape-guard: 49,152 white-gold

Humanoid: 122,368 white-gold

War Dog: 101,376 white-gold

Armor type:
Banded, Gage-Steel

Coordination Adjustment:
-4

Damage Reduction:
3

Dexterity Adjustment:
-4

Movement Adjustment:
-3

Note:
None.

Special Abilities:
Type of attacks: %Roll needed to turn:

Acid: 83+

Blunt-edged: 81+

Cold: Cannot turn Cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 46+

Sharp-edged: 86+

Value:
Armor types: Value:

Humanoid: 597 white-gold

Armor type:
Banded, Shank-Steel

Coordination Adjustment:
-5

Damage Reduction:
4

Dexterity Adjustment:
-5

Movement Adjustment:
-4

Note:
None.

Special Abilities:
<u>Type of attacks: %Roll needed to turn</u>:
Acid: 79+
Blunt-edged: 77+
Cold: Cannot turn Cold.
Electricity: Maximum strike (highest damage of three rolls)
Fire: Maximum strike (highest damage of three rolls)
Needle: 46+
Sharp-edged: 81+

Value:
<u>Armor types: Value</u>:
Humanoid: 1,194 white-gold

Armor type:
Banded, Krakkin-Steel

Coordination Adjustment:
-4

Damage Reduction:
5

Dexterity Adjustment:
-4

Movement Adjustment:
-3

Note:
None.

Special Abilities:
<u>Type of attacks: %Roll needed to turn</u>:

Acid: 75+

Blunt-edged: 73+

Cold: Cannot turn Cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 46+

Sharp-edged: 76+

Value:
<u>Armor types: Value</u>:

Humanoid: 2,388 white-gold

Armor type:
Banded, Earthen-Steel

Coordination Adjustment:
-5

Damage Reduction:
6

Dexterity Adjustment:
-5

Movement Adjustment:
-4

Note:
None.

Special Abilities:
<u>Type of attacks: %Roll needed to turn</u>:
Acid: 71+
Blunt-edged: 69+
Cold: Cannot turn Cold.
Electricity: Maximum strike (highest damage of three rolls)
Fire: Maximum strike (highest damage of three rolls)
Needle: 46+
Sharp-edged: 71+

Value:
<u>Armor types: Value</u>:
Humanoid: 4,776 white-gold

Armor type:
Banded, Admontanium-Steel

Coordination Adjustment:
-6

Damage Reduction:
7

Dexterity Adjustment:
-6

Movement Adjustment:
-5

Note:
None.

Special Abilities:
<u>Type of attacks: %Roll needed to turn</u>:

Acid: 67+

Blunt-edged: 65+

Cold: Cannot turn Cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 46+

Sharp-edged: 66+

Value:
<u>Armor types: Value</u>:

Humanoid: 9,552 white-gold

Armor type:
Banded, Krannik-Steel

Coordination Adjustment:
-7

Damage Reduction:
8

Dexterity Adjustment:
-7

Movement Adjustment:
-6

Note:
None.

Special Abilities:
<u>Type of attacks: %Roll needed to turn</u>:

Acid: 63+

Blunt-edged: 61+

Cold: Cannot turn Cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 46+

Sharp-edged: 61+

Value:
<u>Armor types: Value</u>:

Humanoid: 19,104 white-gold

Armor type:
Banded, Starr-Steel

Coordination Adjustment:
-6

Damage Reduction:
9

Dexterity Adjustment:
-6

Movement Adjustment:
-5

Note:
Magic-Resistance: 30%

Special Abilities:
Type of attacks: %Roll needed to turn:
Acid: 59+

Blunt-edged: 57+

Cold: Cannot turn Cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 46+

Sharp-edged: 56+

Value:
Armor types: Value:
Humanoid: 38,208 white-gold

Armor type:
Banded, Mystical-Steel

Coordination Adjustment:
-5

Damage Reduction:
10

Dexterity Adjustment:
-5

Movement Adjustment:
-4

Note:
Magic-Resistance: 60%

Special Abilities:
Type of attacks: %Roll needed to turn:
Acid: 55+
Blunt-edged: 53+
Cold: Cannot turn Cold.
Electricity: Maximum strike (highest damage of three rolls)
Fire: Maximum strike (highest damage of three rolls)
Needle: 46+
Sharp-edged: 51+

Value:
Armor types: Value:
Humanoid: 76,416 white-gold

Armor type:
Banded, Koar-Steel

Coordination Adjustment:
-10

Damage Reduction:
11

Dexterity Adjustment:
-10

Movement Adjustment:
-9

Note:
None.

