

Armor type:

Plate, Mystical-Steel

Coordination Adjustment:

-7 (for every 3 points of Coord. above 20, the "Coordination Adjustment" will be decreased by 1 (never lower than a -1 adjustment))

Damage Reduction:

4

Dexterity Adjustment:

-7 (for every 3 points of Dex. above 20, the "Dexterity Adjustment" will be decreased by 1 (never lower than a -1 adjustment))

Movement Adjustment:

-6 (for every 3 points of Str. above 20, the "Movement Adjustment" will be decreased by 1 (never lower than a -1 adjustment))

Note:

Magic-Resistance: 60%

Special Abilities:

Type of attacks: %Roll needed to turn:

Acid: 51+

Blunt-edged: 49+

Cold: Cannot turn Cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 44+

Sharp-edged: 47+

Value:

Armor types: Value:

Barding: 186,112 white-gold

Humanoid: 111,104 white-gold