

Starting Equipment

You get **2d6** silver pieces & the following free:

Backpack

Bedroll

Food (3 day's worth)

Waterskin

Tinderbox (with flint & steel)

Torch

Dagger *

Now, choose a **Weapon & 3** of the following:

Leather Armor

Shield

50' Rope

Grapple

5 Iron Spikes & Small Hammer

10' Pole

Upgrade Torch to Lantern & Pint of Oil

An Additional Weapon

* for **Divine-Petitioners** a wooden Holy Symbol instead.

Magic-Users also get a Spell Book.