

PDF Supplements

Metal, Magic
AND Lore

Basic Player's Rulebook
Errata Booklet

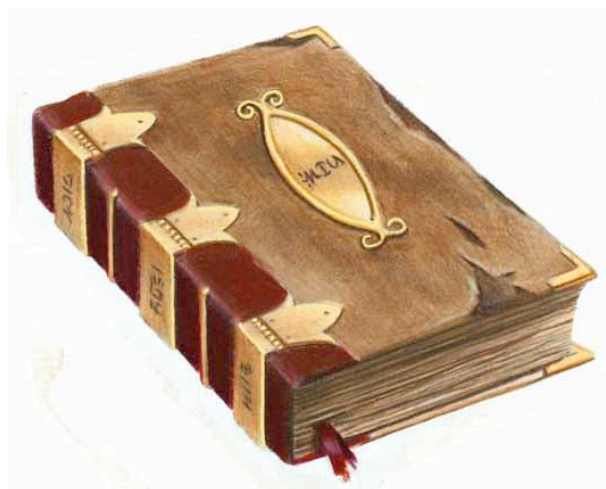
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Metal, Magic AND Lore

Basic Game Player's Rulebook Version 1.0 Errata Booklet

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Metal Magic and Lore Basic Player's Rulebook Errata Booklet

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The Authors offer a special word of thanks to Rob Arrigale
for his work on our Player's Rulebook Index.

Metal Magic and Lore is Based on the Original Role-Playing Game
Melee & Magic
Created by Andrew Kozak

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PDF.08.00 A Word from the Authors

Welcome to the Metal, Magic and Lore Errata Booklet. This booklet contains information that addresses errors and omissions from the 1st Edition of the MML Basic Game Player's Rulebook. Fortunately, the number of these errors and omissions that snuck by our editor and proofreaders is small, especially when considering the size and complexity of the completed work. We thank them again for a job well done.

It's been six years since we debuted Metal, Magic and Lore at the 2007 Origins Game Fair. The experience of introducing our work to the gaming community has been challenging, but has become something very valuable to the both of us. The feedback from our friends and fans has been tremendous and is much appreciated.

Over the past years we have shared MML with many gamers and in that time we have also written more than 500 pages of GM's material. This process has contributed to us greatly and we are undoubtedly better writers and game designers than we were two years ago. So, as happy as we are with and proud of the original Player's Rulebook, its evolution is taking shape as a natural process. Over time this booklet will grow from simply a collection of typographical error corrections to a place where nuances are enhanced and thoughts completed. The reader will observe that transition beginning with this edition.

One of the suggestions we received shortly after the product's debut was to create an index for the PRB. We immediately recognized the utility of this and concede that if our production schedule had not been so tight, we would likely have included it in the 1st edition. Regardless, the MML PRB Index is presented in section III of this booklet and we hope it makes the lives of our players a little easier.



PDF.08.01 Errata for the Player's Rulebook Sections 1 through 6, plus Appendices

The errata for the MML PRB is listed by section and page number as follows:

Section One: Introduction

Credits Page - The phone number 800-350-GAME is no longer in use by 5th Epoch Publishing. All inquiries may be directed via email to the following address: info@metalmagicandlore.com

Page 12 - In section 01.07.02 a GM's Guidebook is mentioned. A guidebook collecting all of the available GMs material has not yet been released; instead a number of individual PDFs are offered for sale. These PDFs may be purchased through the venues listed on the credits page of this booklet.

Section Two: Character Creation

Page 18 - Within paragraph 02.01.00 "Assignment of the Basic Character Traits", a mechanism to determine the character's handedness was omitted. This is accomplished with a simple percentage roll:

<u>Die Roll</u>	<u>Handedness of Character</u>
01-85	Right handed
86-99	Left handed
00	Ambidextrous

Page 31 - Within the section describing the Gray Elfin race, there is a table that lists the applicable "Skill Bonuses". In the second sentence of Note 4 pertaining to that table, the scimitar is omitted from the list of swords that Gray Elves may utilize with a racial skill bonus.

