

## Armor type:

Skin, Admontanium-Steel

## Coordination Adjustment:

-3 (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:

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

## Movement Adjustment:

-3 (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: 80+

Blunt-edged: 92+

Cold: Cannot turn cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 51+

Sharp-edged: 71+

## Value:

Armor types: Value:

Barding: 290,816 white-gold

Cape-guard: 69,632 white-gold

Humanoid: 160,768 white-gold

War Dog: 225,792 white-gold