

GURPS[®]

Fourth Edition

DUNGEON FANTASY™ 13

LOADOUTS™



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CONTENTS

INTRODUCTION	3	Messenger/Rogue Cleric	12	MARTIAL ARTIST	21
About the Author	3	Night Cleric	12	Empty-Hand Warrior	21
<i>About GURPS</i>	3	Sea Cleric	12	Armored Martial Artist	21
1. LOADOUTS	4	Storm Cleric	13	Weapon Lenses	21
Reading Loadouts	4	Sun Cleric	13	NINJA	22
<i>Little, Big</i>	4	War Cleric	13	Master of Death	22
BASIC LOADOUTS	5	Evil Cleric	13	Master of Missiles	22
<i>Mount Up!</i>	5	DRUID	13	Master of Stealth	22
Minimal Delver's Kit	5	Beastmaster	13	Master of Tools	22
Deluxe Delver's Kit	5	Elementalist	14	<i>Repeating Pistol Crossbow</i>	23
Group Kit	6	Green Druid	14	SCHOLAR	23
<i>New Weapons</i>	6	HOLY WARRIOR	14	Curator	23
ARTIFICER	7	Armor of God	14	Professor	23
Inventor	7	Crusader	14	Wise Man	24
Field Alchemist	7	Evil Crusader	15	SCOUT	24
<i>Tool Vest</i>	7	Holy Warrior of Agriculture	15	Bounty Hunter	24
Engineer	7	Holy Warrior of Artificers	15	Ranger	24
BARBARIAN	8	Holy Warrior of Cities	15	Sharpshooter	24
Light Barbarian	8	Holy Warrior of Death	16	SUMMONER	25
<i>Partial Armor</i>	8	Holy Warrior of Earth	16	Demonologist	25
Heavy Barbarian	8	Holy Warrior of Fire	16	Elementalist	25
Axe	8	Holy Warrior of Healing	16	Necromancer	25
Broadsword	8	Holy Warrior of the Hunt	17	<i>Dungeon Camouflage</i>	25
Flail	9	Holy Warrior of Love	17	Shaman	26
Polearm	9	Holy Warrior of		High-Overhead Summoner	26
Spear	9	Messengers/Rogues	17	SWASHBUCKLER	26
Two-Handed Axe	9	Holy Warrior of Night	17	Bladed Ruffian	26
Two-Handed Flail	9	Holy Warrior of the Sea	17	Gentleman Adventurer	26
Two-Handed Sword	9	Holy Warrior of Storms	18	Rapier-and-Buckler	27
BARD	9	<i>For the Uniform</i>	18	Shortsword-and-Main-Gauche	27
Wandering Minstrel	9	Holy Warrior of the Sun	18	Smallsword-and-Cloak	27
Courtly Bard	10	Holy Warrior of War	18	Saber	27
Sword-and-Cloak	10	Scourge of Good	18	THIEF	27
Sword-and-Shield	10	INNKEEPER	19	Basic Thief	27
CLERIC	10	Hole-in-the-Wall Barkeep	19	Burglar	27
Agricultural Cleric	10	Establishment Proprietor	19	Assassin	28
Artificer Cleric	10	KNIGHT	19	WIZARD	28
City Cleric	11	Light Warrior	19	Fighting Wizard	28
Death Cleric	11	Medium Warrior	20	Scholarly Wizard	28
Earth Cleric	11	Heavy Warrior	20	2. DUNGEON FANTASY	
Fighting Cleric	11	Axe-and-Shield	20	EQUIPMENT	
Fire Cleric	11	Polearm	20	SHEETS	29
Healing Cleric	11	Sword-and-Shield	20	INDEX	53
Hunting Cleric	12	Two-Handed Axe	20		
Love Cleric	12	Two-Handed Sword	21		

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INTRODUCTION

If you accumulate a **lot** of gear, consider keeping it on a separate sheet.

– *GURPS Basic Set*

One of the great tropes of adventure fiction is the arming scene: a detailed description of the hero preparing his gear for battle. Sir Gawain gets one in *Sir Gawain and the Green Knight*; several Classical heroes get them in the *Iliad*, the *Odyssey*, and the *Aeneid*; and Arnold Schwarzenegger gets some memorable ones in *The Terminator* and *Commando*.

Unfortunately, gearing up in an RPG is often more an exercise in accounting than a rousing display of heroic preparation. *GURPS Dungeon Fantasy* makes it easy to build a character. Instead of plowing through the whole of the *GURPS Basic Set* and *GURPS Magic*, a player can choose a “job description,” find an appropriate template, select a few options, and be ready to play *except* for picking up that all-important gear. But just as a player building a character from scratch has to walk a line between broad talents and specific abilities within his point budget, he must strike a balance between cost, weight, effectiveness, and skill within his equipment budget: That sword is nice, but can I afford armor if I buy it? The armor’s great, but will I be able to move when I wear it? Do I need to go back and shuffle some points into cash? Did I remember to account for my Size Modifier? Did I actually take the skill to *use* that item?

GURPS Dungeon Fantasy 13: Loadouts applies the rapid, template-based approach used for character design to the task of buying equipment. Once you’ve decided which character template to use, look over the related loadouts. Each lists gear appropriate to a particular take on a character template, and indicates which template options to pick to make it work. For example, a hero built using the knight template might be a Viking warrior, a nobleman in shining armor, or a lightly armed thug. Loadout lenses provide choices for subsets of kit that you can mix and match to produce a desired effect or fit a particular budget.

Loadouts requires only the *Basic Set*, *GURPS Dungeon Fantasy 1: Adventurers*, and *GURPS Dungeon Fantasy 8: Treasure Tables*. However, it provides loadouts for not just the templates in *Adventurers* but also those in *GURPS Dungeon Fantasy 3: The Next Level*, *GURPS Dungeon Fantasy 4: Sages*, *GURPS Dungeon Fantasy 7: Clerics*, *GURPS Dungeon Fantasy 9: Summoners*, *GURPS Dungeon Fantasy 10: Taverns*, and *GURPS Dungeon Fantasy 12: Ninja*. No loadout

uses gear from one book (aside from the required volumes) to outfit a template from another, though – *only* the ninja loadouts draw gear from *Ninja*, *only* the innkeeper loadouts use items from *Taverns*, and so on.

ABOUT THE AUTHOR

Matt Riggsby has been playing RPGs since the only game in town came in three poorly typeset tan booklets in a white box, using cheap dice which slowly converted themselves from icosahedrons to spheres. Having been educated in the lore of lost civilizations, he still kills things and takes their stuff while working a day job for artificers of engines of great healing. The marching order for the rest of his party includes a sorceress, a second-level rogue, and a pack of dogs.

About GURPS

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Bibliographies. Many of our books have extensive bibliographies, and we’re putting them online – with links to let you buy the resources that interest you! Go to each book’s web page and look for the “Bibliography” link.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all *GURPS* releases, including this book, are available on our website – see above.

Rules and statistics in this book are specifically for the *GURPS Basic Set, Fourth Edition*. Page references that begin with B refer to that book, not this one.

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CHAPTER ONE

LOADOUTS

To start with, buy at least the *minimal delver's kit* under *Basic Loadouts* (pp. 5-6), and perhaps a lens for that. Then select a lens appropriate to your character's template. Some templates, particularly the more combat-intensive ones, call for two lenses. For example, the barbarian, knight, and swash-buckler get a range of lenses that represent weapons and armor separately.

READING LOADOUTS

Name: Each loadout is titled with a name. This usually matches that of an associated character template or style of template.

Total Cost and Weight: Just below the name are the total cost and weight of all the loadout's gear. Unless indicated otherwise, these totals assume a hero with SM 0.

Alternate SMs: Next is a block of costs and weights for delvers with SM other than 0. Rules for scaling weapons and armor for heroes with SM -1 to -6 appear on p. 8 of *The Next Level*; those for folk with SM +1 are found on pp. 27-28 of *Adventurers*. The costs of reduced-size gear assume that the adventurer *isn't* buying special "faerie" equipment – be sure to reduce effectiveness appropriately, especially for weapons! To purchase faerie gear for negative-SM delvers, pay the price listed for SM 0 but use the reduced weight for the appropriate SM. For further information, see *Little, Big* (below).

Little, Big

The Next Level and *Adventurers* present weapon- and armor-scaling rules, but combat gear isn't everything!

- *Armor* scales as per *The Next Level*, p. 8: Reduce weight, leave cost alone, and apply SM as a DR penalty.

