

Armor type:

Skin, 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: 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:

Armor types: Value:

Barding: 1,136 white-gold

Cape-guard: 272 white-gold

Humanoid: 628 white-gold

War Dog: 882 white-gold