

## Armor type:

Splinted, Mystical-Steel

## Coordination Adjustment:

-6 (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:

-6 (for every 3 points of Dex. above 20, the "Dexterity Adjustment" will be decreased by 1 (never lower than a -1 adjustment))

## Movement Adjustment:

-5 (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: 53+

Blunt-edged: 51+

Cold: Cannot turn Cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 45+

Sharp-edged: 49+

## Value:

### Armor types: Value:

Humanoid: 93,056 white-gold