

**Armor type:**

Plate, Gage-Steel

**Coordination Adjustment:**

-6 (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:**

-6 (for every 3 points of Dex. above 20, the "Dexterity Adjustment" will be decreased by 1 (never lower than a -1 adjustment)

**Movement Adjustment:**

-5 (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: 79+

Blunt-edged: 77+

Cold: Cannot turn Cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 44+

Sharp-edged: 82+

**Value:**

Armor types: Value:

Barding: 1,454 white-gold

Humanoid: 868 white-gold