

## Equipment Guide For New Characters

When creating a new character, add everything under “**All Classes**” to your sheet, as well as everything listed for the class you have selected. Make any choices as indicated by an “OR”. The coin weight of each item is listed next to the item. For more info on weight, see page 44 and 102 of the Rules Tome. For armor values and weapon damage, see page 44 and 45.

### All Classes

Backpack

Waterskin

Tinderbox

Lantern and 1 Flask of Oil OR Torches x6

Iron Rations (For one week) x 2

**Total Weight: 80 coins (this includes all misc. gear below)**

### Cleric

Mace **(30)** OR Warhammer **(30)**

Shield **(100)** OR Club **(30)**

Sling with 30 stones **(20)**

Leather Armor **(200)**

Holy Symbol **(Misc.)**

1d4 Silver coins

### Dwarf

Battle Axe **(50)** OR Crossbow and 20 Quarrels **(50)**

Warhammer **(30)** and Shield **(100)** OR Sword **(60)**

Leather Armor **(200)**

Hammer **(Misc.)**

1d4 Silver Coins

### Elf

Sword **(60)**

Spear **(30)** and Shield **(100)** OR Shortbow and 20 arrows **(30)**

Leather Armor **(200)**

Parchment **(Misc.)**

Quill and Ink **(Misc.)**

Spellbook **(Misc.)**

Wolfsbane **(Misc.)**

1d4 Silver Coins

### **Fighter**

Sword (60) and Shield (100) OR Two-handed Sword (150) OR Polearm (150)

Leather Armor (200)

Hand Axe (30)

Rope 50' (Misc.)

1d12 Silver Coins

### **Halfling**

Sling with 30 Stones (20) OR Dagger (10)

Short sword (30) OR Shortbow with 20 Arrows (30) OR Crossbow with 20 Quarrels (50)

Leather Armor (200) OR Shield (100)

Small Sack (Misc.)

Crowbar (Misc.)

1d8 Silver Coins

### **Magic-User**

Dagger x 4 (10 each)

Parchment (Misc.)

Quill and Ink (Misc.)

Spellbook (Misc.)

Large Sack (Misc.)

Garlic (Misc.)

2d10 Silver Coins

### **Thief**

Short Sword (30) OR Club (50)

Dagger (10)

Crossbow and 20 Quarrels (50) OR Shortbow and 20 Arrows (30)

Leather Armor (200)

Thieves' Tools (Misc.)

1d4 Silver Coins