

Armor type:

Splinted, Shank-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:

2

Dexterity Adjustment:

-5 (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:

None.

Special Abilities:

Type of attacks: %Roll needed to turn:

Acid: 77+

Blunt-edged: 75+

Cold: Cannot turn Cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 45+

Sharp-edged: 79+

Value:

Armor types: Value:

Humanoid: 1,454 white-gold