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Guardians of Utaemia

Shields

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Shields, Explanation of:

The following are the rulings for the **Basic** playing style.

The following is a list of both shield types (metal or wood), adjusted armor-rank, and the shield-points (SH.P.) per quarter section each shield area has:

D.R. = Damage-Reduction.

Note:

Krakkin-steel alloy is as light as Gage-steel (notice that the movement penalties are less than shank-steel).

Gage-steel (Large shield):

Adjusted Coordination / Dexterity: -8 / -8 (for every 3 points of Coord. and Dex. above 20, the penalty will decrease by 1 (not lower than -1 Adj.)
Adjusted Movement: -2 (for every 3 points of Str. above 20, the "Adjusted Movement" will be decreased by 1 (never lower than a -1 adjustment)
Damage-Reduction: 5 + 1-D8
Armor-points per quarter section: 30

Special abilities (%Roll, or higher, to turn):

Acid: 69+
Blunt: 57+
Cold: Can't
Electricity: Maximum-Strike
Fire: Maximum-Strike
Needle: 01+
Sharp-edged: 62+

Information

Cost to fix per damage-point: 7 silver
Special: None.
Value: 300 white-gold

Note:

Electricity will cause a maximum strike against the holder of a metal shield, due to metal alloy being a conductor.
Fire will cause a maximum strike against the holder of a metal shield, due the heating of the metal alloy.

Shank-steel (Large shield):

Adjusted Coordination / Dexterity: -10 / -10 (for every 3 points of Coord. and Dex. above 20, the penalty will decrease by 1 (not lower than -1 Adj.)

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

Damage-Reduction: 6 + 2-D8

Armor-points per quarter section: 60

Special abilities (%Roll, or higher, to turn):

Acid: 65+

Blunt: 53+

Cold: Can't

Electricity: Maximum-Strike

Fire: Maximum-Strike

Needle: 01+

Sharp-edged: 57+

Information

Cost to fix per damage-point: 1 electrum, 4 silver

Special: None.

Value: 600 white-gold

Note:

Electricity will cause a maximum strike against the holder of a metal shield, due to metal alloy being a conductor.

Fire will cause a maximum strike against the holder of a metal shield, due the heating of the metal alloy.

Krakkin-steel (Large shield):

Adjusted Coordination / Dexterity: -8 / -8 (for every 3 points of Coord. and Dex. above 20, the penalty will decrease by 1 (not lower than -1 Adj.)
Adjusted Movement: -2 (for every 3 points of Str. above 20, the "Adjusted Movement" will be decreased by 1 (never lower than a -1 adjustment)
Damage-Reduction: 7 + 3-D8
Armor-points per quarter section: 120

Special abilities (%Roll, or higher, to turn):

Acid: 61+
Blunt: 49+
Cold: Can't
Electricity: Maximum-Strike
Fire: Maximum-Strike
Needle: 01+
Sharp-edged: 52+

Information

Cost to fix per damage-point: 2 electrum, 8 silver
Special: None.
Value: 1,200 white-gold

Note:

Electricity will cause a maximum strike against the holder of a metal shield, due to metal alloy being a conductor.
Fire will cause a maximum strike against the holder of a metal shield, due the heating of the metal alloy.

Earthen-steel (Large shield):

Adjusted Coordination / Dexterity: -10 / -10 (for every 3 points of Coord. and Dex. above 20, the penalty will decrease by 1 (not lower than -1 Adj.)

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

Damage-Reduction: 8 + 4-D8

Armor-points per quarter section: 240

Special abilities (%Roll, or higher, to turn):

Acid: 57+

Blunt: 45+

Cold: Can't

Electricity: Maximum-Strike

Fire: Maximum-Strike

Needle: 01+

Sharp-edged: 47+

Information

Cost to fix per damage-point: 5 electrum, 6 silver

Special: None.

Value: 2,400 white-gold

Note:

Electricity will cause a maximum strike against the holder of a metal shield, due to metal alloy being a conductor.

Fire will cause a maximum strike against the holder of a metal shield, due the heating of the metal alloy.

Admontanium-steel (Large shield):

Adjusted Coordination / Dexterity: -12 / -12 (for every 3 points of Coord. and Dex. above 20, the penalty will decrease by 1 (not lower than -1 Adj.)