Page 47 - Within Table 2C, the top line lists a Strength Attribute of "6 or less". Paragraph 02.04.00 correctly states that the playable minimum for player character attributes is 6. In the case, the "or less" refers to campaign characters only since their attributes are subject to the GM's discretion.

Page 78 - Within the Gnomish Lightly Armored - Early Period summary, there is a typographical error; the Initiative total is +2, not +3.

Page 82 - Within the Gnomish Well Armored, Late Period summary, there is a typographical error: the cost of the armor package is listed as 794 sc, however the cost is indeed 931 sc.

Page 95 - Within the Wood Elfin, Armored for Travel, Middle Period summary, the weight and cost are listed incorrectly. The correct weight and cost are as 11.2 and 190 bc respectively.

Page 95 - Within the Wood Elfin, Armored for Travel, Late Period summary, the weight and cost are listed incorrectly. The correct weight and cost is 8.8 pounds and 40 bc respectively.

Section Three: Economy and Equipment

No errata for Section Three.

Section Four: Armor and Weapons

Page 148 - Within Table 4A “Armor Position Coverage by Armor Piece”, the Hood is listed as covering 3 positions. This item is listed inaccurately, as the hood actually covers 6. However, the positions listed within the second column of the table are stated accurately.



Page 151 - For Lames of Mannish High Steel, Medium - The APV for Cut should be listed as 26.

Page 152 - For Plates of Mannish High Steel, Light - The APV for Cut should be listed as 24.

Page 152 - For Plates of Mannish High Steel, Heavy - The APV for Cut should be listed as 27.

Page 154 - The following values are listed on table 4E:

	Surface	Cut	Chop	Pierce	Thrust	Impact	Flanged	Weight
Lames of Elfin Bronze, Medium	28	22	14	23	14	13	10	1.65

These are superseded by the following values:


	Surface	Cut	Chop	Pierce	Thrust	Impact	Flanged	Weight
Lames of Golden Bronze, Medium	40	30	20	32	20	18	14	1.68

Page 160 - As stated in paragraph 04.07.01 “Axes”, a butt spike may be added to the weapons noted. This adds a secondary attack to the weapon in question, which may be executed as a Difficult +25% task. The attack is effective in the same rank(s) as the weapon’s primary attack and does 2d8 points of Piercing damage if successful.

Page 160 - Within paragraph 04.07.02 “Bludgeoning Weapons”, the description for the Maul should state that the weapon’s length is 4-1/2 feet.

Section Five: Melee Combat

Page 197 - Paragraph 05.07.03 “Calculating the Chances to Successfully Defend” should clearly state that combatants may defend against multiple melee combat attacks each round. However, each



successive defense attempt after the first is made with a **Situation Modifier of -20%**. The modifiers are applied on each attack after the first and stack; i.e. 2nd defense of the round is -20%, third is -40% and so on. In the *example*, Kronos has a 30% chance to successfully defend with his broadsword, if he were to attempt to defend against a second attack in that same round the **Situation Modifier of -20%** would reduce his chances of a successful defense against that attack to just 10%.

Page 200 – With regard to rule 05.07.08 “Off-Hand Fighting”, the GM will note that he may, at his discretion, decrease the damage potential for successful off-handed attacks. If this option is desired then damage for weapons in the off-hand is reduced by one die, if the weapon is already a single die, then the next smaller die is used (i.e. a 1d20 becomes a d12 and so on).

Page 200 – Paragraph 05.07.09 “The Called Shot” should state that when targeting the “Left or Right Arm” and a d6 is rolled to determine where on the arm a successful blow will actually land, a die roll result of “6” should be rolled again.

Page 207 – On Table 5E.1: Melee Weapon-Physical Characteristics the Morningstar and Morningstar & Chain in the PR are changed from **Pierce** to **Thrust**.

Section Six: Magic

Page 252 – In paragraph 06.01.04 “Referenced Tables”, the percentage range listed for the Novice category is inaccurate and should read “01 – 09%”. The “Competent” category should read “10 – 19%”.

Page 256 – Paragraph 06.04.03 “The Effect of Critical Failures when Casting a Spell” is missing the die roll result of “5”. This result should be grouped on the same line as the result of “4”, which is noted.

