

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