Adjusted Movement: -4 (for every 3 points of Str. above 20, the "Adjusted Movement" will be decreased by 1 (never lower than a -1 adjustment)

Damage-Reduction: 9 + 5-D8

Armor-points per quarter section: 480

Special abilities (%Roll, or higher, to turn):

Acid: 53+

Blunt: 41+

Cold: Can't

Electricity: Maximum-Strike

Fire: Maximum-Strike

Needle: 01+

Sharp-edged: 42+

Information

Cost to fix per damage-point: 1 white-gold, 2 electrum, 2 silver

Special: None.

Value: 4,800 white-gold

Note:

Electricity will cause a maximum strike against the holder of a metal shield, due to metal alloy being a conductor.

Fire will cause a maximum strike against the holder of a metal shield, due the heating of the metal alloy.

Krannik-steel (Large shield):

Adjusted Coordination / Dexterity: -14 / -14 (for every 3 points of Coord. and Dex. above 20, the penalty will decrease by 1 (not lower than -1 Adj.)

Adjusted Movement: -5 (for every 3 points of Str. above 20, the "Adjusted Movement" will be decreased by 1 (never lower than a -1 adjustment)

Damage-Reduction: 10 + 6-D8

Armor-points per quarter section: 480

Special abilities (%Roll, or higher, to turn):

Acid: 49+

Blunt: 37+

Cold: Can't

Electricity: Maximum-Strike

Fire: Maximum-Strike

Needle: 01+

Sharp-edged: 37+

Information

Cost to fix per damage-point: 2 white-gold, 4 electrum, 4 silver

Special: None.

Value: 4,800 white-gold

Note:

Electricity will cause a maximum strike against the holder of a metal shield, due to metal alloy being a conductor.

Fire will cause a maximum strike against the holder of a metal shield, due the heating of the metal alloy.

Starr-steel (Large shield):

Adjusted Coordination / Dexterity: -12 / -12 (for every 3 points of Coord. and Dex. above 20, the penalty will decrease by 1 (not lower than -1 Adj.)

Adjusted Movement: -4 (for every 3 points of Str. above 20, the "Adjusted Movement" will be decreased by 1 (never lower than a -1 adjustment)

Damage-Reduction: 11 + 7-D8

Armor-points per quarter section: 1,920

Special abilities (%Roll, or higher, to turn):

Acid: 45+

Blunt: 33+

Cold: Can't

Electricity: Maximum-Strike

Fire: Maximum-Strike

Needle: 01+

Sharp-edged: 32+

Information

Cost to fix per damage-point: 2 white-gold, 4 electrum, 4 silver

Special: Starr-steel has 30% Magic-Resistance

Value: 19,200 white-gold

Note:

Electricity will cause a maximum strike against the holder of a metal shield, due to metal alloy being a conductor.

Fire will cause a maximum strike against the holder of a metal shield, due the heating of the metal alloy.

Mystical-steel (Large shield):

Adjusted Coordination / Dexterity: -10 / -10 (for every 3 points of Coord. and Dex. above 20, the penalty will decrease by 1 (not lower than -1 Adj.)

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

Damage-Reduction: 12 + 8-D8

Armor-points per quarter section: 3,840

Special abilities (%Roll, or higher, to turn):

Acid: 41+

Blunt: 29+

Cold: Can't

Electricity: Maximum-Strike

Fire: Maximum-Strike

Needle: 01+

Sharp-edged: 27+

Information

Cost to fix per damage-point: 4 white-gold, 8 electrum, 8 silver

Special: Starr-steel has 60% Magic-Resistance

Value: 38,400 white-gold

Note:

Electricity will cause a maximum strike against the holder of a metal shield, due to metal alloy being a conductor.

Fire will cause a maximum strike against the holder of a metal shield, due the heating of the metal alloy.

Koar-steel (Large shield):

Adjusted Coordination / Dexterity: -20 / -20 (for every 3 points of Coor. and Dex. above 20, the penalty will decrease by 1 (not lower than -1 Adj.)

Adjusted Movement: -8 (for every 3 points of Str. above 20, the "Adjusted Movement" will be decreased by 1 (never lower than a -1 adjustment)

Damage-Reduction: 13 + 9-D8

Armor-points per quarter section: 7,580

Special abilities (%Roll, or higher, to turn):

Acid: 37+

Blunt: 25+

Cold: Can't

Electricity: Maximum-Strike

Fire: Maximum-Strike

Needle: 01+

Sharp-edged: 22+

Information

Cost to fix per damage-point: 9 white-gold, 7 electrum, 6 silver

Special: None.

