

## Starting Equipment

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

Backpack	•
Bedroll	••
Food, Hardtack (3 day's worth)	•
Waterskin (½ gallon)	••
Tinderbox (with flint & steel)	•
Torch	•
Dagger	•

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

Leather Armor	1.5
Shield	1
50' Rope	1
Grapple	1
5 Iron Spikes & Small Hammer	1
10' Pole	1
Upgrade Torch to Lantern & Pint of Oil	1
An Additional Weapon	

**Divines** also start with a wooden Holy Symbol.

**Magic-Users** also start with a Spell Book.

• = 1/6 stone

