

Shield type:

Shield, Small, Krannik-Steel

Coordination Adjustment:

-7

Damage Reduction:

10 + 6-D4

Dexterity Adjustment:

-7

Movement Adjustment:

-4

Note:

None.

Special Abilities:

Type of attacks: %Roll needed to turn:

Acid: 49+

Blunt-edged: 37+

Cold: Cannot turn Cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 01+

Sharp-edged: 37+

Value:

Shield types: Value:

Small, Krannik-Steel: 30,976 white-gold