Value: 75,800 white-gold

Note:

Electricity will cause a maximum strike against the holder of a metal shield, due to metal alloy being a conductor.

Fire will cause a maximum strike against the holder of a metal shield, due the heating of the metal alloy.

Note:

Electricity will cause a maximum strike against the holder of a metal shield, due to metal alloy being a conductor.

Fire will cause a maximum strike against the holder of a metal shield, due the heating of the metal alloy.

Gage-steel (Small shield):

Adjusted Coordination / Dexterity: -4 / -4 (for every 3 points of Coord. and Dex. above 20, the penalty will decrease by 1 (not lower than -1 Adj.)

Adjusted Movement: -1

Damage-Reduction: 5 + 1-D4

Armor-points per quarter section: 15

Special abilities (%Roll, or higher, to turn):

Acid: 69+

Blunt: 57+

Cold: Can't

Electricity: Maximum-Strike

Fire: Maximum-Strike

Needle: 01+

Sharp-edged: 62+

Information

Cost to fix per damage-point: 7 silver

Special: None.

Value: 150 white-gold

Note:

Electricity will cause a maximum strike against the holder of a metal shield, due to metal alloy being a conductor.

Fire will cause a maximum strike against the holder of a metal shield, due the heating of the metal alloy.

Shank-steel (Small shield):

Adjusted Coordination / Dexterity: -5 / -5 (for every 3 points of Coord. and Dex. above 20, the penalty will decrease by 1 (not lower than -1 Adj.)
Adjusted Movement: -3 (for every 3 points of Str. above 20, the "Adjusted Movement" will be decreased by 1 (never lower than a -1 adjustment)
Damage-Reduction: 6 + 2-D4
Armor-points per quarter section: 30

Special abilities (%Roll, or higher, to turn):

Acid: 65+
Blunt: 53+
Cold: Can't
Electricity: Maximum-Strike
Fire: Maximum-Strike
Needle: 01+
Sharp-edged: 57+

Information

Cost to fix per damage-point: 1 electrum, 4 silver
Special: None.
Value: 300 white-gold

Note:

Electricity will cause a maximum strike against the holder of a metal shield, due to metal alloy being a conductor.
Fire will cause a maximum strike against the holder of a metal shield, due the heating of the metal alloy.

Krakkin-steel (Small shield):

Adjusted Coordination / Dexterity: -8 / -8 (for every 3 points of Coord. and Dex. above 20, the penalty will decrease by 1 (not lower than -1 Adj.)
Adjusted Movement: -2 (for every 3 points of Str. above 20, the "Adjusted Movement" will be decreased by 1 (never lower than a -1 adjustment)
Damage-Reduction: 7 + 3-D8
Armor-points per quarter section: 60

Special abilities (%Roll, or higher, to turn):

Acid: 61+
Blunt: 49+
Cold: Can't
Electricity: Maximum-Strike
Fire: Maximum-Strike
Needle: 01+
Sharp-edged: 52+

Information

Cost to fix per damage-point: 2 electrum, 8 silver
Special: None.
Value: 600 white-gold

Note:

Electricity will cause a maximum strike against the holder of a metal shield, due to metal alloy being a conductor.
Fire will cause a maximum strike against the holder of a metal shield, due the heating of the metal alloy.

Earthen-steel (Small shield):

Adjusted Coordination / Dexterity: -5 / -5 (for every 3 points of Coord. and Dex. above 20, the penalty will decrease by 1 (not lower than -1 Adj.)
Adjusted Movement: -2 (for every 3 points of Str. above 20, the "Adjusted Movement" will be decreased by 1 (never lower than a -1 adjustment)
Damage-Reduction: 8 + 4-D4
Armor-points per quarter section: 120

Special abilities (%Roll, or higher, to turn):

Acid: 57+
Blunt: 45+
Cold: Can't
Electricity: Maximum-Strike
Fire: Maximum-Strike
Needle: 01+
Sharp-edged: 47+

Information

Cost to fix per damage-point: 5 electrum, 6 silver
Special: None.
Value: 1,200 white-gold

Note:

Electricity will cause a maximum strike against the holder of a metal shield, due to metal alloy being a conductor.
Fire will cause a maximum strike against the holder of a metal shield, due the heating of the metal alloy.