Special Abilities:
<u>Type of attacks: %Roll needed to turn</u>:
Acid: 51+
Blunt-edged: 49+
Cold: Cannot turn Cold.
Electricity: Maximum strike (highest damage of three rolls)
Fire: Maximum strike (highest damage of three rolls)
Needle: 46+
Sharp-edged: 46+

Value:
<u>Armor types: Value</u>:
Humanoid: 152,832 white-gold

Armor type:
Splinted, Gage-Steel

Coordination Adjustment:
-5

Damage Reduction:
4

Dexterity Adjustment:
-5

Movement Adjustment:
-4

Note:
None.

Special Abilities:
Type of attacks: %Roll needed to turn:
Acid: 81+
Blunt-edged: 79+
Cold: Cannot turn Cold.
Electricity: Maximum strike (highest damage of three rolls)
Fire: Maximum strike (highest damage of three rolls)
Needle: 45+
Sharp-edged: 84+

Value:
Armor types: Value:
Humanoid: 727 white-gold

Armor type:
Splinted, Shank-Steel

Coordination Adjustment:
-6

Damage Reduction:
5

Dexterity Adjustment:
-6

Movement Adjustment:
-5

Note:
None.

Special Abilities:
Type of attacks: %Roll needed to turn:
Acid: 77+
Blunt-edged: 75+
Cold: Cannot turn Cold.
Electricity: Maximum strike (highest damage of three rolls)
Fire: Maximum strike (highest damage of three rolls)
Needle: 45+
Sharp-edged: 79+

Value:
Armor types: Value:
Humanoid: 1,454 white-gold

Armor type:
Splinted, Krakkin-Steel

Coordination Adjustment:
-5

Damage Reduction:
6

Dexterity Adjustment:
-5

Movement Adjustment:
-4

Note:
None.

Special Abilities:
Type of attacks: %Roll needed to turn:

Acid: 73+

Blunt-edged: 71+

Cold: Cannot turn Cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 45+

Sharp-edged: 74+

Value:
Armor types: Value:

Humanoid: 2,908 white-gold

Armor type:
Splinted, Earthen-Steel

Coordination Adjustment:
-6

Damage Reduction:
7

Dexterity Adjustment:
-6

Movement Adjustment:
-5

Note:
None.

Special Abilities:
<u>Type of attacks: %Roll needed to turn</u>:

Acid: 69+

Blunt-edged: 67+

Cold: Cannot turn Cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 45+

Sharp-edged: 69+

Value:
<u>Armor types: Value</u>:

Humanoid: 5,816 white-gold

Armor type:
Splinted, Admontanium-Steel

Coordination Adjustment:
-7

Damage Reduction:
8

Dexterity Adjustment:
-7

Movement Adjustment:
-6

Note:
None.

Special Abilities:
<u>Type of attacks: %Roll needed to turn</u>:

Acid: 65+

Blunt-edged: 63+

Cold: Cannot turn Cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 45+

Sharp-edged: 64+

Value:
<u>Armor types: Value</u>:

Humanoid: 11,632 white-gold

Armor type:
Splinted, Krannik-Steel

Coordination Adjustment:
-8

Damage Reduction:
9

Dexterity Adjustment:
-8

Movement Adjustment:
-7

Note:
None.

Special Abilities:
Type of attacks: %Roll needed to turn:

Acid: 61+

Blunt-edged: 59+

Cold: Cannot turn Cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 45+

Sharp-edged: 59+

Value:
Armor types: Value:

Humanoid: 23,264 white-gold

Armor type:
Splinted, Starr-Steel

Coordination Adjustment:
-7

Damage Reduction:
10

Dexterity Adjustment:
-7

Movement Adjustment:
-6

Note:
Magic-Resistance: 30%

Special Abilities:
Type of attacks: %Roll needed to turn:
Acid: 57+
Blunt-edged: 55+
Cold: Cannot turn Cold.
Electricity: Maximum strike (highest damage of three rolls)
Fire: Maximum strike (highest damage of three rolls)
Needle: 45+
Sharp-edged: 54+

