

Armor type:

Leather, Heavy

Coordination Adjustment:

-1

Damage Reduction:

1

Dexterity Adjustment:

-1

Movement Adjustment:

-1

Note:

None.

Special Abilities:

Type of attacks: %Roll needed to turn:

Acid: 91+

Blunt-edged: 83+

Cold: 71+

Electricity: 71+

Fire: 86+

Needle: 46+

Sharp-edged: 86+

Value:

Armor types: Value:

Barding: 384 white-gold

Cape-guard: 64 white-gold

Humanoid: 240 white-gold

War Dog: 312 white-gold