

## Armor type:

Chain, Mystical-Steel

## Coordination Adjustment:

-4 (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:

-4 (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:

Magic-Resistance: 60%

## Special Abilities:

Type of attacks: %Roll needed to turn:

Acid: Cannot turn acid.

Blunt-edged: 55+

Cold: Cannot turn cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 91+

Sharp-edged: 36+

## Value:

Armor types: Value:

Barding: 105,600 white-gold

Cape-guard: 24,576 white-gold

Humanoid: 61,184 white-gold

War Dog: 50,688 white-gold