- *Weapons* also scale as per *The Next Level*, p. 8. Reach, weight, ST, and damage are always reduced. For *mundane* weapons, cost is reduced, too, and effectiveness suffers (e.g., missile weapons get less range); for *faerie* weapons, cost is that of the full-sized version but effectiveness doesn't otherwise change.

- *Shields* scale as weapons (*not* as armor).

- *Things worn, slept in, or that bear a load* use the weight scaling for armor. This includes blankets, clothing, environmental protection (like alchemist's garb), packs, quivers, and tents, but *not* canteens (see below). Cost is *also* reduced, using the same factor as weight; e.g., a backpack for a SM -4 adventurer has 1/20 the cost *and* weight of a full-sized pack. If such an article lists a weight or volume capacity, then that scales with weight; e.g., that backpack not only weighs 0.5 lb. instead of 10 lbs. but holds 5 lbs. instead of 100 lbs. Counts don't change – a tiny quiver or tent accommodates no fewer arrows or delvers, just smaller ones. Though faerie garments and backpacks are possible, they lack the attributes that faerie-work protects, making mundane items cheaper and no less effective.

- *Tools* scale as weapons. This affects not just pickaxes, but also tool *kits* (and similar sets of implements, like personal and group basics), holy symbols, lockpicks, musical instruments, optics, surgical instruments, whetstones, cooking utensils, etc. Like faerie tents and sleeping bags, faerie-work tools exist, but as they don't have the attributes that

faerie-style craftsmanship preserves, mundane tools are less expensive yet just as effective on a day-to-day basis. Articles that inflict damage – e.g., caltrops and traps – count as weapons and experience the usual damage modifiers.

Tiny delvers who desire full-sized versions of the above are welcome to them, if they're willing to pay for and carry heavier and often costlier items! There's no special penalty beyond this – but as such goods have appropriately sized straps, handles, controls, etc., larger users suffer a penalty equal to the SM disparity on any skill roll for the gear.

A few other cases:

- *Bulk goods* and *things that rely on absolute length, weight, or volume for effect* don't scale: Candles and oil burn in proportion to their mass for delvers of any size. Bandages, healer's kits, healing potions, etc. must be large enough to affect any likely recipient – and this goes for *bad* stuff, too, like grenade potions, nageteppos, and poisons. Rations don't scale but may end up being eaten more or less quickly; the same goes for water, so canteens don't scale, either. Rope, poles, etc. are only as strong and as long as purchased; a pixie could buy cord instead of rope, but it wouldn't support his larger friends and he'd still need length enough for his intended purpose. And a gallon of ale is a gallon of ale, no matter how many gnomes can get tipsy from it.

- *Texts* (primers, textbooks, etc.) have their own rules for different scales (*Sages*, p. 13). They're treated here as not changing weight or cost with SM, because faerie-scale texts are prohibitively expensive for starting adventurers. However, small heroes with big bankrolls can look into buying tiny books!

Gear: Items of equipment, listed in a regular format:

- First, an italicized *Equipment Name*, including the number of items carried in lots (e.g., *Arrows* ×20) and any quality modifiers (e.g., *Fine*, *Silver-Plated Large Knife*).

And only last night you said to yourself: "Sam, what about a bit of rope?"

– *Samwise Gamgee, The Fellowship of the Ring*

- Next comes a parenthetical (page reference) to consult for further information such as a missile weapon’s range stats or a potion’s effects. To conserve space, references abbreviate the *GURPS Basic Set, Fourth Edition* as “B” and *GURPS Dungeon Fantasy* volumes as boldface, italic numerals: **1**, **2**, **3**, etc. For example, “(4, p. 12)” is short for “page 12 of *GURPS Dungeon Fantasy 4: Sages*.”

- After that is a boldface, bracketed [**Carrying Location**], indicating where and sometimes *how* the item is transported. In some cases, multiple locations appear. Objects in quantity – especially ammunition – may be put in one location, up to the maximum amount that location can hold, or split among several locations.

- Location may be followed by rules details such as DR, damage stats, or value as a power item.

- Each entry ends with the item’s cost and weight.

BASIC LOADOUTS

There are some things that every adventurer needs: outdoor survival gear, lighting, food, and so on.

Minimal Delver’s Kit

This is the suggested bare minimum for short-term travel and wilderness survival in environments that aren’t terribly demanding. It includes just enough provisions and basic comforts to avoid penalties for sleeping on rocks and eating bark for a few days, light for a couple of hours underground, a little rope for light-duty climbing and binding, and a bag to hold it all. This kit’s main advantage is cheapness – all but the poorest delvers can afford it. Penny-pinchers with the Survival skill might be tempted to forego buying even this much (why buy tasteless dried rations when you can trap tasty fresh game?), but the GM may impose penalties if traveling under harsh conditions, and *everyone* should have climbing gear and lighting for nighttime and subterranean adventures.

Minimal Delver’s Kit

\$100, 20.5 lbs.

Alternate SMs: -6 (\$45.70, 12.61 lbs.), -4 (\$48.13, 12.98 lbs.), -2 (\$56.67, 14.23 lbs.), -1 (\$73.33, 16.67 lbs.), +1 (\$152.50, 28 lbs.).

- *Blanket* (p. B288) [**Torso**] \$20, 4 lbs.
- *Canteen* (p. B288) [**Torso**] \$10, 3 lbs.
- *Personal Basics* (p. B288) [**Sack or Backpack**] \$5, 1 lb.
- *Rations* ×12 (p. B288) [**Sack or Backpack**] \$24, 6 lbs.
- *Rope, 3/8" (10 yards)* (p. B288) [**Sack or Backpack**] Supports 300 lbs. \$5, 1.5 lbs.
- *Sack (1, p. 24)* [**Torso**] Holds 40 lbs. \$30, 3 lbs.
- *Torch* ×2 (p. B288) [**Sack or Backpack**] \$6, 2 lbs.

Deluxe Delver’s Kit

This add-on to the minimal delver’s kit offers a more comprehensive loadout for the well-prepared adventurer. It provides better lighting, climbing gear, and protection from the elements; superior storage; extra provisions; and welcome redundancy. Though the cost looks steep for a

starting hero without above-average Wealth, a single character point converted to money (\$500) will cover most of it.

Lens: Deluxe Delver’s Kit

+\$559, +40.2 lbs.

Alternate SMs: -6 (\$153.52, 15.31 lbs.), -4 (\$173.60, 16.41 lbs.), -2 (\$240.07, 20.31 lbs.), -1 (\$366.33, 27.93 lbs.), +1 (\$931, 64.4 lbs.).

Mount Up!

Delvers with lots of gear (or high expectations!) may want help carrying their stuff, which means riding beasts, pack animals, and even vehicles. As these are often priced out of reach of the starting adventurer – and at any rate are rarely taken into dungeons and other extremely dangerous areas – they aren’t a key part of equipping most heroes. For reference, though, here are costs for several transportation solutions. *Effective Load* is the maximum cargo capacity for vehicles or the Medium encumbrance limit for animals, pre-adjusted for riding gear.

<i>Animal/Vehicle</i>	<i>Cost</i>	<i>Effective Load</i>	<i>Notes</i>
Cavalry Horse	\$4,250	273 lbs.	[1]
Chariot	\$2,730	400 lbs.	[2]
Donkey	\$1,035	132 lbs.	[3]
Saddle Horse	\$1,450	246 lbs.	[1]
Stallion	Special	420 lbs.	[1, 4]
Wagon	\$3,680	1,000 lbs.	[5]
Warhorse	\$5,250	310 lbs.	[6]

Notes

- [1] Includes saddle and saddlebags.
- [2] Includes two horses.
- [3] Typically used solely as a pack animal; includes bridle but no saddle.
- [4] See *Allies*, p. 10, for how to obtain a stallion.
- [5] Includes two oxen.
- [6] Includes war saddle.

- *Backpack, Frame* (p. B288) [**Torso**] \$100, 10 lbs.
- *Bull's-Eye Lantern* (1, p. 26) [**Sack or Backpack**] \$100, 2 lbs.
- *Delver's Webbing* (1, p. 25) [**Torso**] \$160, 3 lbs.
- *Grapple* (p. B288) [**Sack or Backpack**] Throw to 2×ST yards. \$80, 2 lbs.
- *Hooded Cape* (8, p. 17) [**Torso**] Can be used as a light cloak in combat (DB 1). \$22, 2.2 lbs.
- *Lantern Oil, 5 pints* (p. B288) [**Sack or Webbing**] \$10, 5 lbs.
- *Rations ×6* (p. B288) [**Sack or Backpack**] \$12, 3 lbs.
- *Rope, 3/4" (10 yards)* (p. B288) [**Sack or Backpack**] Supports 1,100 lbs. \$25, 5 lbs.
- *Sleeping Fur* (p. B288) [**Sack or Backpack**] \$50, 8 lbs.