Admontanium-steel (Small shield):

Adjusted Coordination / Dexterity: -6 / -6 (for every 3 points of Coord. and Dex. above 20, the penalty will decrease by 1 (not lower than -1 Adj.)
Adjusted Movement: -3 (for every 3 points of Str. above 20, the "Adjusted Movement" will be decreased by 1 (never lower than a -1 adjustment)
Damage-Reduction: 9 + 5-D4
Armor-points per quarter section: 240

Special abilities (%Roll, or higher, to turn):

Acid: 53+
Blunt: 41+
Cold: Can't
Electricity: Maximum-Strike
Fire: Maximum-Strike
Needle: 01+
Sharp-edged: 42+

Information

Cost to fix per damage-point: 1 white-gold, 2 electrum, 2 silver
Special: None.
Value: 2,400 white-gold

Note:

Electricity will cause a maximum strike against the holder of a metal shield, due to metal alloy being a conductor.
Fire will cause a maximum strike against the holder of a metal shield, due the heating of the metal alloy.

Krannik-steel (Small shield):

Adjusted Coordination / Dexterity: -7 / -7 (for every 3 points of Coord. and Dex. above 20, the penalty will decrease by 1 (not lower than -1 Adj.)
Adjusted Movement: -4 (for every 3 points of Str. above 20, the "Adjusted Movement" will be decreased by 1 (never lower than a -1 adjustment)
Damage-Reduction: 10 + 6-D4
Armor-points per quarter section: 480

Special abilities (%Roll, or higher, to turn):

Acid: 49+
Blunt: 37+
Cold: Can't
Electricity: Maximum-Strike
Fire: Maximum-Strike
Needle: 01+
Sharp-edged: 37+

Information

Cost to fix per damage-point: 2 white-gold, 4 electrum, 4 silver
Special: None.
Value: 4,800 white-gold

Note:

Electricity will cause a maximum strike against the holder of a metal shield, due to metal alloy being a conductor.
Fire will cause a maximum strike against the holder of a metal shield, due the heating of the metal alloy.

Starr-steel (Small shield):

Adjusted Coordination / Dexterity: -6 / -6 (for every 3 points of Coord. and Dex. above 20, the penalty will decrease by 1 (not lower than -1 Adj.)
Adjusted Movement: -3 (for every 3 points of Str. above 20, the "Adjusted Movement" will be decreased by 1 (never lower than a -1 adjustment)
Damage-Reduction: 11 + 7-D4
Armor-points per quarter section: 960

Special abilities (%Roll, or higher, to turn):

Acid: 45+
Blunt: 33+
Cold: Can't
Electricity: Maximum-Strike
Fire: Maximum-Strike
Needle: 01+
Sharp-edged: 32+

Information

Cost to fix per damage-point: 2 white-gold, 4 electrum, 4 silver
Special: Starr-steel has 30% Magic-Resistance
Value: 9,600 white-gold

Note:

Electricity will cause a maximum strike against the holder of a metal shield, due to metal alloy being a conductor.
Fire will cause a maximum strike against the holder of a metal shield, due the heating of the metal alloy.

Mystical-steel (Small shield):

Adjusted Coordination / Dexterity: -5 / -5 (for every 3 points of Coord. and Dex. above 20, the penalty will decrease by 1 (not lower than -1 Adj.)
Adjusted Movement: -2 (for every 3 points of Str. above 20, the "Adjusted Movement" will be decreased by 1 (never lower than a -1 adjustment)
Damage-Reduction: 12 + 8-D4
Armor-points per quarter section: 1,920

Special abilities (%Roll, or higher, to turn):

Acid: 41+
Blunt: 29+
Cold: Can't
Electricity: Maximum-Strike
Fire: Maximum-Strike
Needle: 01+
Sharp-edged: 27+

Information

Cost to fix per damage-point: 4 white-gold, 8 electrum, 8 silver
Special: Starr-steel has 60% Magic-Resistance
Value: 19,200 white-gold

Note:

Electricity will cause a maximum strike against the holder of a metal shield, due to metal alloy being a conductor.
Fire will cause a maximum strike against the holder of a metal shield, due the heating of the metal alloy.

Koar-steel (Small shield):

Adjusted Coordination / Dexterity: -10 / -10 (for every 3 points of Coord. and Dex. above 20, the penalty will decrease by 1 (not lower than -1 Adj.)

