

Shield type:

Shield, Large, Koar-Steel

Coordination Adjustment:

-20

Damage Reduction:

13 + 9-D8

Dexterity Adjustment:

-20

Movement Adjustment:

-8

Note:

None.

Special Abilities:

Type of attacks: %Roll needed to turn:

Acid: 37+

Blunt-edged: 25+

Cold: Cannot turn Cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 01+

Sharp-edged: 22+

Value:

Shield types: Value:

Large, Koar-Steel: 495,616 white-gold