Group Kit

Not everyone needs his own shovel or first aid kit, but no team of adventurers should be without a few such items! This kit contains accessories that every group ought to have on hand but that don't obviously fit a specific template. Consider obtaining one per three or four party members. Delvers customarily pool money remaining after buying personal gear to purchase this equipment, though someone may ultimately

have to spend a point on extra starting cash. In the wilderness, this stuff can be loaded on a beast of burden. In the dungeon, it may be necessary to divvy it up and distribute it among several people, unless there's a lightly armored barbarian who doesn't mind slinging it on his back.

Lens: Group Kit

+\$365, +80 lbs.

Alternate SMs: -6 (\$63.98, 8.84 lbs.), -4 (\$80.63, 13.43 lbs.), -2 (\$132.34, 26.54 lbs.), -1 (\$227.66, 49.66 lbs.), +1 (\$623.50, 134.5 lbs.). Divide a mixed-SM party into threes and fours, and buy each group one kit suitable for its *largest* member.

- *Crowbar, 3'* (p. B289) [**Sack or Webbing**] \$20, 3 lbs.
- *First Aid Kit* (p. B289) [**Sack or Backpack**] \$50, 2 lbs.
- *Group Basics* (p. B288) [**Sack or Backpack**] \$50, 20 lbs.
- *Pickaxe* (p. B289) [**Sack or Backpack**] \$15, 8 lbs.
- *Pole, 10'* (p. B288) [**Torso**] \$8, 5 lbs.
- *Sack ×2* (1, p. 24) [**Torso**] Holds 40 lbs. \$60, 6 lbs.
- *Shovel* (p. B289) [**Sack or Backpack**] \$12, 6 lbs.
- *Tent, 4-Man* (p. B288) [**Sack or Backpack**] \$150, 30 lbs.

New Weapons

Some loadouts in this book require new weapons.

Melee Weapons

Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
JITTE/SAI (DX-5, Force Sword-4, Main-Gauche-4, or Shortsword-3)							
Sai	sw cr	1	0	\$60	1.5	7	[1, 2]
or	thr imp	1	0	–	–	7	
MAIN-GAUCHE (DX-5, Jitte/Sai-4, Knife-4, Rapier-3, Saber-3, or Smallsword-3)							
Main-Gauche	sw-3 cut	C, 1	0F	\$50	1.25	6	[3]
or	thr imp	C, 1	0F	–	–	6	
SPEAR (DX-5, Polearm-4, or Staff-2)							
Trident	thr+3(0.5) imp	1*	0U	\$80	5	11	[4]
two hands	thr+4(0.5) imp	1, 2*	0	–	–	10†	[4]

Notes

- [1] Gets +2 to disarm when wielded with Jitte/Sai skill; see pp. B208, B401.
 [2] Throwable (see below).
 [3] Has a basket hilt that gives the hand DR 4. Cumulative with glove DR, but cannot be used with *metal* gauntlets.
 [4] Always gets -2 to hit; can strike to disarm (p. B401) without the *extra* -2 to hit for using a non-fencing weapon; and gives the target -1 to Dodge, +1 to Block or Parry.

Ranged Weapons

Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk
THROWN WEAPON (KNIFE) (DX-4)									
Sai	thr imp	0	×0.8/×1.5	1.5	1	T(1)	\$60	7	-3
THROWN WEAPON (STICK) (DX-4)									
Boomerang	sw cr	2	×6/×10	1	1	T(1)	\$20	6	-2

ARTIFICER

Choose between the *inventor*, *field alchemist*, and *engineer* lenses. Any artificer with some spare cash – but particularly inventors – may want to buy a few additional bits of lightweight gear to leave at home and pull out as Gizmos (*Sages*, p. 4).

Inventor

This is a minimal kit for an adventuring artificer. It calls for a small batch of tools, but it's mostly weapons and armor – perhaps the inventor spends idle hours tinkering with his crossbow. It's suitable for adventurers who rely on improvisational skill (and perhaps a fistful of Gizmos) rather than a wide range of equipment. Select Crossbow, Main-Gauche, and Smallsword skills.

Lens: Inventor

+\$874, +20.97 lbs.

Alternate SMs: -6 (\$34.66, 0.77 lb.), -4 (\$108.50, 2.45 lbs.), -2 (\$290, 6.66 lbs.), -1 (\$581, 13.56 lbs.), +1 (\$1,316, 32.71 lbs.).

- *Crossbow* (p. B276) [**Torso**] Damage thr+4 imp. \$150, 6 lbs.
- *Crossbow Bolts* ×12 (p. B276) [**Quiver**] \$24, 0.72 lb.
- *Main-Gauche* (p. 6) [**Torso**] Damage sw-3 cut, thr imp. \$50, 1.25 lbs.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Shoulder Quiver* (p. B289) [**Torso**] Holds up to 12 bolts. \$10, 0.5 lb.
- *Smallsword* (p. B273) [**Torso**] Damage thr+1 imp. \$400, 1.5 lbs.
- *Tool Vest* (below) [**Torso**] -1 to applicable skills. \$240, 9 lbs.

Field Alchemist

This kit is for the artificer who tinkers with beakers and chemicals rather than gears and levers. It includes some arms and armor, but consists mainly of alchemical apparatus and preparations. Select Axe/Mace skill and Throwing (to be a dead shot with potion grenades!). This loadout requires at least two points in Signature Gear or converted to cash; the backpack alchemy lab is suitable for Signature Gear and Equipment Bond.

Lens: Field Alchemist

+\$1,845, +40.9 lbs.

Alternate SMs: -6 (\$406.35, 6.18 lbs.), -4 (\$513, 8.23 lbs.), -2 (\$797, 14.36 lbs.), -1 (\$1,277.50, 25.49 lbs.), +1 (\$2,945, 69.4 lbs.).

- *Acid Grenade* ×4 (1, p. 28) [**Sack, Webbing, or Potion Belt**] 1d-3 corrosion damage. \$40, 4 lbs.
- *Alchemist's Fire* (1, p. 28) [**Sack, Webbing, or Potion Belt**] 1d burning damage/second for 30 seconds. \$100, 1 lb.
- *Alchemist's Garb* (4, p. 12) [**Torso**] Protects from contact agents; -1 to DX if worn over armor. \$225, 5 lbs.
- *Axe* (p. B271) [**Belt or Back**] Damage sw+2 cut. \$50, 4 lbs.
- *Backpack Alchemy Lab* (1, p. 26) [**Torso**] \$1,000, 10 lbs.
- *Leather Armor* (p. B283) [**Torso**] DR 2. \$100, 10 lbs.

- *Leather Pants* (p. B283) [**Legs**] DR 1*. \$40, 3 lbs.
- *Nageteppo, Flash* (1, p. 25) [**Sack or Webbing**] Everyone within 10 yards of target hex rolls vs. HT or suffers Blindness. \$40, 0.2 lb.
- *Nageteppo, Smoke* (1, p. 25) [**Sack or Webbing**] Fills two-yard radius with smoke. \$40, 0.2 lb.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Potion Belt* (1, p. 25) [**Torso**]. \$60, 1 lb.
- *Tinted Goggles* (1, p. 26) [**Head**] Grants Protected Vision, but -5 to Vision rolls. \$150, 0.5 lb.

Tool Vest

A full backpack tool kit (*Adventurers*, p. 24) is great, but bulky, expensive, and hard to get to in an emergency. The tool vest is a heavy cloth or leather garment – roomy enough to wear over armor and heavy clothing – with many, many pockets containing a wide range of tools. It isn't as complete as a backpack kit (-1 to skill), but it's inexpensive and lightweight. \$240, 9 lbs.

Engineer

In addition to possible Gizmos, the engineer hauls around a wide range of tools and tool kits. This loadout is complete, but it's also expensive (calls for Comfortable wealth, or at least two points in Signature Gear or traded for cash) and *heavy*. Added to the minimal delver's kit, it pushes the typical engineer well into Heavy encumbrance. Select Cloak and Smallsword skills, and strongly consider Lifting ST!

Lens: Engineer

+\$1,874, +62.72 lbs.

Alternate SMs: -6 (\$314.06, 7.75 lbs.), -4 (\$450.75, 11.79 lbs.), -2 (\$787.33, 22.58 lbs.), -1 (\$1,327.67, 40.89 lbs.), +1 (\$2,881, 99.83 lbs.).

