

Shield type:

Shield, Small, Gage-Steel

Coordination Adjustment:

-4

Damage Reduction:

5 + 1-D4

Dexterity Adjustment:

-4

Movement Adjustment:

-1

Note:

None.

Special Abilities:

Type of attacks: %Roll needed to turn:

Acid: 69+

Blunt-edged: 57+

Cold: Cannot turn Cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 01+

Sharp-edged: 62+

Value:

Shield types: Value:

Small, Gage-Steel: 968 white-gold