Value:
Armor types: Value:
Humanoid: 46,528 white-gold

Armor type:
Splinted, Mystical-Steel

Coordination Adjustment:
-6

Damage Reduction:
11

Dexterity Adjustment:
-6

Movement Adjustment:
-5

Note:
Magic-Resistance: 60%

Special Abilities:
<u>Type of attacks: %Roll needed to turn</u>:
Acid: 53+
Blunt-edged: 51+
Cold: Cannot turn Cold.
Electricity: Maximum strike (highest damage of three rolls)
Fire: Maximum strike (highest damage of three rolls)
Needle: 45+
Sharp-edged: 49+

Value:
<u>Armor types: Value</u>:
Humanoid: 93,056 white-gold

Armor type:
Splinted, Koar-Steel

Coordination Adjustment:
-11

Damage Reduction:
12

Dexterity Adjustment:
-11

Movement Adjustment:
-10

Note:
None.

Special Abilities:
<u>Type of attacks: %Roll needed to turn</u>:

Acid: 49+

Blunt-edged: 47+

Cold: Cannot turn Cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 45+

Sharp-edged: 44+

Value:
<u>Armor types: Value</u>:

Humanoid: 186,112 white-gold

Armor type:
Plate, Gage-Steel

Coordination Adjustment:
-6

Damage Reduction:
5

Dexterity Adjustment:
-6

Movement Adjustment:
-5

Note:
None.

Special Abilities:
<u>Type of attacks: %Roll needed to turn</u>:
Acid: 79+
Blunt-edged: 77+
Cold: Cannot turn Cold.
Electricity: Maximum strike (highest damage of three rolls)
Fire: Maximum strike (highest damage of three rolls)
Needle: 44+
Sharp-edged: 82+

Value:
<u>Armor types: Value</u>:
Barding: 1,454 white-gold
Humanoid: 868 white-gold

Armor type:
Plate, Shank-Steel

Coordination Adjustment:
-7

Damage Reduction:
6

Dexterity Adjustment:
-7

Movement Adjustment:
-6

Note:
None.

Special Abilities:
<u>Type of attacks: %Roll needed to turn</u>:
Acid: 75+
Blunt-edged: 73+
Cold: Cannot turn Cold.
Electricity: Maximum strike (highest damage of three rolls)
Fire: Maximum strike (highest damage of three rolls)
Needle: 44+
Sharp-edged: 77+

Value:
<u>Armor types: Value</u>:
Barding: 2,908 white-gold
Humanoid: 1,736 white-gold

Armor type:
Plate, Krakkin-Steel

Coordination Adjustment:
-6

Damage Reduction:
7

Dexterity Adjustment:
-6

Movement Adjustment:
-5

Note:
None.

Special Abilities:
<u>Type of attacks: %Roll needed to turn</u>:

Acid: 71+

Blunt-edged: 69+

Cold: Cannot turn Cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 44+

Sharp-edged: 72+

Value:
<u>Armor types: Value</u>:

Barding: 5,816 white-gold

Humanoid: 3,472 white-gold

Armor type:
Plate, Earthen-Steel

Coordination Adjustment:
-7

Damage Reduction:
8

Dexterity Adjustment:
-7

Movement Adjustment:
-6

Note:
None.

Special Abilities:
<u>Type of attacks: %Roll needed to turn</u>:
Acid: 67+
Blunt-edged: 65+
Cold: Cannot turn Cold.
Electricity: Maximum strike (highest damage of three rolls)
Fire: Maximum strike (highest damage of three rolls)
Needle: 44+
Sharp-edged: 67+

Value:
<u>Armor types: Value</u>:
Barding: 11,632 white-gold
Humanoid: 6,944 white-gold

Armor type:
Plate, Admontanium-Steel

Coordination Adjustment:
-8

Damage Reduction:
9

Dexterity Adjustment:
-8

Movement Adjustment:
-7

Note:
None.

Special Abilities:
<u>Type of attacks: %Roll needed to turn</u>:
Acid: 63+
Blunt-edged: 61+
Cold: Cannot turn Cold.
Electricity: Maximum strike (highest damage of three rolls)
Fire: Maximum strike (highest damage of three rolls)
Needle: 44+
Sharp-edged: 62+

Value:
<u>Armor types: Value</u>:
Barding: 23,264 white-gold
Humanoid: 13,888 white-gold

Armor type:
Plate, Krannik-Steel

Coordination Adjustment:
-9

Damage Reduction:
10

Dexterity Adjustment:
-9

Movement Adjustment:
-8

Note:
None.

