

**Armor type:**

Scale, Koar-Steel

**Coordination Adjustment:**

-8 (for every 3 points of Coord. above 20, the "Coordination Adjustment" will be decreased by 1 (never lower than a -1 adjustment))

**Damage Reduction:**

3

**Dexterity Adjustment:**

-8 (for every 3 points of Dex. above 20, the "Dexterity Adjustment" will be decreased by 1 (never lower than a -1 adjustment))

**Movement Adjustment:**

-7 (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: 62+

Blunt-edged: 62+

Cold: Cannot turn cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 48+

Sharp-edged: 52+

**Value:**

Armor types: Value:

Barding: 165,888 white-gold

Cape-guard: 38,912 white-gold

Humanoid: 94,720 white-gold

War Dog: 79,360 white-gold