

## Armor type:

Chain, Koar-Steel

## Coordination Adjustment:

-9 (for every 3 points of Coor. above 20, the "Coordination Adjustment" will be decreased by 1 (never lower than a -1 adjustment))

## Damage Reduction:

3

## Dexterity Adjustment:

-9 (for every 3 points of Dex. above 20, the "Dexterity Adjustment" will be decreased by 1 (never lower than a -1 adjustment))

## Movement Adjustment:

-8 (for every 3 points of Str. above 20, the "Movement Adjustment" will be decreased by 1 (never lower than a -1 adjustment))

## Note:

None.

## Special Abilities:

### Type of attacks: %Roll needed to turn:

Acid: Cannot turn acid.

Blunt-edged: 52+

Cold: Cannot turn cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 91+

Sharp-edged: 31+

## Value:

### Armor types: Value:

Barding: 211,200 white-gold

Cape-guard: 49,152 white-gold

Humanoid: 122,368 white-gold

War Dog: 101,376 white-gold