

Armor type:

Leather, Troll-Hide

Coordination Adjustment:

-2 (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:

-2 (for every 3 points of Dex. above 20, the "Dexterity Adjustment" will be decreased by 1 (never lower than a -1 adjustment))

Movement Adjustment:

-2 (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: 87+

Blunt-edged: 77+

Cold: 61+

Electricity: 61+

Fire: 76+

Needle: 46+

Sharp-edged: 76+

Value:

Armor types: Value:

Barding: 6,144 white-gold

Cape-guard: 1,024 white-gold

Humanoid: 3,840 white-gold

War Dog: 4,992 white-gold