- *Backpack Tool Kit, Engineer (Gadgets)* (1, p. 24) [**Torso**] \$600, 20 lbs.
- *Bit and Brace* (1, p. 25) [**Sack or Backpack**] Damage sw-2(2) pi++. \$120, 5 lbs.
- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Crossbow* (p. B276) [**Torso**] Damage thr+4 imp. \$150, 6 lbs.
- *Crossbow Bolts* ×12 (p. B276) [**Quiver**] \$24, 0.72 lb.
- *Delver's Periscope* (8, p. 24) [**Sack or Backpack**] \$50, 4 lbs.
- *Jamming Glue* (8, p. 36) [**Sack or Webbing**] \$60, 1 lb.
- *Leather Armor* (p. B283) [**Torso**] DR 2. \$100, 10 lbs.
- *Light Cloak* (p. B287) [**Torso**] DB 1. \$20, 2 lbs.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Pole, Collapsible* ×5 (8, p. 24) [**Sack or Backpack**] \$10, 5 lbs.
- *Shoulder Quiver* (p. B289) [**Torso**] Holds up to 12 bolts. \$10, 0.5 lb.
- *Smallsword* (p. B273) [**Torso**] Damage thr+1 imp. \$400, 1.5 lbs.
- *Trap-Finder's Kit* (4, p. 12) [**Sack or Backpack**] \$250, 2 lbs.

BARBARIAN

Barbarians are strong enough to wear heavy armor but tough enough that they don't necessarily *need* it. This is a particular concern for those on a budget. Their enormous size makes their armor much heavier and more expensive, so most opt for a really good weapon, relying on their offensive abilities to end fights quickly and their durability to pull them through battles that run too long.

Most barbarians require two loadout lenses. First, select either the *light barbarian* or *heavy barbarian* lens for armor – or neither, for the sort of barbarian who runs into battle naked! Then pick a weapon lens.

Unlike loadouts for other templates, those for barbarians assume SM +1 when giving weight, cost, and weapon damage. Be sure to check the “Alternate SMs” list for fighters of other sizes – barbarian dwarves, knights and holy warriors who want to use barbarian-styled equipment, etc.

Assuming at least the minimal delver's kit, several load-out combinations require points in Signature Gear or traded for cash:

0 points: *light barbarian + flail; light barbarian + polearm; light barbarian + spear; light barbarian + two-handed axe; light barbarian + two-handed flail.*

1 point (\$500): *light barbarian + axe; light barbarian + broadsword; heavy barbarian + two-handed axe; heavy barbarian + two-handed flail.*

2 points (\$1,000): *light barbarian + two-handed sword; heavy barbarian + axe; heavy barbarian + flail; heavy barbarian + polearm; heavy barbarian + spear.*

3 points (\$1,500): *heavy barbarian + broadsword.*

4 points (\$2,000): *heavy barbarian + two-handed sword.*

Light Barbarian

This is suitable for a barbarian who runs into battle with a minimum of protection, expecting to keep enemies at bay with weapons rather than to absorb their blows with armor.

Partial Armor

Barbarians are known for wearing scraps of gear that provide a bare minimum of armor coverage and modesty. For either purpose, the protection is largely symbolic, but it's inexpensive and relatively lightweight.

Armor	Location	DR	Cost	Weight
Mail Loincloth	Groin	4/2*	\$60	6
Partial Mail Top	Torso†	4/2*	\$75	7
Partial Plate Top	Torso†	5	\$280	8

† Classically a bikini-style top, but can also represent a midriff-baring partial shirt, a network of armored belts and suspenders, and other more unisex items that provide partial torso coverage. On any *torso* or *vitals* hit, roll 1d: 1-3 means the location is protected; 4-6 indicates the attack hits an unarmored area, which gets no DR. Treat intentional targeting as attacking chinks in armor at half the usual penalty.

Lens: Light Barbarian

+\$270, +28 lbs.

Alternate SMs: -6 (\$135, 0.14 lb.), -4 (\$135, 0.7 lb.), -2 (\$135, 2.8 lbs.), -1 (\$135, 7 lbs.), +0 (\$135, 14 lbs.).

- *Light Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$60. \$0, 2 lb.
- *Partial Mail Top* (above) [**Torso**] DR 4/2*. \$150, 14 lbs.
- *Mail Loincloth* (above) [**Groin**] DR 4/2*. \$120, 12 lbs.

Heavy Barbarian

This is for a better-armored barbarian, such as a Viking raider. While not as good as what a knight might expect to use, it protects the vital areas.

Lens: Heavy Barbarian

+\$1,040, +84 lbs.

Alternate SMs: -6 (\$520, 0.42 lb.), -4 (\$520, 2.1 lbs.), -2 (\$520, 8.4 lbs.), -1 (\$520, 21 lbs.), +0 (\$520, 42 lbs.).

- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 4 lbs.
- *Pot-Helm* (p. B284) [**Head**] DR 4. \$200, 10 lbs.
- *Scale Armor* (p. B283) [**Torso**] DR 4. \$840, 70 lbs.

Axe

Select Axe/Mace, Bow, and Shield skills.

Lens: Axe

+\$705, +36.5 lbs.

Alternate SMs: -6 (\$18.15, 0.93 lb.), -4 (\$57, 2.93 lbs.), -2 (\$152.99, 7.87 lbs.), -1 (\$307.51, 15.83 lbs.), +0 (\$465, 24 lbs.).

- *Arrows* ×20 (p. B276) [**Quiver**] \$60, 3 lbs.
- *Balanced Axe* (p. B271) [**Belt or Back**] Damage sw+3 cut. \$375, 6 lbs.
- *Hip Quiver* (p. B289) [**Torso**] Holds up to 20 arrows. \$30, 2 lbs.
- *Medium Shield* (p. B287) [**Torso**] DB 2. \$90, 22.5 lbs.
- *Regular Bow* (p. B275) [**Torso**] Damage thr+2 imp. \$150, 3 lbs.

Broadsword

Select Broadsword, Shield, and Thrown Weapon (Spear) skills.

Lens: Broadsword

+\$1,020, +39 lbs.

Alternate SMs: -6 (\$27.20, 1.04 lbs.), -4 (\$85, 3.26 lbs.), -2 (\$226.67, 8.67 lbs.), -1 (\$453.33, 17.33 lbs.), +0 (\$680, 26 lbs.).

- *Broadsword* (p. B271) [**Torso**] Damage sw+2 cut, thr+2 cr. \$750, 4.5 lbs.
- *Javelin* ×4 (p. B273) [**Torso**] Damage thr+2 imp. \$180, 12 lbs.re
- *Medium Shield* (p. B287) [**Torso**] DB 2. \$90, 22.5 lbs.

Flail

Select Flail, Shield, and Thrown Weapon (Axe/Mace) skills.

Lens: Flail

+\$390, +43.5 lbs.

Alternate SMs: -6 (\$10.40, 1.16 lbs.), -4 (\$32.50, 3.63 lbs.), -2 (\$86.67, 9.67 lbs.), -1 (\$173.33, 19.33 lbs.), +0 (\$260, 29 lbs.).

- *Medium Shield* (p. B287) **[Torso]** DB 2. \$90, 22.5 lbs.
- *Morningstar* (p. B272) **[Torso]** Damage sw+4 cr. \$120, 9 lbs.
- *Throwing Axe* x2 (p. B271) **[Belt or Back]** Damage sw+3 cut. \$180, 12 lbs.

*Strong enough to wear heavy armor,
but tough enough not to need it.*

Polearm

Select Bow and Polearm skills.

Lens: Polearm

+\$465, +26 lbs.

Alternate SMs: -6 (\$11.75, 0.65 lb.), -4 (\$37, 2.05 lbs.), -2 (\$99.66, 5.54 lbs.), -1 (\$200.84, 11.16 lbs.), +0 (\$305, 17 lbs.).

- *Arrows* x20 (p. B276) **[Quiver]** \$60, 3 lbs.
- *Halberd* (p. B272) **[Torso]** Damage sw+7 cut, sw+6 imp, thr+4 imp. \$225, 18 lbs.
- *Hip Quiver* (p. B289) **[Torso]** Holds up to 20 arrows. \$30, 2 lbs.
- *Regular Bow* (p. B275) **[Torso]** Damage thr+2 imp. \$150, 3 lbs.

Spear

Select Shield, Spear, and Thrown Weapon (Stick) skills.

Lens: Spear

+\$435, +49.5 lbs.

Alternate SMs: -6 (\$11.60, 1.32 lbs.), -4 (\$36.25, 4.13 lbs.), -2 (\$96.67, 10.99 lbs.), -1 (\$193.33, 22.01 lbs.), +0 (\$290, 33 lbs.).