Page 259 – In paragraph 06.07.03.01 “Wizardry Spell Components” the following text should be added at the end of the paragraph on 260:

A number of spells directly act upon an object to change its state, alter its properties or provide information about that object. In these cases, the object itself is considered a substantive component of the spell. This is simply due to the fact that without the object close at hand, the spell cannot act upon it. For clarity, these spells are listed in their order of appearance in the PRB:

Extinguish Fire	Rot Wood	Enchanted Weapon
Obscure	Strong Cloth	Know Magic
Chameleon	Warp Wood	Object’s Tale
Freeze Water or Melt Ice	Detect Enchantment	

Page 262 - In paragraph 06.07.06 the reference therein should be to paragraph “06.07.06.02”, not “06.07.07.02”.

Page 262 – Within paragraph 06.07.06.02 “Wizards and their Familiarity with Casting Elemental Spells”, the last sentence of this section uses the term 'Default Martial Skill'. This is correctly stated as “...the Wizard must apply his Default Magical Skill”.

Page 263 – In paragraph 06.07.07 “Acquiring and Learning New Spells” the discussion of the length of time needed to learn a spell should state “If the time taken to study is less than the full amount, but more than ½ of the proscribed study time...”

Page 267 – In paragraph 06.07.10.02 “Adjuration”, the Encourage spell description displays an incorrect sign for two of the three modifiers imparted by the spell. These should be stated as a **situation modifier of +10%**, which improves the chances of success in all skill checks, and an **initiative modifier of +5** which is applied to the subject’s base initiative. The **+4 modifier** to all Willpower checks is correctly stated.

Page 268 – The Sleep spell casting task difficulty is incorrectly stated as Routine; this should read “Challenging”. However, the task difficulty modifier is correctly listed as +35%.

Page 287 - Within the “Heal Disease” spell description there is a sentence that was accidentally omitted at the end of the paragraph: “The casting difficulty of the spell is reduced to “Easy” if the caster has successfully diagnosed the illness through the use of first aid, physician or veterinary skills or while using the Life Elementalism innate ability”.



Page 288 – The casting task difficulty of the Vitality spell is spell is correctly listed as Demanding, however the associated numerical modifier is listed incorrectly as +35%; it should be noted as +15%.

Page 305 - Within the text description of the “Repel the Undead” Symbol, the creatures that are affected by this Symbol are listed incorrectly. This should read as follows: “The Repel the Undead Symbol is effective against the magically created Skeletons, Skeletal Warriors and Mummies. This Symbol is not effective against Wights or Zombies”. Further, the text description of this Symbol states that the Symbol is the Original Magic when considering the magic opposition resolution between the Undead and the Symbol. However, this is only true if the Symbol was active prior to the Undead entering the area. If the Symbol is activated while the Undead creature(s) is/are within its radius of effect, then the Undead is/are considered the Original Magic.

Appendix One: Character Sheets

No errata for Appendix One.



Appendix Two: Starting Armor Packages

See section PDF.08.02 Below for details on SAP Errata.

Appendix Three: Provisions: Medium Cities and Large Towns

Pages 367 through 371 - The costs for weapons listed for each of the races on pages 367 through 371 are shown without coinage units. All of these items are in Bronze Coins as noted in paragraph 03.07.02 on page 126.

PDF.08.02 Appendix Two : Dwarven and Mannish Starting Armor Package Errata

Pages 322, 324 and 326 - Each of the three Dwarven Well Armored Starting Armor Packages omit a series of numbers for APVs in the Flanged category.

Page 324 - Within the Middle Period Well Armored package, the Dwarven War Hood cost was incorrectly listed as 22bc, and should be 42bc.

Page 355 - Within the Mannish Starting Armor Packages, Armored for Travel in the Middle Period the armor coverage for "Positions 3-5 (75%)" are incorrectly listed as "None". They should be listed as being protected by "Quilt".

Page 356 - Within the Mannish Starting Armor Packages, Well Armored, in the Middle Period the armor coverage for "Positions 35-44" should be noted as (50%). A line below should be added that reads: "35 - 44 (50%), Quilt, Cloth"

For the convenience of our players and GMs, the five armor packages affected by the corrections described above are reprinted in their entirety on the following pages.