Adjusted Movement: -7 (for every 3 points of Str. above 20, the "Adjusted Movement" will be decreased by 1 (never lower than a -1 adjustment)

Damage-Reduction: 13 + 9-D4

Armor-points per quarter section: 3,840

Special abilities (%Roll, or higher, to turn):

Acid: 37+

Blunt: 25+

Cold: Can't

Electricity: Maximum-Strike

Fire: Maximum-Strike

Needle: 01+

Sharp-edged: 22+

Information

Cost to fix per damage-point: 9 white-gold, 7 electrum, 6 silver

Special: None.

Value: 38,400 white-gold

Note:

Electricity will cause a maximum strike against the holder of a metal shield, due to metal alloy being a conductor.

Fire will cause a maximum strike against the holder of a metal shield, due the heating of the metal alloy.

Pine-wood (Large shield):

Adjusted Coordination / Dexterity: -4 / -4 (for every 3 points of Coord. and Dex. above 20, the penalty will decrease by 1 (not lower than -1 Adj.)

Adjusted Movement: -1

Damage-Reduction: 1 + 1-D4

Armor-points per quarter section: 15

Special abilities (%Roll, or higher, to turn):

Acid: Can't.

Blunt: 67+

Cold: Can't

Electricity: 81+

Fire: 71+

Needle: 01+

Sharp-edged: 72+

Information

Cost to fix per damage-point: Can't.

Special: None.

Value: 15 white-gold

Notes:

All types of shields will not allow a needle attack to penetrate it; it is solid.

When damaged by ACID, FIRE, or a Sharp Weapon, wooden shields cannot be repaired.

Magical and enchanted shields will heal automatically. See: "Shields, Enchanted" and "Shields, Magic" in the S Section of the Basic Rules Book.

There are certain spells that mend wood.

Oak-wood (Large shield):

Adjusted Coordination / Dexterity: -5 / -5 (for every 3 points of Coord. and Dex. above 20, the penalty will decrease by 1 (not lower than -1 Adj.)
Adjusted Movement: -2 (for every 3 points of Str. above 20, the "Adjusted Movement" will be decreased by 1 (never lower than a -1 adjustment)
Damage-Reduction: 2 + 2-D4
Armor-points per quarter section: 30

Special abilities (%Roll, or higher, to turn):

Acid: Can't.
Blunt: 63+
Cold: Can't
Electricity: 71+
Fire: 61+
Needle: 01+
Sharp-edged: 67+

Information

Cost to fix per damage-point: Can't.
Special: None.
Value: 30 white-gold

Notes:
All types of shields will not allow a needle attack to penetrate it; it is solid.

When damaged by ACID, FIRE, or a Sharp Weapon, wooden shields cannot be repaired.

Magical and enchanted shields will heal automatically. See: "Shields, Enchanted" and "Shields, Magic" in the S
Section of the Basic Rules Book.

There are certain spells that mend wood.

Iron-wood (Large shield):

Adjusted Coordination / Dexterity: -6 / -6 (for every 3 points of Coord. and Dex. above 20, the penalty will decrease by 1 (not lower than -1 Adj.)
Adjusted Movement: -3 (for every 3 points of Str. above 20, the "Adjusted Movement" will be decreased by 1 (never lower than a -1 adjustment)
Damage-Reduction: 3 + 3-D4
Armor-points per quarter section: 60

Special abilities (%Roll, or higher, to turn):

Acid: Can't.
Blunt: 59+
Cold: Can't
Electricity: 61+
Fire: 51+
Needle: 01+
Sharp-edged: 62+

Information

Cost to fix per damage-point: Can't.
Special: None.
Value: 60 white-gold

Notes:
All types of shields will not allow a needle attack to penetrate it; it is solid.

When damaged by ACID, FIRE, or a Sharp Weapon, wooden shields cannot be repaired.

Magical and enchanted shields will heal automatically. See: "Shields, Enchanted" and "Shields, Magic" in the Section of the Basic Rules Book.

There are certain spells that mend wood.

Ivory-wood (Large shield):

Adjusted Coordination / Dexterity: -5 / -5 (for every 3 points of Coord. and Dex. above 20, the penalty will decrease by 1 (not lower than -1 Adj.)
Adjusted Movement: -3 (for every 3 points of Str. above 20, the "Adjusted Movement" will be decreased by 1 (never lower than a -1 adjustment)
Damage-Reduction: 4 + 4-D4
Armor-points per quarter section: 120

Special abilities (%Roll, or higher, to turn):

Acid: Can't.
Blunt: 55+
Cold: Can't
Electricity: 51+
Fire: 41+
Needle: 01+
Sharp-edged: 57+

Information

Cost to fix per damage-point: Can't.
Special: None.
Value: 1,200 white-gold

Notes:
All types of shields will not allow a needle attack to penetrate it; it is solid.