- *Boomerang* x4 (p. 6) **[Torso]** Damage sw+1 cr. \$120, 6 lbs.
- *Fine Spear* (p. B273) **[Torso]** Damage thr+4 imp, thr+5 imp (two hands). \$180, 6 lbs.
- *Large Shield* (p. B287) **[Torso]** DB 3. \$135, 37.5 lbs.

Two-Handed Axe

Select Thrown Weapon (Axe/Mace) and Two-Handed Axe/Mace skills.

Lens: Two-Handed Axe

+\$330, +24 lbs.

Alternate SMs: -6 (\$8.80, 0.64 lb.), -4 (\$27.50, 2 lbs.), -2 (\$73.33, 5.34 lbs.), -1 (\$146.67, 10.66 lbs.), +0 (\$220, 16 lbs.).

- *Great Axe* (p. B274) **[Torso]** Damage sw+4 cut. \$150, 12 lbs.
- *Throwing Axe* x2 (p. B271) **[Belt or Back]** Damage sw+3 cut. \$180, 12 lbs.

Two-Handed Flail

Select Bolas and Two-Handed Flail skills.

Lens: Two-Handed Flail

+\$180, +15 lbs.

Alternate SMs: -6 (\$4.80, 0.4 lb.), -4 (\$15, 1.25 lbs.), -2 (\$40, 3.34 lbs.), -1 (\$80, 6.66 lbs.), +0 (\$120, 10 lbs.).

- *Bolas* (p. B275) **[Torso]** Damage thr cr. \$30, 3 lbs.
- *Flail* (p. B274) **[Torso]** Damage sw+6 cr. \$150, 12 lbs.

Two-Handed Sword

Select Thrown Weapon (Spear) and Two-Handed Sword skills

Lens: Two-Handed Sword

+\$1,485, +19.5 lbs.

Alternate SMs: -6 (\$39.60, 0.52 lb.), -4 (\$123.75, 1.63 lbs.), -2 (\$330, 4.33 lbs.), -1 (\$660, 8.67 lbs.), +0 (\$990, 13 lbs.).

- *Javelin* x3 (p. B273) **[Torso]** Damage thr+2 imp. \$135, 9 lbs.
- *Thrusting Greatsword* (p. B274) **[Torso]** Damage sw+4 cut, thr+4 imp. \$1,350, 10.5 lbs.

BARD

Choose the *wandering minstrel* or *courtly bard* lens for basic equipment, and then add a weapon lens.

Wandering Minstrel

This basic kit includes a little armor and a musical instrument. Select Bow skill.

Lens: Wandering Minstrel

+\$246, +15.9 lbs.

Alternate SMs: -6 (\$114.78, 0.29 lb.), -4 (\$125.35, 1.12 lbs.), -2 (\$152.40, 3.74 lbs.), -1 (\$197, 8.65 lbs.), +1 (\$435, 29.7 lbs.).

- *Arrows* x12 (p. B276) **[Quiver]** \$24, 1.2 lbs.
- *Cloth Sleeves* (p. B283) **[Arms]** DR 1*. \$20, 2 lbs.
- *Hat, Small (8, p. 17)* **[Head]** \$12, 0.2 lb.
- *Leather Jacket* (p. B283) **[Torso, Arms]** DR 1*. \$50, 4 lbs.
- *Leather Pants* (p. B283) **[Legs]** DR 1*. \$40, 3 lbs.
- *Ordinary Clothing* (p. B266) **[Torso, Arms, Legs]** Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Short Bow* (p. B275) **[Torso]** Damage thr imp. \$50, 2 lbs.
- *Shoulder Quiver* (p. B289) **[Torso]** Holds up to 12 arrows. \$10, 0.5 lb.
- *Woodwind Instrument (1, p. 24)* **[Sack or Webbing]** \$40, 1 lb.

Courtly Bard

This lens suits a more versatile performer, with a backup musical instrument in case something happens to the first one. It includes more presentable clothing for impressing people; the total value of this attire (clothes, not armor!) is good for +2 to Merchant skill for Influence rolls. Select Bow skill.

Lens: Courtly Bard

+\$1,582, +32.2 lbs.

Alternate SMs: -6 (\$505.72, 0.61 lb.), -4 (\$571.85, 2.33 lbs.), -2 (\$765.73, 7.72 lbs.), -1 (\$1,112.67, 17.67 lbs.), +1 (\$2,919, 59.65 lbs.).

- Arrows x20 (p. B276) **[Quiver]** \$40, 2 lbs.
- Boots (p. B284) *trimmed with fur* **[Feet]** DR 2*. \$320, 3 lbs.
- Cloth Sleeves (p. B283) **[Arms]** DR 1*. \$20, 2 lbs.
- Hat, Wide (8, p. 17) *trimmed with lace* **[Head]** \$81, 0.3 lb.
- Hip Quiver (p. B289) **[Torso]** Holds up to 20 arrows. \$15, 1 lb.
- Hose, Regular (8, p. 17) *dyed an unremarkable color* **[Legs]** \$180, 0.6 lb.
- Leather Armor (p. B283) **[Torso]** DR 2. \$100, 10 lbs.
- Leather Pants (p. B283) **[Legs]** DR 1*. \$40, 3 lbs.
- Light Cloak (p. B287) *with extensive embroidery* **[Torso]** DB 1. \$120, 2 lbs.
- One-Handed Concertina (8, p. 22) **[Sack or Webbing]** \$200, 0.5 lb.
- Regular Bow (p. B275) **[Torso]** Damage thr+1 imp. \$100, 2 lbs.
- Shirt (8, p. 17) *trimmed with lace* **[Torso, Arms]** \$216, 0.8 lb.
- Stringed Instrument (I, p. 24) **[Torso]** \$150, 5 lbs.

Sword-and-Cloak

This gear fits into a \$1,000 starting budget along with the minimal delver's kit and wandering minstrel lens. All other combinations require at least some additional money. Select Cloak and Smallsword skills.

Lens: Sword-and-Cloak

+\$450, +6.5 lbs.

Alternate SMs: -6 (\$16.50, 0.11 lb.), -4 (\$52.50, 0.44 lb.), -2 (\$143.33, 1.5 lbs.), -1 (\$291.67, 3.5 lbs.), +1 (\$700, 12.25 lbs.).

- Heavy Cloak (p. B287) **[Torso]** DB 2. \$50, 5 lbs.
- Smallsword (p. B273) **[Torso]** Damage thr+1 imp. \$400, 1.5 lbs.

Sword-and-Shield

This kit provides better protection than the sword-and-cloak lens, but it's costlier (consider Signature Gear for the saber, if not for the musical instrument) and heavier (bards near encumbrance limits take note!). Select Saber and Shield (Buckler) skills.

Lens: Sword-and-Shield

+\$740, +10 lbs.

Alternate SMs: -6 (\$29.60, 0.4 lb.), -4 (\$92.50, 1.25 lbs.), -2 (\$246.66, 3.34 lbs.), -1 (\$493.34, 6.66 lbs.), +1 (\$1,110, 15 lbs.).

- Saber (p. B273) **[Torso]** Damage sw-1 cut, thr+1 imp. \$700, 2 lbs.
- Small Buckler (p. B287) **[Torso]** DB 1. \$40, 8 lbs.

CLERIC

The *fighting cleric* (p. 11) and *healing cleric* (pp. 11-12) loadouts are generic, intended primarily for use with the base cleric template in *Adventurers*. The other lenses are specific to the variant templates in *Clerics*. Adventurers created using *Clerics* can select the fighting or healing lenses (at the cost of losing some flavor), while those built on the generic cleric template can use many of the *Clerics*-focused loadouts – but in both cases, be sure to check skill lists to ensure compatibility.

Agricultural Cleric

This kit assumes a cleric-style template that replaces other weapon skills with Two-Handed Flail. For more rustic agricultural clerics based on the druid template, see *Green Druid* (p. 14) or *Beastmaster* (pp. 13-14).

Lens: Agricultural Cleric

+\$535, +33 lbs.

Alternate SMs: -6 (\$391, 12.48 lbs.), -4 (\$403.75, 13.73 lbs.), -2 (\$435, 17.4 lbs.), -1 (\$485, 24 lbs.), +1 (\$780, 49.5 lbs.).