Starting Armor Package Dwarven, Well Armored, Early Period

Positions Covered, Weight and Cost by Armor Piece

Head and Neck Armor	Positions Covered	Weight	Cost
Dwarven Low Steel Duerne Helm with Hinged Face Plate	1-5	7	205 sc
Dwarven Low Steel Brazed Mail Hood	1, 3-7	7.8	271 sc
Padded Cap	1, 3-5	1.6	13 bc
Upper Body Armor			
Dwarven Low Steel Coat of Scales Byrnie	8-19, 21-24, 27-30, 33(50%)	39.16	927 sc
Dwarven Low Steel Plate Half-Arms	20, 25, 26, 31	5.6	164 sc
Medium Leather Shirt	8-13, 15-18, 21-24	4.48	18 bc
Dwarven Quilt Shirt with Arms	8-26, 31	7	54 bc
Medium Cloth Shirt with Arms	8-26, 31	1.6	5 bc
Dwarven Low Steel Medium Lamed Finger Gauntlets	32, 34	3.4	126 sc
Medium Leather Gloves	32, 34	.64	3 bc
Lower Body Armor			
Dwarven Quilt Pants	27-30, 33, 35-44	5.25	47 bc
Medium Cloth Pants	27-30, 33, 35-44	1.2	5 bc
Dwarven Low Steel Plate Breech	33	1.4	347 bc
Dwarven Low Steel Plate Half-Legs	35-44 (50% each)	7	205 sc
Dwarven Low Steel Brazed Mail Legs	35-44	13	550 sc
Heavy Leather Boots	45, 46	.96	5 bc
Medium Cloth Socks	45, 46	.16	1 bc
Package Total Weight and Cost		107 lbs	49 gc 27 sc



Summary of Armor Protection Values by Hit Position

Positions	Armor Layers	S	C	Ch	P	T	I	F
1	Plate, Brazed Mail, Padded	46	39	26	42	32	22	18
2	Plate	31	26	17	28	22	15	12
3-5	Plate, Brazed Mail, Padded	46	39	26	42	32	22	18
6,7	Brazed Mail	25	22	13	24	17	7	7
8-13	Coat of Scales, Quilt, Leather, Cloth	45	32	24	30	21	22	16
14	Coat of Scales, Quilt, Cloth	44	31	23	29	20	21	15
15-18	Coat of Scales, Quilt, Leather, Cloth	45	32	24	30	21	22	16
19	Coat of Scales, Quilt, Cloth	44	31	23	29	20	21	15
20	Plate, Quilt, Cloth	36	30	21	32	25	19	16
21-24	Coat of Scales, Quilt, Leather, Cloth	45	32	24	30	21	22	16
25, 26	Plate, Quilt, Cloth	36	30	21	32	25	19	16
27-30	Coat of Scales, Quilt, Cloth	44	31	23	29	20	21	15
31	Plate, Quilt, Cloth	36	30	21	32	25	19	16
32	Lames, Leather	39	31	21	31	20	19	15
33 (50%)	Coat of Scales, Plate, Quilt, Cloth	57	42	29	43	32	27	19
33 (50%)	Plate, Quilt, Cloth	36	30	21	32	25	19	16
34	Lames, Leather	39	31	21	31	20	19	15
35-44(50%)	Plate, Brazed Mail, Quilt, Cloth	46	39	25	42	32	21	18
35-44(50%)	Brazed Mail, Quilt, Cloth	30	26	17	28	20	12	11
45, 46	Leather, Cloth	11	10	10	9	9	9	8

