

Armor type:

Scale, Krakkin-Steel

Coordination Adjustment:

-2 (for every 3 points of Coord. above 20, the "Coordination Adjustment" will be decreased by 1 (never lower than a -1 adjustment))

Damage Reduction:

1

Dexterity Adjustment:

-2 (for every 3 points of Dex. above 20, the "Dexterity Adjustment" will be decreased by 1 (never lower than a -1 adjustment))

Movement Adjustment:

-1

Note:

None.

Special Abilities:

Type of attacks: %Roll needed to turn:

Acid: 80+

Blunt-edged: 77+

Cold: Cannot turn cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 48+

Sharp-edged: 70+

Value:

Armor types: Value:

Barding: 2,592 white-gold

Cape-guard: 608 white-gold

Humanoid: 1,480 white-gold

War Dog: 1,240 white-gold