- Boots (p. B284) **[Feet]** DR 2*. \$80, 3 lbs.
- Flail (p. B274) **[Torso]** Damage sw+4 cr. \$100, 8 lbs.
- Healer's Kit (I, p. 26) **[Sack or Backpack]** \$200, 10 lbs.
- Holy Symbol (I, p. 26) **[Sack or Backpack]** \$50, 1 lb.
- Holy Water x2 (I, p. 26) **[Sack or Webbing]** \$15, 2 lbs.
- Leather Jacket (p. B283) **[Torso, Arms]** DR 1*. \$50, 4 lbs.

- Leather Pants (p. B283) **[Legs]** DR 1*. \$40, 3 lbs.
- Ordinary Clothing (p. B266) **[Torso, Arms, Legs]** Initially free; replacement cost is \$120. \$0, 2 lbs.

Artificer Cleric

Select Axe/Mace, Shield, and Sling skills. An artificer cleric's mace is likely to be shaped like a large hammer!

Lens: Artificer Cleric

+\$742, +51 lbs.

Alternate SMs: -6 (\$240.88, 1.5 lbs.), -4 (\$285.25, 5.05 lbs.), -2 (\$394.01, 14.6 lbs.), -1 (\$567.99, 31 lbs.), +1 (\$1,223, 85.5 lbs.).

- Boots (p. B284) **[Feet]** DR 2*. \$80, 3 lbs.
- Bullets x20 (p. B276) **[Torso]** Give +1 damage, double range. \$2, 1 lb.
- Fine Mace (p. B271) **[Torso]** Damage sw+3 cr. \$150, 5 lbs.
- Holy Symbol (I, p. 26) **[Sack or Backpack]** \$50, 1 lb.
- Leather Armor (p. B283) **[Torso]** DR 2. \$100, 10 lbs.
- Leather Pants (p. B283) **[Legs]** DR 1*. \$40, 3 lbs.
- Medium Shield (p. B287) **[Torso]** DB 2. \$60, 15 lbs.
- Ordinary Clothing (p. B266) **[Torso, Arms, Legs]** Initially free; replacement cost is \$120. \$0, 2 lbs.
- Staff Sling (p. B276) **[Torso]** Damage sw+1 pi. \$20, 2 lbs.
- Tool Vest (p. 7) **[Torso]** -1 to applicable skills. \$240, 9 lbs.

City Cleric

Use the *fighting cleric* or *healing cleric* lens (both below). A city cleric's equipment and garments differ significantly only in that they often carry civic iconography; see *For the Uniform* (p. 18).

Death Cleric

Select Polearm skill and Throwing (useful for tossing holy water vials and any bones that come to hand). The poleaxe is a stylized scythe, and the death cleric's clothing and armor are colored flat black.

Lens: Death Cleric

+\$665, +49.5 lbs.

Alternate SMs: -6 (\$452.30, 3.3 lbs.), -4 (\$468.75, 5.68 lbs.), -2 (\$511.67, 13.36 lbs.), -1 (\$583.33, 27.84 lbs.), +1 (\$1,220, 91 lbs.).

- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Garlic* ×2 (I, p. 28) [**Sack or Webbing**] \$10, 0.5 lb.
- *Heavy Cloak* (p. B287) [**Torso**] DB 2. \$50, 5 lbs.
- *Heavy Leather Sleeves* (p. B283) [**Arms**] DR 2. \$50, 2 lbs.
- *Holy Symbol* (I, p. 26) [**Sack or Backpack**] \$50, 1 lb.
- *Holy Water* ×2 (I, p. 26) [**Sack or Webbing**] \$15, 2 lbs.
- *Leather Pants* (p. B283) [**Legs**] DR 1*. \$40, 3 lbs.
- *Mail Shirt* (p. B283) [**Torso**] DR 4/2*. \$150, 16 lbs.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Poleaxe* (p. B272) [**Torso**] Damage sw+4 cut, sw+4 cr. \$120, 10 lbs.
- *Pot-Helm* (p. B284) [**Head**] DR 4. \$100, 5 lbs.

Earth Cleric

Use the *fighting cleric* lens. The differences are largely cosmetic; e.g., an earth cleric may have a mace with a head made from exceptionally hard stone rather than metal.

Fighting Cleric

This kit is for any cleric who emphasizes fighting evil over more directly taking care of the faithful. Although it provides a bare minimum of healing gear, it's mostly about smashing evil. With the minimal delver's kit, this loadout puts a ST 12 cleric into Heavy encumbrance, so consider improving ST. Select *Axe/Mace*, *Shield*, and *Throwing* skills.

Lens: Fighting Cleric

+\$850, +77 lbs.

Alternate SMs: -6 (\$600.40, 7.34 lbs.), -4 (\$622.50, 11.14 lbs.), -2 (\$676.67, 23 lbs.), -1 (\$763.33, 45 lbs.), +1 (\$1,490, 137.5 lbs.).

- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Fine Mace* (p. B271) [**Torso**] Damage sw+3 cr. \$150, 5 lbs.

- *First Aid Kit* (I, p. 24) [**Sack or Backpack**] \$50, 2 lbs.
- *Holy Symbol* (I, p. 26) [**Sack or Backpack**] \$50, 1 lb.
- *Holy Water* ×4 (I, p. 26) [**Sack or Webbing**] \$30, 4 lbs.
- *Mail Leggings* (p. B283) [**Legs**] DR 4/2*. \$110, 15 lbs.
- *Mail Shirt* (p. B283) [**Torso**] DR 4/2*. \$150, 16 lbs.
- *Mail Sleeves* (p. B283) [**Arms**] DR 4/2*. \$70, 9 lbs.
- *Medium Shield* (p. B287) [**Torso**] DB 2. \$60, 15 lbs.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Pot-Helm* (p. B284) [**Head**] DR 4. \$100, 5 lbs.

Fire Cleric

Select *Liquid Projector* (Flamethrower), *Staff*, and *Throwing* skills.

Lens: Fire Cleric

+\$846, +54 lbs.

Alternate SMs: -6 (\$385.20, 15 lbs.), -4 (\$426, 17.51 lbs.), -2 (\$526, 24.66 lbs.), -1 (\$686, 37.34 lbs.), +1 (\$1,356, 84 lbs.).

- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Fine Quarterstaff* (p. B273) [**Torso**] Damage sw+2 cr, thr+2 cr. \$30, 4 lbs.
- *First Aid Kit* (I, p. 24) [**Sack or Backpack**] \$50, 2 lbs.
- *Flamethrower* (7, p. 34) [**Torso**] Holds four one-pint shots of liquid. \$400, 15 lbs.
- *Heavy Leather Sleeves* (p. B283) [**Arms**] DR 2. \$50, 2 lbs.
- *Holy Symbol* (I, p. 26) [**Sack or Backpack**] \$50, 1 lb.
- *Holy Water* ×4 (I, p. 26) [**Sack or Webbing**] \$30, 4 lbs.
- *Lantern Oil*, 8 pints (p. B288) [**Sack or Webbing**] \$16, 8 lbs.
- *Leather Armor* (p. B283) [**Torso**] DR 2. \$100, 10 lbs.
- *Leather Pants* (p. B283) [**Legs**] DR 1*. \$40, 3 lbs.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.



Healing Cleric

This kit is for clerics who emphasize healing over bashing in the heads of the wicked, including generic clerics created with the template in *Adventurers* and clerics of healing gods from *Clerics*. Select *Staff* and *Throwing* skills.

Lens: Healing Cleric

+\$897.50, +46 lbs.

Alternate SMs: -6 (\$820.70, 14.47 lbs.), -4 (\$827.50, 15.98 lbs.), -2 (\$844.17, 21.06 lbs.), -1 (\$870.83, 30.84 lbs.), +1 (\$1,277.50, 75.5 lbs.).

- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Fine Quarterstaff* (p. B273) [**Torso**] Damage sw+2 cr, thr+2 cr. \$30, 4 lbs.

- *Healer's Kit* (I, p. 26) [**Sack or Backpack**] \$200, 10 lbs.
- *Heavy Leather Leggings* (p. B283) [**Legs**] DR 2. \$60, 4 lbs.
- *Heavy Leather Sleeves* (p. B283) [**Arms**] DR 2. \$50, 2 lbs.
- *Holy Symbol* (I, p. 26) [**Sack or Backpack**] \$50, 1 lb.
- *Holy Water* ×3 (I, p. 26) [**Sack or Webbing**] \$22.50, 3 lbs.
- *Mail Shirt* (p. B283) [**Torso**] DR 4/2*. \$150, 16 lbs.
- *Minor Healing Potion* (I, p. 29) [**Sack or Webbing**] Heals 1d HP. \$120, 0.5 lb.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Paut* (I, p. 29) [**Sack or Webbing**] Restores 4 FP lost to magic. \$135, 0.5 lb.

