

Shield type:

Shield, Small, Shank-Steel

Coordination Adjustment:

-5

Damage Reduction:

6 + 2-D4

Dexterity Adjustment:

-5

Movement Adjustment:

-2

Note:

None.

Special Abilities:

Type of attacks: %Roll needed to turn:

Acid: 65+

Blunt-edged: 53+

Cold: Cannot turn Cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 01+

Sharp-edged: 57+

Value:

Shield types: Value:

Small, Shank-Steel: 1,936 white-gold