Special Abilities:
Type of attacks: %Roll needed to turn:

Acid: 59+

Blunt-edged: 57+

Cold: Cannot turn Cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 44+

Sharp-edged: 57+

Value:
Armor types: Value:

Barding: 46,528 white-gold

Humanoid: 27,776 white-gold

Armor type:
Plate, Starr-Steel

Coordination Adjustment:
-8

Damage Reduction:
11

Dexterity Adjustment:
-8

Movement Adjustment:
-7

Note:
Magic-Resistance: 30%

Special Abilities:
Type of attacks: %Roll needed to turn:

Acid: 55+

Blunt-edged: 53+

Cold: Cannot turn Cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 44+

Sharp-edged: 52+

Value:
Armor types: Value:

Barding: 93,056 white-gold

Humanoid: 55,552 white-gold

Armor type:
Plate, Mystical-Steel

Coordination Adjustment:
-7

Damage Reduction:
12

Dexterity Adjustment:
-7

Movement Adjustment:
-6

Note:
Magic-Resistance: 60%

Special Abilities:
Type of attacks: %Roll needed to turn:
Acid: 51+
Blunt-edged: 49+
Cold: Cannot turn Cold.
Electricity: Maximum strike (highest damage of three rolls)
Fire: Maximum strike (highest damage of three rolls)
Needle: 44+
Sharp-edged: 47+

Value:
Armor types: Value:
Barding: 186,112 white-gold
Humanoid: 111,104 white-gold

Armor type:
Plate, Koar-Steel

Coordination Adjustment:
-12

Damage Reduction:
13

Dexterity Adjustment:
-12

Movement Adjustment:
-11

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

Shield type:
Shield, Large, Gage-Steel

Coordination Adjustment:
-8

Damage Reduction:
5 + 1-D8

Dexterity Adjustment:
-8

Movement Adjustment:
-2

Note:
None.

Special Abilities:
Type of attacks: %Roll needed to turn:

Acid: 69+

Blunt-edged: 57+

Cold: Cannot turn Cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 01+

Sharp-edged: 62+

Value:
Shield types: Value:

Large, Gage-Steel: 1,936 white-gold

Shield type:
Shield, Large, Shank-Steel

Coordination Adjustment:
-10

Damage Reduction:
6 + 2-D8

Dexterity Adjustment:
-10

Movement Adjustment:
-3

Note:
None.

Special Abilities:
Type of attacks: %Roll needed to turn:
Acid: 65+

Blunt-edged: 53+

Cold: Cannot turn Cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 01+

Sharp-edged: 57+

Value:
Shield types: Value:
Large, Shank-Steel: 3,872 white-gold

Shield type:
Shield, Large, Krakkin-Steel

Coordination Adjustment:
-8

Damage Reduction:
7 + 3-D8

Dexterity Adjustment:
-8

Movement Adjustment:
-2

Note:
None.

Special Abilities:
Type of attacks: %Roll needed to turn:
Acid: 61+
Blunt-edged: 49+
Cold: Cannot turn Cold.
Electricity: Maximum strike (highest damage of three rolls)
Fire: Maximum strike (highest damage of three rolls)
Needle: 01+
Sharp-edged: 52+

Value:
Shield types: Value:
Large, Krakkin-Steel: 7,744 white-gold

Shield type:
Shield, Large, Earthen-Steel

Coordination Adjustment:
-10

Damage Reduction:
8 + 4-D8

Dexterity Adjustment:
-10

Movement Adjustment:
-3

Note:
None.

Special Abilities:
<u>Type of attacks: %Roll needed to turn</u>:

Acid: 57+

Blunt-edged: 45+

Cold: Cannot turn Cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 01+

Sharp-edged: 47+

Value:
<u>Shield types: Value</u>:

Large, Earthen-Steel: 15,488 white-gold

Shield type:
Shield, Large, Admontanium-Steel

Coordination Adjustment:
-12

Damage Reduction:
9 + 5-D8

Dexterity Adjustment:
-12

Movement Adjustment:
-4

Note:
None.

Special Abilities:
Type of attacks: %Roll needed to turn:

Acid: 53+

Blunt-edged: 41+

Cold: Cannot turn Cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 01+

Sharp-edged: 42+

Value:
Shield types: Value:

Large, Admontanium-Steel: 30,976 white-gold

Shield type:
Shield, Large, Krannik-Steel

Coordination Adjustment:
-14

Damage Reduction:
10 + 6-D8

Dexterity Adjustment:
-14

Movement Adjustment:
-5

Note:
None.

