

Armor type:

Leather, Borgus-Hide

Coordination Adjustment:

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

Damage Reduction:

3

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: 83+

Blunt-edged: 71+

Cold: 51+

Electricity: 51+

Fire: 66+

Needle: 46+

Sharp-edged: 76+

Value:

Armor types: Value:

Barding: 98,304 white-gold

Cape-guard: 4,096 white-gold

Humanoid: 61,440 white-gold

War Dog: 79,872 white-gold