Armor type:
Ring, Admontanium-Steel

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

Damage Reduction:
2

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

Movement Adjustment:
-3 (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: 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