Special Abilities:
Type of attacks: %Roll needed to turn:

Acid: 49+

Blunt-edged: 37+

Cold: Cannot turn Cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 01+

Sharp-edged: 37+

Value:
Shield types: Value:

Large, Krannik-Steel: 61,952 white-gold

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

Shield type:
Shield, Large, Mystical-Steel

Coordination Adjustment:
-10

Damage Reduction:
12 + 8-D8

Dexterity Adjustment:
-10

Movement Adjustment:
-3

Note:
Magic-Resistance: 60%

Special Abilities:
<u>Type of attacks: %Roll needed to turn</u>:

Acid: 41+

Blunt-edged: 29+

Cold: Cannot turn Cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 01+

Sharp-edged: 27+

Value:
<u>Shield types: Value</u>:

Large, Mystical-Steel: 247,808 white-gold

Shield type:
Shield, Large, Koar-Steel

Coordination Adjustment:
-20

Damage Reduction:
13 + 9-D8

Dexterity Adjustment:
-20

Movement Adjustment:
-6

Note:
None.

Special Abilities:
Type of attacks: %Roll needed to turn:

Acid: 37+

Blunt-edged: 25+

Cold: Cannot turn Cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 01+

Sharp-edged: 22+

Value:
Shield types: Value:

Large, Koar-Steel: 495,616 white-gold

Shield type:
Shield, Small, Gage-Steel

Coordination Adjustment:
-4

Damage Reduction:
5 + 1-D4

Dexterity Adjustment:
-4

Movement Adjustment:
-1

Note:
None.

Special Abilities:
Type of attacks: %Roll needed to turn:
Acid: 69+
Blunt-edged: 57+
Cold: Cannot turn Cold.
Electricity: Maximum strike (highest damage of three rolls)
Fire: Maximum strike (highest damage of three rolls)
Needle: 01+
Sharp-edged: 62+

Value:
Shield types: Value:
Small, Gage-Steel: 968 white-gold

Shield type:
Shield, Small, Shank-Steel

Coordination Adjustment:
-5

Damage Reduction:
6 + 2-D4

Dexterity Adjustment:
-5

Movement Adjustment:
-2

Note:
None.

Special Abilities:
<u>Type of attacks: %Roll needed to turn</u>:

Acid: 65+

Blunt-edged: 53+

Cold: Cannot turn Cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 01+

Sharp-edged: 57+

Value:
<u>Shield types: Value</u>:

Small, Shank-Steel: 1,936 white-gold

Shield type:
Shield, Small, Krakkin-Steel

Coordination Adjustment:
-4

Damage Reduction:
7 + 3-D4

Dexterity Adjustment:
-4

Movement Adjustment:
-1

Note:
None.

Special Abilities:
<u>Type of attacks: %Roll needed to turn</u>:

Acid: 61+

Blunt-edged: 49+

Cold: Cannot turn Cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 01+

Sharp-edged: 52+

Value:
<u>Shield types: Value</u>:

Small, Krakkin-Steel: 3,872 white-gold

Shield type:
Shield, Small, Earthen-Steel

Coordination Adjustment:
-5

Damage Reduction:
8 + 4-D4

Dexterity Adjustment:
-5

Movement Adjustment:
-2

Note:
None.

Special Abilities:
<u>Type of attacks: %Roll needed to turn</u>:

Acid: 57+

Blunt-edged: 45+

Cold: Cannot turn Cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 01+

Sharp-edged: 47+

Value:
<u>Shield types: Value</u>:

Small, Earthen-Steel: 7,744 white-gold

Shield type:
Shield, Small, Admontanium-Steel

Coordination Adjustment:
-6

Damage Reduction:
9 + 5-D4

Dexterity Adjustment:
-6

Movement Adjustment:
-3

Note:
None.

Special Abilities:
<u>Type of attacks: %Roll needed to turn</u>:

Acid: 53+

Blunt-edged: 41+

Cold: Cannot turn Cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 01+

Sharp-edged: 42+

Value:
<u>Shield types: Value</u>:

Small, Admontanium-Steel: 15,488 white-gold

Shield type:
Shield, Small, Krannik-Steel

Coordination Adjustment:
-7

Damage Reduction:
10 + 6-D4

Dexterity Adjustment:
-7

Movement Adjustment:
-4

Note:
None.

