

Armor type:

Ring, Koar-Steel

Coordination Adjustment:

-7 (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:

-7 (for every 3 points of Dex. above 20, the "Dexterity Adjustment" will be decreased by 1 (never lower than a -1 adjustment))

Movement Adjustment:

-7 (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: 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