

Shield type:

Shield, Small, Starr-Steel

Coordination Adjustment:

-6

Damage Reduction:

11 + 7-D4

Dexterity Adjustment:

-6

Movement Adjustment:

-3

Note:

Magic-Resistance: 30%

Special Abilities:

Type of attacks: %Roll needed to turn:

Acid: 45+

Blunt-edged: 33+

Cold: Cannot turn Cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 01+

Sharp-edged: 32+

Value:

Shield types: Value:

Small, Starr-Steel: 61,952 white-gold