Hunting Cleric

Select Sling and Spear skills.

Lens: Hunting Cleric

+\$697, +36.5 lbs.

Alternate SMs: -6 (\$364.18, 4.52 lbs.), -4 (\$386.50, 6.12 lbs.), -2 (\$449.01, 11.36 lbs.), -1 (\$557.99, 21.34 lbs.), +1 (\$1,233, 65.75 lbs.).

- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Bullets* ×20 (p. B276) [**Torso**] Give +1 damage, double range. \$2, 1 lb.
- *Camouflage Heavy Cloak* (p. B287, p. 25) [**Torso**] DB 2. Select camouflage pattern at purchase; +1 to Stealth. \$150, 5 lbs.
- *Fine Spear* (p. B273) [**Torso**] Damage thr+3 imp, thr+4 imp (two hands). \$120, 4 lbs.
- *First Aid Kit* (I, p. 24) [**Sack or Backpack**] \$50, 2 lbs.
- *Heavy Leather Leggings* (p. B283) [**Legs**] DR 2. \$60, 4 lbs.
- *Heavy Leather Sleeves* (p. B283) [**Arms**] DR 2. \$50, 2 lbs.
- *Holy Symbol* (I, p. 26) [**Sack or Backpack**] \$50, 1 lb.
- *Holy Water* ×2 (I, p. 26) [**Sack or Webbing**] \$15, 2 lbs.
- *Leather Armor* (p. B283) [**Torso**] DR 2. \$100, 10 lbs.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Sling* (p. B276) [**Torso**] Damage sw pi. \$20, 0.5 lb.

Love Cleric

Select Esoteric Medicine, Throwing, Whip, and Wrestling skills.

Lens: Love Cleric

+\$534, +33.25 lbs.

Alternate SMs: -6 (\$447.60, 14.58 lbs.), -4 (\$455.25, 15.57 lbs.), -2 (\$474, 18.7 lbs.), -1 (\$504, 24.58 lbs.), +1 (\$709, 49.75 lbs.).

- *Carmines* (8, p. 13) [**Sack or Backpack**] \$40, 0.0625 lb. (1 oz.).
- *Cloth Armor* (p. B283) [**Torso**] DR 1*. \$30, 6 lbs.
- *Cloth Sleeves* (p. B283) [**Arms**] DR 1*. \$20, 2 lbs.
- *Healer's Kit* (I, p. 26) [**Sack or Backpack**] \$200, 10 lbs.
- *Henna* (8, p. 13) [**Sack or Backpack**] \$1, 0.0625 lb. (1 oz.).
- *Holy Symbol* (I, p. 26) [**Sack or Backpack**] \$50, 1 lb.
- *Holy Water* ×4 (I, p. 26) [**Sack or Webbing**] \$30, 4 lbs.
- *Leather Pants* (p. B283) [**Legs**] DR 1*. \$40, 3 lbs.
- *Light Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$60. \$0, 1 lb.
- *Musk* (8, p. 13) [**Sack or Backpack**] \$28, 0.0625 lb. (1 oz.).
- *Myrrh* (8, p. 13) [**Sack or Backpack**] \$15, 0.0625 lb. (1 oz.).

- *Shoes* (p. B284) [**Feet**] DR 1*. \$40, 2 lbs.
- *Whip* (2 yards) (p. B274) [**Torso**] Damage sw-2(0.5) cr. \$40, 4 lbs.

Messenger/Rogue Cleric

Select Cloak, Shortsword, and Thrown Weapon (Knife) skills.

Lens: Messenger/Rogue Cleric

+\$745, +24 lbs.

Alternate SMs: -6 (\$254.80, 2.33 lbs.), -4 (\$297.25, 3.37 lbs.), -2 (\$402.33, 6.87 lbs.), -1 (\$571.67, 13.58 lbs.), +1 (\$1,195, 44.25 lbs.).

- *Cloth Sleeves* (p. B283) [**Arms**] DR 1*. \$20, 2 lbs.
- *Dagger* ×2 (p. B272) [**Torso**] Damage thr-1 imp. \$40, 0.5 lb.
- *First Aid Kit* (I, p. 24) [**Sack or Backpack**] \$50, 2 lbs.
- *Holy Symbol* (I, p. 26) [**Sack or Backpack**] \$50, 1 lb.
- *Leather Armor* (p. B283) [**Torso**] DR 2. \$100, 10 lbs.
- *Leather Pants* (p. B283) [**Legs**] DR 1*. \$40, 3 lbs.
- *Light Cloak* (p. B287) [**Torso**] DB 1. \$20, 2 lbs.
- *Light Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$60. \$0, 1 lb.
- *Sandals* (p. B284) [**Feet**] DR 0. \$25, 0.5 lb.
- *Shortsword* (p. B273) [**Torso**] Damage sw cut, thr imp. \$400, 2 lbs.

Night Cleric

Select Staff and Thrown Weapon (Knife) skills.

Lens: Night Cleric

+\$710, +34.4 lbs.

Alternate SMs: -6 (\$427.10, 2.9 lbs.), -4 (\$445, 4.46 lbs.), -2 (\$496.67, 9.59 lbs.), -1 (\$588.33, 19.41 lbs.), +1 (\$1,220, 63.4 lbs.).

- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Camouflage Heavy Cloak* (p. B287, p. 25) [**Torso**] DB 2. Night-pattern camouflage; +1 to Stealth. \$150, 5 lbs.
- *Fine Quarterstaff* (p. B273) [**Torso**] Damage sw+2 cr, thr+2 cr. \$30, 4 lbs.
- *First Aid Kit* (I, p. 24) [**Sack or Backpack**] \$50, 2 lbs.
- *Heavy Leather Leggings* (p. B283) [**Legs**] DR 2. \$60, 4 lbs.
- *Heavy Leather Sleeves* (p. B283) [**Arms**] DR 2. \$50, 2 lbs.
- *Holy Symbol* (I, p. 26) [**Sack or Backpack**] \$50, 1 lb.
- *Leather Armor* (p. B283) [**Torso**] DR 2. \$100, 10 lbs.
- *Nageteppo, Smoke* ×2 (I, p. 25) [**Sack or Webbing**] Fills two-yard radius with smoke. \$80, 0.4 lb.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Small Knife* ×2 (p. B272) [**Torso**] Damage sw-3 cut, thr-1 imp. \$60, 1 lb.

Sea Cleric

Select Spear and Throwing skills.

Lens: Sea Cleric

+\$785, +55 lbs.

Alternate SMs: -6 (\$660.20, 4.69 lbs.), -4 (\$671.25, 7.01 lbs.), -2 (\$698.34, 15 lbs.), -1 (\$741.66, 30.5 lbs.), +1 (\$1,440, 103 lbs.).

- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *First Aid Kit* (**I**, p. 24) [**Sack or Backpack**] \$50, 2 lbs.
- *Heavy Leather Sleeves* (p. B283) [**Arms**] DR 2. \$50, 2 lbs.
- *Holy Symbol* (**I**, p. 26) [**Sack or Backpack**] \$50, 1 lb.
- *Holy Water* ×2 (**I**, p. 26) [**Sack or Webbing**] \$15, 2 lbs.
- *Leather Pants* (p. B283) [**Legs**] DR 1*. \$40, 3 lbs.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Scale Armor* (p. B283) [**Torso**] DR 4. \$420, 35 lbs.
- *Trident* (p. 6) [**Torso**] Damage thr+3(0.5) imp, thr+4(0.5) with two hands. \$80, 5 lbs.

Storm Cleric

Select Axe/Mace, Shield, and Thrown Weapon (Spear) skills.

Lens: Storm Cleric

+\$665, +53 lbs.

Alternate SMs: -6 (\$415.40, 5.15 lbs.), -4 (\$437.50, 8.11 lbs.), -2 (\$491.67, 16.74 lbs.), -1 (\$578.33, 32.16 lbs.), +1 (\$1,135, 91 lbs.).

- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *First Aid Kit* (**I**, p. 24) [**Sack or Backpack**] \$50, 2 lbs.
- *Heavy Leather Leggings* (p. B283) [**Legs**] DR 2. \$60, 4 lbs.
- *Heavy Leather Sleeves* (p. B283) [**Arms**] DR 2. \$50, 2 lbs.
- *Holy Symbol* (**I**, p. 26) [**Sack or Backpack**] \$50, 1 lb.
- *Holy Water* ×2 (**I**, p. 26) [**Sack or Webbing**] \$15, 2 lbs.
- *Javelin* ×4 (p. B273) [**Torso**] Damage thr+1 imp. \$120, 8 lbs.
- *Mace* (p. B271) [**Torso**] Damage sw+3 cr. \$50, 5 lbs.
- *Mail Shirt* (p. B283) [**Torso**] DR 4/2*. \$150, 16 lbs.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Small Shield* (p. B287) [**Torso**] DB 1. \$40, 8 lbs.

