

Shield type:

Shield, Large, Krannik-Steel

Coordination Adjustment:

-14

Damage Reduction:

10 + 6-D8

Dexterity Adjustment:

-14

Movement Adjustment:

-5

Note:

None.

Special Abilities:

Type of attacks: %Roll needed to turn:

Acid: 49+

Blunt-edged: 37+

Cold: Cannot turn Cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 01+

Sharp-edged: 37+

Value:

Shield types: Value:

Large, Krannik-Steel: 61,952 white-gold