Special Abilities:
<u>Type of attacks: %Roll needed to turn</u>:

Acid: 49+

Blunt-edged: 37+

Cold: Cannot turn Cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 01+

Sharp-edged: 37+

Value:
<u>Shield types: Value</u>:

Small, Krannik-Steel: 30,976 white-gold

Shield type:
Shield, Small, Starr-Steel

Coordination Adjustment:
-6

Damage Reduction:
11 + 7-D4

Dexterity Adjustment:
-6

Movement Adjustment:
-3

Note:
Magic-Resistance: 30%

Special Abilities:
<u>Type of attacks: %Roll needed to turn</u>:
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:
<u>Shield types: Value</u>:
Small, Starr-Steel: 61,952 white-gold

Shield type:
Shield, Small, Mystical-Steel

Coordination Adjustment:
-5

Damage Reduction:
12 + 8-D4

Dexterity Adjustment:
-5

Movement Adjustment:
-2

Note:
Magic-Resistance: 60%

Special Abilities:
<u>Type of attacks: %Roll needed to turn</u>:

Acid: 41+

Blunt-edged: 29+

Cold: Cannot turn Cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 01+

Sharp-edged: 27+

Value:
<u>Shield types: Value</u>:

Small, Mystical-Steel: 123,904 white-gold

Shield type:
Shield, Small, Koar-Steel

Coordination Adjustment:
-10

Damage Reduction:
13 + 9-D4

Dexterity Adjustment:
-10

Movement Adjustment:
-7

Note:
None.

Special Abilities:
Type of attacks: %Roll needed to turn:
Acid: 37+
Blunt-edged: 25+
Cold: Cannot turn Cold.
Electricity: Maximum strike (highest damage of three rolls)
Fire: Maximum strike (highest damage of three rolls)
Needle: 01+
Sharp-edged: 22+

Value:
Shield types: Value:
Small, Koar-Steel: 247,808 white-gold

Shield type:
Shield, Large, Pine-Wood

Coordination Adjustment:
-4

Damage Reduction:
1 + 1-D4

Dexterity Adjustment:
-4

Movement Adjustment:
-1

Note:
None.

Special Abilities:
Type of attacks: %Roll needed to turn:

Acid: Cannot turn acid.

Blunt-edged: 67+

Cold: Cannot turn Cold.

Electricity: 81+

Fire: 71+

Needle: 01+

Sharp-edged: 72+

Value:
Shield types: Value:

Large, Pine-Wood: 484 white-gold

Shield type:
Shield, Large, Oak-Wood

Coordination Adjustment:
-5

Damage Reduction:
2 + 2-D4

Dexterity Adjustment:
-5

Movement Adjustment:
-2

Note:
None.

Special Abilities:
Type of attacks: %Roll needed to turn:

Acid: Cannot turn acid.

Blunt-edged: 63+

Cold: Cannot turn Cold.

Electricity: 71+

Fire: 61+

Needle: 01+

Sharp-edged: 67+

Value:
Shield types: Value:

Large, Oak-Wood: 968 white-gold

Shield type:
Shield, Large, Iron-Wood

Coordination Adjustment:
-6

Damage Reduction:
3 + 3-D4

Dexterity Adjustment:
-6

Movement Adjustment:
-3

Note:
None.

Special Abilities:
Type of attacks: %Roll needed to turn:

Acid: Cannot turn acid.

Blunt-edged: 59+

Cold: Cannot turn Cold.

Electricity: 61+

Fire: 51+

Needle: 01+

Sharp-edged: 62+

Value:
Shield types: Value:

Large, Iron-Wood: 1,936 white-gold

Shield type:
Shield, Large, Ivory-Wood

Coordination Adjustment:
-5

Damage Reduction:
4 + 4-D4

Dexterity Adjustment:
-5

Movement Adjustment:
-3

Note:
None.

Special Abilities:
<u>Type of attacks: %Roll needed to turn</u>:

Acid: Cannot turn acid.

Blunt-edged: 55+

Cold: Cannot turn Cold.

Electricity: 51+

Fire: 41+

Needle: 01+

Sharp-edged: 57+

Value:
<u>Shield types: Value</u>:

Large, Ivory-Wood: 3,872 white-gold

Shield type:
Shield, Large, Dremmin-Wood

Coordination Adjustment:
-4

Damage Reduction:
5 + 5-D4

Dexterity Adjustment:
-4

Movement Adjustment:
-2

Note:
None.