Starting Armor Package Dwarven, Well Armored, Middle Period

Positions Covered, Weight and Cost by Piece

Head and Neck Armor	Positions Covered	Weight	Cost
Dwarven Low Steel Duerne Helm with Hinged Face Plate	1-5	7	205 sc
Dwarven Low Steel Coat of Scales Camail	6,7	3.82	78 sc
Dwarven War Hood	1-7	2.7	42 bc
Upper Body Armor			
Dwarven Low Steel Coat of Scales Byrnie	8-19, 21-24, 27-30, 33(50%)	39.16	927 sc
Dwarven Low Steel Plate Half-Arms	20, 25, 26, 31	5.6	164 sc
Medium Leather Shirt	8-13, 15-18, 21-24	4.48	18 bc
Dwarven Quilt Shirt with Arms	8-26, 31	7	54 bc
Medium Cloth Shirt with Arms	8-26, 31	1.6	5 bc
Dwarven Low Steel Medium Lamed Finger Gauntlets	32,34	3.4	126 sc
Medium Leather Gloves	32,34	.64	3 bc
Lower Body Armor			
Dwarven Quilt Pants	27-30, 33, 35-44	5.25	47 bc
Medium Cloth Pants	27-30, 33, 35-44	1.2	5 bc
Dwarven Low Steel Plate Breech	33	1.4	347 bc
Dwarven Low Steel Plate Shin Guards	39-44 (50% each)	4.2	104 sc
Dwarven Low Steel Brazed Mail Legs	35-44	13	550 sc
Heavy Leather Boots	45, 46	0.96	5 bc
Medium Cloth Socks	45, 46	0.16	1 bc
Package Total Weight and Cost		101.6 lbs	45gc 27sc



Summary of Armor Protection Values by Hit Position

Positions	Armor Layers	S	C	Ch	P	T	I	F
1	Plate, Padded	37	30	22	33	26	20	17
2	Plate, Quilt	36	32	23	34	27	22	18
3-5	Plate, Padded	37	30	22	33	26	20	17
6, 7	Coat of Scales, Quilt	44	33	25	31	22	24	17
8-13	Coat of Scales, Quilt, Leather, Cloth	46	34	26	32	23	25	18
14	Coat of Scales, Quilt, Cloth	45	33	25	32	22	24	17
15-18	Coat of Scales, Quilt, Leather, Cloth	46	34	26	32	23	25	18
19	Coat of Scales, Quilt, Cloth	45	33	25	32	22	24	17
20	Plate, Quilt, Cloth	37	32	23	35	27	22	18
21-24	Coat of Scales, Quilt, Leather, Cloth	46	34	26	32	23	25	18
25, 26	Plate, Quilt, Cloth	37	32	23	35	27	22	18
27-30	Coat of Scales, Quilt, Cloth	45	33	25	32	22	24	17
31	Plate, Quilt, Cloth	37	32	23	35	27	22	18
32	Lames, Leather	39	31	21	31	20	19	15
33 (50%)	Coat of Scales, Plate, Quilt, Cloth	58	43	31	44	33	28	21
33 (50%)	Plate, Quilt, Cloth	37	32	23	35	27	22	18
34	Lames, Leather	39	31	21	31	20	19	15
35-38	Brazed Mail, Quilt, Cloth	31	28	19	31	22	17	15
39-44 (50%)	Plate, Brazed Mail, Quilt, Cloth	47	40	27	43	33	23	20
39-44 (50%)	Brazed Mail, Quilt, Cloth	31	28	19	31	22	17	15
45, 46	Leather, Cloth	11	10	10	9	9	9	8

Starting Armor Package Dwarven, Well Armored, Late Period

Positions Covered, Weight and Cost by Armor Piece

Head and Neck Armor	Positions Covered	Weight	Cost
Dwarven Low Steel Duerne Helm with Nose Guard	1,2 (25%) 3-5	5.95	174 sc
Quilt Hood	1, 3-7	.9	4 bc
Dwarven Padded Collar	6, 7	1.04	19 bc
Upper Body Armor			
Greater Steel Coat of Plates Shirt	8-13, 15-18, 21-24	25.34	409 sc
Dwarven Low Steel Plate Arms	14, 19, 20, 25, 26, 31	8.4	246 sc
Medium Cloth Shirt	8-13, 15-18, 21-24	1.12	4 bc
Quilt Shirt with Arms	8-26, 31	3	13 bc
Dwarven Low Steel Medium Lamed Finger Gauntlets	32, 34	3.4	126 sc
Medium Leather Gloves	32, 34	.64	3 bc
Lower Body Armor			
Greater Steel Double Mail Pants	27-30, 33, 35-44	19.5	462 sc
Quilt Pants	27-30, 33, 35-44	2.25	12 bc
Medium Cloth Pants	27-30, 33, 35-44	1.2	5 bc
Dwarven Low Steel Plate Breech	33	1.4	347 bc
Heavy Leather Boots	45, 46	.96	5 bc
Medium Cloth Socks	45,4 6	016	1 bc
Package Total Weight and Cost		75.3 lbs	33 gc 24 sc