When damaged by ACID, FIRE, or a Sharp Weapon, wooden shields cannot be repaired.

Magical and enchanted shields will heal automatically. See: "Shields, Enchanted" and "Shields, Magic" in the Section of the Basic Rules Book.

There are certain spells that mend wood.

Dremmin-wood (Large shield):

Adjusted Coordination / Dexterity: -4 / -4 (for every 3 points of Coord. and Dex. above 20, the penalty will decrease by 1 (not lower than -1 Adj.)
Adjusted Movement: -2 (for every 3 points of Str. above 20, the "Adjusted Movement" will be decreased by 1 (never lower than a -1 adjustment)
Damage-Reduction: 5 + 5-D4
Armor-points per quarter section: 240

Special abilities (%Roll, or higher, to turn):

Acid: Can't.
Blunt: 52+
Cold: Can't
Electricity: 41+
Fire: 31+
Needle: 01+
Sharp-edged: 52+

Information

Cost to fix per damage-point: Can't.
Special: None.
Value: 2,400 white-gold

Notes:
All types of shields will not allow a needle attack to penetrate it; it is solid.

When damaged by ACID, FIRE, or a Sharp Weapon, wooden shields cannot be repaired.

Magical and enchanted shields will heal automatically. See: "Shields, Enchanted" and "Shields, Magic" in the Section of the Basic Rules Book.

There are certain spells that mend wood.

Moon-wood (Large shield):

Adjusted Coordination / Dexterity: -3 / -3 (for every 3 points of Coord. and Dex. above 20, the penalty will decrease by 1 (not lower than -1 Adj.)

Adjusted Movement: No movement adjustment.

Damage-Reduction: 6 + 6-D4

Armor-points per quarter section: 480

Special abilities (%Roll, or higher, to turn):

Acid: Can't.

Blunt: 47+

Cold: Can't

Electricity: 31+

Fire: 21+

Needle: 01+

Sharp-edged: 47+

Information

Cost to fix per damage-point: Can't.

Special: None.

Value: 4,800 white-gold

Notes:

All types of shields will not allow a needle attack to penetrate it; it is solid.

When damaged by ACID, FIRE, or a Sharp Weapon, wooden shields cannot be repaired.

Magical and enchanted shields will heal automatically. See: "Shields, Enchanted" and "Shields, Magic" in the Section of the Basic Rules Book.

There are certain spells that mend wood.

Pine-wood (Small shield):

Adjusted Coordination / Dexterity: -2 / -2 (for every 3 points of Coord. and Dex. above 20, the penalty will decrease by 1 (not lower than -1 Adj.)

Adjusted Movement: No movement adjustment.

Damage-Reduction: 1 + 1-D2

Armor-points per quarter section: 8

Special abilities (%Roll, or higher, to turn):

Acid: Can't.

Blunt: 67+

Cold: Can't

Electricity: 81+

Fire: 71+

Needle: 01+

Sharp-edged: 72+

Information

Cost to fix per damage-point: Can't.

Special: None.

Value: 7 white-gold, 5 electrum

Notes:

All types of shields will not allow a needle attack to penetrate it; it is solid.

When damaged by ACID, FIRE, or a Sharp Weapon, wooden shields cannot be repaired.

Magical and enchanted shields will heal automatically. See: "Shields, Enchanted" and "Shields, Magic" in the S Section of the Basic Rules Book.

There are certain spells that mend wood.

Oak-wood (Small shield):

Adjusted Coordination / Dexterity: -3 / -3 (for every 3 points of Coord. and Dex. above 20, the penalty will decrease by 1 (not lower than -1 Adj.)

Adjusted Movement: -1

Damage-Reduction: 2 + 2-D2

Armor-points per quarter section: 15

Special abilities (%Roll, or higher, to turn):

Acid: Can't.

Blunt: 63+

Cold: Can't

Electricity: 71+

Fire: 61+

Needle: 01+

Sharp-edged: 67+

Information

Cost to fix per damage-point: Can't.

