

**Armor type:**  
Ring, Gage-Steel

**Coordination Adjustment:**

-1

**Damage Reduction:**

1

**Dexterity Adjustment:**

-1

**Movement Adjustment:**

-1

**Note:**

None.

**Special Abilities:**

Type of attacks: %Roll needed to turn:

Acid: Cannot turn acid.

Blunt-edged: 86+

Cold: Cannot turn cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 96+

Sharp-edged: 86+

**Value:**

Armor types: Value:

Barding: 487 white-gold

Cape-guard: 117 white-gold

Humanoid: 274 white-gold

War Dog: 232 white-gold