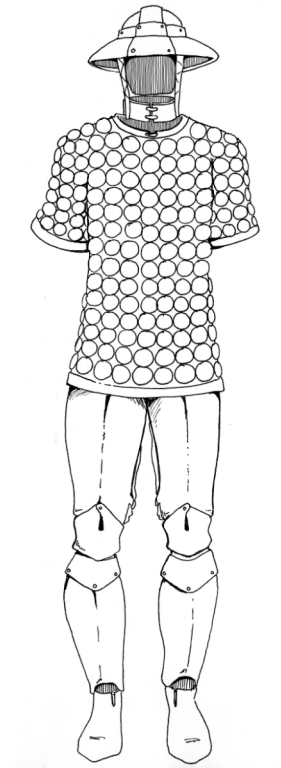
Summary of Armor Protection Values by Hit Position

Positions	Armor Layers	S	C	Ch	P	T	I	F
1	Plate, Quilt	35	29	20	32	25	19	16
2 (25%)	Plate	31	26	17	28	22	15	12
2 (75%)	None	-	-	-	-	-	-	-
3-5	Plate, Quilt	35	29	20	32	25	19	16
6, 7	Padded	14	14	14	15	12	16	14
8-13	Coat of Plates, Quilt, Cloth	32	29	19	27	19	14	13
14	Plate, Quilt, Cloth	36	30	21	32	25	19	16
15-18	Coat of Plates, Quilt, Cloth	32	29	19	27	19	14	13
19, 20	Plate, Quilt, Cloth	36	30	21	32	25	19	16
21-24	Coat of Plates, Quilt, Cloth	32	29	19	27	19	14	13
25, 26	Plate, Quilt, Cloth	36	30	21	32	25	19	16
27-30	Double Mail, Quilt, Cloth	27	23	15	23	15	11	10
31	Plate, Quilt, Cloth	36	30	21	32	25	19	16
32	Lames, Leather	39	31	21	31	20	19	15
33	Plate, Double Mail, Quilt, Cloth	45	37	24	40	30	21	17
34	Lames, Leather	39	31	21	31	20	19	15
35-44	Double Mail, Quilt, Cloth	27	23	15	23	15	11	10
45, 46	Leather, Cloth	11	10	10	9	9	9	8

Starting Armor Package Men, Armored for Travel, Middle Period

Positions Covered, Weight and Cost by Armor Piece

Head and Neck Armor	Positions Covered	Weight	Cost
Greater Steel Medium Plate War Hat	1, 2-5 (25% each)	2.8	275 bc
Quilt Cap	1, 3-5	.6	1 bc
Padded Collar	6,7	.8	3 bc
Upper Body Armor			
Bezainted Padded Byrnie	8-19, 21-24, 27-30, 33 (50%)	14.2	417 bc
Medium Cloth Byrnie	8-19, 21-24, 27-30, 33 (50%)	1.64	2 bc
Lower Body Armor			
Medium Cloth Pants	27-30, 33, 35-44	1.2	1 bc
Medium Hardened Leather Legs	35-44	6.4	19 bc
Medium Leather Shoes	45-46	0.64	1 bc
Medium Cloth Socks	45-46	0.16	N/A
Package Total Weight and Cost		28.4 lbs	72 sc



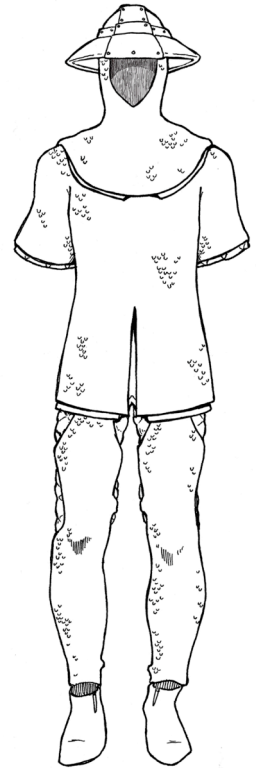
Summary of Armor Protection Values by Hit Position