Special: None.

Value: 15 white-gold

Notes:

All types of shields will not allow a needle attack to penetrate it; it is solid.

When damaged by ACID, FIRE, or a Sharp Weapon, wooden shields cannot be repaired.

Magical and enchanted shields will heal automatically. See: "Shields, Enchanted" and "Shields, Magic" in the S Section of the Basic Rules Book.

There are certain spells that mend wood.

Iron-wood (Small shield):

Adjusted Coordination / Dexterity: -4 / -4 (for every 3 points of Coord. and Dex. above 20, the penalty will decrease by 1 (not lower than -1 Adj.)
Adjusted Movement: -2 (for every 3 points of Str. above 20, the "Adjusted Movement" will be decreased by 1 (never lower than a -1 adjustment)
Damage-Reduction: 3 + 3-D2
Armor-points per quarter section: 30

Special abilities (%Roll, or higher, to turn):

Acid: Can't.
Blunt: 59+
Cold: Can't
Electricity: 61+
Fire: 51+
Needle: 01+
Sharp-edged: 62+

Information

Cost to fix per damage-point: Can't.
Special: None.
Value: 30 white-gold

Notes:
All types of shields will not allow a needle attack to penetrate it; it is solid.

When damaged by ACID, FIRE, or a Sharp Weapon, wooden shields cannot be repaired.

Magical and enchanted shields will heal automatically. See: "Shields, Enchanted" and "Shields, Magic" in the Section of the Basic Rules Book.

There are certain spells that mend wood.

Ivory-wood (Small shield):

Adjusted Coordination / Dexterity: -3 / -3 (for every 3 points of Coord. and Dex. above 20, the penalty will decrease by 1 (not lower than -1 Adj.)

Adjusted Movement: -1

Damage-Reduction: 4 + 4-D2

Armor-points per quarter section: 60

Special abilities (%Roll, or higher, to turn):

Acid: Can't.

Blunt: 55+

Cold: Can't

Electricity: 51+

Fire: 41+

Needle: 01+

Sharp-edged: 57+

Information

Cost to fix per damage-point: Can't.

Special: None.

Value: 600 white-gold

Notes:

All types of shields will not allow a needle attack to penetrate it; it is solid.

When damaged by ACID, FIRE, or a Sharp Weapon, wooden shields cannot be repaired.

Magical and enchanted shields will heal automatically. See: "Shields, Enchanted" and "Shields, Magic" in the S Section of the Basic Rules Book.

There are certain spells that mend wood.

Dremmin-wood (Small shield):

Adjusted Coordination / Dexterity: -2 / -2 (for every 3 points of Coord. and Dex. above 20, the penalty will decrease by 1 (not lower than -1 Adj.)

Adjusted Movement: No movement adjustment.

Damage-Reduction: 5 + 5-D2

Armor-points per quarter section: 120

Special abilities (%Roll, or higher, to turn):

Acid: Can't.

Blunt: 52+

Cold: Can't

Electricity: 41+

Fire: 31+

Needle: 01+

Sharp-edged: 52+

Information

Cost to fix per damage-point: Can't.

Special: None.

Value: 1,200 white-gold

Notes:

All types of shields will not allow a needle attack to penetrate it; it is solid.

When damaged by ACID, FIRE, or a Sharp Weapon, wooden shields cannot be repaired.

Magical and enchanted shields will heal automatically. See: "Shields, Enchanted" and "Shields, Magic" in the S Section of the Basic Rules Book.

There are certain spells that mend wood.

Moon-wood (Small shield):

Adjusted Coordination / Dexterity: -1 / -1

Adjusted Movement: No movement adjustment.

Damage-Reduction: 6 + 6-D2

Armor-points per quarter section: 240

Special abilities (%Roll, or higher, to turn):

Acid: Can't.

Blunt: 47+

Cold: Can't

Electricity: 31+

Fire: 21+

Needle: 01+

Sharp-edged: 47+

Information

Cost to fix per damage-point: Can't.

Special: None.

Value: 2,400 white-gold

Notes:

All types of shields will not allow a needle attack to penetrate it; it is solid.

When damaged by ACID, FIRE, or a Sharp Weapon, wooden shields cannot be repaired.

Magical and enchanted shields will heal automatically. See: “Shields, Enchanted” and “Shields, Magic” in the S Section of the Basic Rules Book.

There are certain spells that mend wood.