

Shield type:

Shield, Large, Dremmin-Wood

Coordination Adjustment:

-4

Damage Reduction:

5 + 5-D4

Dexterity Adjustment:

-4

Movement Adjustment:

-2

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:

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