Positions	Armor Layers	S	C	Ch	P	T	I	F
1	Plate, Quilt	31	25	17	28	22	16	15
2 (25%)	Plate	27	22	14	24	19	12	11
2 (75%)	None	-	-	-	-	-	-	-
3-5 (25%)	Plate, Quilt	31	25	17	28	22	16	15
3-5 (75%)	Quilt	8	6	6	7	6	8	7
6,7	Padded	11	8	9	9	7	10	9
8-19	Bezainted Padded, Cloth	23	15	15	15	12	13	12
20	None	-	-	-	-	-	-	-
21-24	Bezainted Padded, Cloth	23	15	15	15	12	13	12
25, 26	None	-	-	-	-	-	-	-
27-30	Bezainted Padded, Cloth, Cloth	24	15	15	15	12	13	13
31, 32	None	-	-	-	-	-	-	-
33 (50%)	Bezainted Padded, Cloth, Cloth	24	15	15	15	12	13	13
33 (50%)	Cloth	4	3	3	3	3	1	2
34	None	-	-	-	-	-	-	-
35-44	Hardened Leather, Cloth	12	11	8	11	9	6	5
45-46	Leather, Cloth	8	7	7	6	6	6	5

Starting Armor Package Men, Well Armored, Middle Period

Positions Covered, Weight and Cost by Armor Piece

Head and Neck Armor	Positions Covered	Weight	Cost
Greater Steel Medium Plate War Hat	1 (100%), 2-5 (25% each)	2.8	275 bc
Greater Steel Single Mail Hood	1, 3-7	6	589 bc
Quilt Hood	1, 3-7	.9	2 bc
Padded Collar	6,7	.8	3 bc
Upper Body Armor			
Greater Steel Single Mail Byrnie	8-19, 21-24, 27-30, 33 (50%)	20.5	219 sc
Quilt Byrnie	8-19, 21-24, 27-30, 33 (50%)	3.08	6 bc
Medium Cloth Byrnie	8-19, 21-24, 27-30, 33 (50%)	1.64	2 bc
Lower Body Armor			
Quilt Pants	27-30, 33, 35-44	2.25	4 bc
Medium Cloth Pants	27-30, 33, 35-44	1.2	1 bc
Medium Hardened Leather Breech	33	.64	2 bc
Single Mail Half Legs	35-44 (50%)	5	534 bc
Medium Cloth Socks	45-46	.16	N/a
Medium Leather Shoes	45-46	.64	1 bc
Package Total Weight and Cost		45.6 lbs	361 sc



Summary of Armor Protection Values by Hit Position

Positions	Armor Layers	S	C	Ch	P	T	I	F
1	Plate, Single Mail, Quilt	39	33	21	35	26	17	16
2 (25%)	Plate	27	22	14	24	19	12	11
2 (75%)	None	-	-	-	-	-	-	-
3-5 (25%)	Plate, Single Mail, Quilt	39	33	21	35	26	17	16
3-5 (75%)	Single Mail, Quilt	24	21	13	22	15	11	10
6,7	Single Mail, Padded, Quilt	28	24	16	24	17	15	14
8-19	Single Mail, Quilt, Cloth	25	22	14	22	15	11	10
20	None	-	-	-	-	-	-	-
21-24	Single Mail, Quilt, Cloth	25	22	14	22	15	11	10
25-26	None	-	-	-	-	-	-	-
27-30	Single Mail, Quilt, Cloth	25	22	14	22	15	11	10
31, 32	None	-	-	-	-	-	-	-
33 (50%)	Single Mail, Hardened Leather, Quilt, Quilt	28	25	15	25	17	14	12
33 (50%)	Hardened Leather, Quilt, Cloth	15	13	10	13	10	11	10
34	None	-	-	-	-	-	-	-
35-44 (50%)	Single Mail, Quilt, Cloth	25	22	14	22	15	11	10
35-44 (50%)	Quilt, Cloth	10	8	8	9	8	9	8
45-46	Leather, Cloth	8	7	7	6	6	6	5

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