

Starting Equipment

You get the following:

Backpack

Bedroll

Tinderbox (with flint & steel)

Rations, dried (1 week)

Waterskin

3 Torches

Dagger

Leather Armor

Weapon of Choice

2d6 gold pieces

And choose 4 from these:

50' Rope

Grapnel

5 Iron Spikes & Small Hammer

10' Pole

Upgrade from Torches to Lantern & 3 pints of Oil

Shield

Second Weapon

In addition, if you are a:

Cleric you start with a wooden Holy Symbol.

Wizard you start with a Spell Book.