

Armor type:

Leather, Light

Coordination Adjustment:

0

Damage Reduction:

1

Dexterity Adjustment:

0

Movement Adjustment:

0

Special Abilities:

Type of attacks: %Roll needed to turn:

Acid: 93+

Blunt-edged: 86+

Cold: 76+

Electricity: 76+

Fire: 91+

Needle: 46+

Sharp-edged: 91+

Value:

Armor types: Value:

Barding: 96 white-gold

Cape-guard: 16 white-gold

Humanoid: 60 white-gold

War Dog: 78 white-gold