

Armor type:

Skin, Krakkin-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: 86+

Blunt-edged: 94+

Cold: Cannot turn cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 51+

Sharp-edged: 81+

Value:

Armor types: Value:

Barding: 18,176 white-gold

Cape-guard: 4,352 white-gold

Humanoid: 10,048 white-gold

War Dog: 14,112 white-gold