

Shields

BODY ! STR

Min !

Price cellpadding=====2 border=====1

Buckler	+1	1.4	4	3	5
Heater	+2	2.3	4	3	8
Round	+2	2.7	5	4	9
Kite	+3	4.1	5	4	13
Scutum	+3	5.5	6	5	18

Note - Def and body are only used to determine if the shield is destroyed.

From:

<https://www.curufea.com/> - **Curufea's Homepage**

Permanent link:

<https://www.curufea.com/doku.php?id=roleplaying:hero:ws:shields>

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