

### Armor type:

Banded, Shank-Steel

### Coordination Adjustment:

-5 (for every 3 points of Coord. above 20, the "Coordination Adjustment" will be decreased by 1 (never lower than a -1 adjustment)

### Damage Reduction:

2

### Dexterity Adjustment:

-5 (for every 3 points of Dex. above 20, the "Dexterity Adjustment" will be decreased by 1 (never lower than a -1 adjustment)

### Movement Adjustment:

-4 (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: 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:

#### Armor types: Value:

Humanoid: 1,194 white-gold