

Armor type:

Ring, Krakkin-Steel

Coordination Adjustment:

-1

Damage Reduction:

2

Dexterity Adjustment:

-1

Movement Adjustment:

-1

Note:

None.

Special Abilities:

Type of attacks: %Roll needed to turn:

Acid: Cannot turn acid.

Blunt-edged: 84+

Cold: Cannot turn cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 96+

Sharp-edged: 78+

Value:

Armor types: Value:

Barding: 1,948 white-gold

Cape-guard: 468 white-gold

Humanoid: 1,096 white-gold

War Dog: 928 white-gold