Special Abilities:
<u>Type of attacks: %Roll needed to turn</u>:

Acid: Cannot turn acid.

Blunt-edged: 52+

Cold: Cannot turn Cold.

Electricity: 41+

Fire: 31+

Needle: 01+

Sharp-edged: 52+

Value:
<u>Shield types: Value</u>:

Large, Dremmin-Wood: 7,744 white-gold

Shield type:
Shield, Large, Moon-Wood

Coordination Adjustment:
-3

Damage Reduction:
6 + 6-D4

Dexterity Adjustment:
-3

Movement Adjustment:
-1

Note:
None.

Special Abilities:
Type of attacks: %Roll needed to turn:

Acid: Cannot turn acid.

Blunt-edged: 47+

Cold: Cannot turn Cold.

Electricity: 31+

Fire: 21+

Needle: 01+

Sharp-edged: 47+

Value:
Shield types: Value:

Large, Moon-Wood: 15,488 white-gold

Shield type:
Shield, Small, Pine-Wood

Coordination Adjustment:
-2

Damage Reduction:
1 + 1-D2

Dexterity Adjustment:
-2

Movement Adjustment:
0

Note:
None.

Special Abilities:
Type of attacks: %Roll needed to turn:

Acid: Cannot turn acid.

Blunt-edged: 67+

Cold: Cannot turn Cold.

Electricity: 81+

Fire: 71+

Needle: 01+

Sharp-edged: 72+

Value:
Shield types: Value:

Small, Pine-Wood: 242 white-gold

Shield type:

Shield, Small, Oak-Wood

Coordination Adjustment:

-3

Damage Reduction:

2 + 2-D2

Dexterity Adjustment:

-3

Movement Adjustment:

-1

Note:

None.

Special Abilities:

Type of attacks: %Roll needed to turn:

Acid: Cannot turn acid.

Blunt-edged: 63+

Cold: Cannot turn Cold.

Electricity: 71+

Fire: 61+

Needle: 01+

Sharp-edged: 67+

Value:

Shield types: Value:

Small, Oak-Wood: 484 white-gold

Shield type:
Shield, Small, Iron-Wood

Coordination Adjustment:
-4

Damage Reduction:
3 + 3-D2

Dexterity Adjustment:
-4

Movement Adjustment:
-2

Note:
None.

Special Abilities:
Type of attacks: %Roll needed to turn:

Acid: Cannot turn acid.

Blunt-edged: 59+

Cold: Cannot turn Cold.

Electricity: 61+

Fire: 51+

Needle: 01+

Sharp-edged: 62+

Value:
Shield types: Value:

Small, Iron-Wood: 968 white-gold

Shield type:
Shield, Small, Ivory-Wood

Coordination Adjustment:
-3

Damage Reduction:
4 + 4-D2

Dexterity Adjustment:
-3

Movement Adjustment:
-1

Note:
None.

Special Abilities:
Type of attacks: %Roll needed to turn:

Acid: Cannot turn acid.

Blunt-edged: 55+

Cold: Cannot turn Cold.

Electricity: 51+

Fire: 41+

Needle: 01+

Sharp-edged: 57+

Value:
Shield types: Value:

Small, Ivory-Wood: 1,936 white-gold

Shield type:
Shield, Small, Dremmin-Wood

Coordination Adjustment:
-2

Damage Reduction:
5 + 5-D2

Dexterity Adjustment:
-2

Movement Adjustment:
0

Note:
None.

Special Abilities:
Type of attacks: %Roll needed to turn:

Acid: Cannot turn acid.

Blunt-edged: 52+

Cold: Cannot turn Cold.

Electricity: 41+

Fire: 31+

Needle: 01+

Sharp-edged: 52+

Value:
Shield types: Value:

Small, Dremmin-Wood: 3,872 white-gold

Shield type:
Shield, Small, Moon-Wood

Coordination Adjustment:
-1

Damage Reduction:
6 + 6-D2

Dexterity Adjustment:
-1

Movement Adjustment:
0

Note:
None.

Special Abilities:
<u>Type of attacks: %Roll needed to turn</u>:

Acid: Cannot turn acid.

Blunt-edged: 47+

Cold: Cannot turn Cold.

Electricity: 31+

Fire: 21+

Needle: 01+

Sharp-edged: 47+

Value:
<u>Shield types: Value</u>:

Small, Moon-Wood: 7,744 white-gold