Sun Cleric

Select Bow and Staff skills.

Lens: Sun Cleric

+\$720, +46 lbs.

Alternate SMs: -6 (\$513.15, 4.69 lbs.), -4 (\$530.75, 6.78 lbs.), -2 (\$574.66, 13.6 lbs.), -1 (\$645.84, 26.5 lbs.), +1 (\$1,275, 83.5 lbs.).

- *Arrows* ×20 (p. B276) [**Quiver**] \$40, 2 lbs.
- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *First Aid Kit* (**I**, p. 24) [**Sack or Backpack**] \$50, 2 lbs.
- *Heavy Leather Leggings* (p. B283) [**Legs**] DR 2. \$60, 4 lbs.
- *Heavy Leather Sleeves* (p. B283) [**Arms**] DR 2. \$50, 2 lbs.
- *Hip Quiver* (p. B289) [**Torso**] Holds up to 20 arrows. \$15, 1 lb.
- *Holy Symbol* (**I**, p. 26) [**Sack or Backpack**] \$50, 1 lb.
- *Holy Water* ×2 (**I**, p. 26) [**Sack or Webbing**] \$15, 2 lbs.

- *Mail Shirt* (p. B283) [**Torso**] DR 4/2*. \$150, 16 lbs.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Pot-Helm* (p. B284) [**Head**] DR 4. \$100, 5 lbs.
- *Quarterstaff* (p. B273) [**Torso**] Damage sw+2 cr, thr+2 cr. \$10, 4 lbs.
- *Regular Bow* (p. B275) [**Torso**] Damage thr+1 imp. \$100, 2 lbs.

War Cleric

This is an expensive lens because of the breastplate and broadsword, so it requires at least two points spent on Signature Gear (the sword being a prime candidate) or extra starting cash. Select Broadsword, Shield, and Throwing skills.

Lens: War Cleric

+\$1,560, +52 lbs.

Alternate SMs: -6 (\$897.60, 6.82 lbs.), -4 (\$956.25, 9.21 lbs.), -2 (\$1,100, 16.8 lbs.), -1 (\$1,330, 31 lbs.), +1 (\$2,695, 92 lbs.).

- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *First Aid Kit* (**I**, p. 24) [**Sack or Backpack**] \$50, 2 lbs.
- *Heavy Leather Leggings* (p. B283) [**Legs**] DR 2. \$60, 4 lbs.
- *Heavy Leather Sleeves* (p. B283) [**Arms**] DR 2. \$50, 2 lbs.
- *Holy Symbol* (**I**, p. 26) [**Sack or Backpack**] \$50, 1 lb.
- *Holy Water* ×4 (**I**, p. 26) [**Sack or Webbing**] \$30, 4 lbs.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Pot-Helm* (p. B284) [**Head**] DR 4. \$100, 5 lbs.
- *Small Shield* (p. B287) [**Torso**] DB 1. \$40, 8 lbs.
- *Steel Breastplate* (p. B283) [**Torso**] DR 5F. \$500, 18 lbs.
- *Thrusting Broadsword* (p. B271) [**Torso**] Damage sw+1 cut, thr+2 imp. \$600, 3 lbs.

Evil Cleric

Any cleric who turns to the dark side can apply this lens, replacing healing gear with poisons.

Lens: Evil Cleric

**+\$0, -6.5 lbs. if healer's kit is replaced;
+\$200, +3.5 lbs. if not**

Alternate SMs: As above for all SMs.

Remove healer's kit (-\$200, -10 lbs.), if any, and then add:

- *Monster Drool* ×5 (**I**, p. 29) [**Sack or Webbing**] Utility poison; roll vs. HT or take 2 points of injury. \$100, 2.5 lbs.
- *Oozing Doom* (**I**, p. 29) [**Sack or Webbing**] Contact agent soaks through armor in DR seconds; 2d injury (1d on successful HT roll). \$100, 1 lb.

DRUID

Select from the *beastmaster*, *elementalist*, and *green druid* lenses. See *Adventurers*, p. 7, for advice on these roles.

Beastmaster

This loadout is appropriate for a druid with a strong concern for animals. He wears no animal skins, and his net allows him to capture rather than injure hostile beasts he can't

befriend. The extremely sparse kit is suitable for a Poor adventurer. Select Net and Staff skills.

Lens: Beastmaster

+\$100, +19 lbs.

Alternate SMs: -6 (\$52, 0.46 lb.), -4 (\$56.25, 1.63 lbs.), -2 (\$66.67, 5 lbs.), -1 (\$83.33, 11 lbs.), +1 (\$175, 33.5 lbs.).

- *Cloth Armor* (p. B283) [**Torso**] DR 1*. \$30, 6 lbs.
- *Cloth Sleeves* (p. B283) [**Arms**] DR 1*. \$20, 2 lbs.
- *Fine Quarterstaff* (p. B273) [**Torso**] Damage sw+2 cr; thr+2 cr. \$30, 4 lbs.
- *Melee Net* (p. B276) [**Torso**] \$20, 5 lbs.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.

Elementalist

The elemental is prepared for harsh weather and rough going. Select Shield, Shortsword, and Sling skills.

Lens: Elementalist

+\$627, +23.5 lbs.

Alternate SMS: -6 (\$133.98, 0.58 lbs.), -4 (\$175.25, 2.04 lbs.), -2 (\$279, 6.24 lbs.), -1 (\$448, 13.66 lbs.), +1 (\$1,023, 41.25 lbs.).

- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Bullets* ×20 (p. B276) [**Torso**] Give +1 damage, double range. \$2, 1 lb.
- *Fur Loincloth* (p. B283) [**Groin**] DR 1*. \$10, 0 lbs.
- *Fur Tunic* (p. B283) [**Torso**] DR 1*. \$25, 2 lbs.
- *Heavy Cloak* (p. B287) [**Torso**] DB 2. \$50, 5 lbs.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Shortsword* (p. B273) [**Torso**] Damage sw cut, thr imp. \$400, 2 lbs.

- *Sling* (p. B276) [**Torso**] Damage sw pi. \$20, 0.5 lb.
- *Small Shield* (p. B287) [**Torso**] DB 1. \$40, 8 lbs.

Green Druid

The green druid is lightly armed and armored, but carries a selection of useful natural preparations. His weapon is shaped like a small sickle; treat it as a regular axe in combat. This loadout is suitable for a delver with Struggling wealth. Select Axe/Mace, Shield, and Throwing skills.

Lens: Green Druid

+\$400, +32 lbs.

Alternate SMS: -6 (\$313.60, 3.65 lbs.), -4 (\$321.25, 5.35 lbs.), -2 (\$340, 10.4 lbs.), -1 (\$370, 19.5 lbs.), +1 (\$635, 55 lbs.).

- *Anti-Toxin* ×2 (1, p. 28) [**Sack or Webbing**] Select the poison(s) countered when purchased. \$40, 1 lb.
- *Axe* (p. B271) [**Belt or Back**] Damage sw+2 cut. \$50, 4 lbs.
- *Druidic Fertilizer* (8, p. 36) [**Sack or Webbing**] \$60, 1 lb.
- *Garlic* ×2 (1, p. 28) [**Sack or Webbing**] \$10, 0.5 lb.
- *Heavy Leather Sleeves* (p. B283) [**Arms**] DR 2. \$50, 2 lbs.
- *Leather Armor* (p. B283) [**Torso**] DR 2. \$100, 10 lbs.
- *Leather Pants* (p. B283) [**Legs**] DR 1*. \$40, 3 lbs.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Small Shield* (p. B287) [**Torso**] DB 1. \$40, 8 lbs.
- *Wolfsbane* ×2 (1, p. 28) [**Sack or Webbing**] \$10, 0.5 lb.

HOLY WARRIOR

Most of these loadouts are for the varieties of holy warrior presented in **Clerics**. For heroes built using **Adventurers**, choose either *armor of god* or *crusader*. Generic unholy warriors should select *scourge of Good* (p. 18) or *evil crusader* (p. 15).

*'Tis one of the sacred relics Brother
Maynard carries with him!*

*– King Arthur, Monty Python
and the Holy Grail*

Armor of God

This loadout befits the holy warrior who relies on his deity to protect him and chooses a kit that gives considerable offensive capability. Select Polearm and Throwing skills.

Lens: Armor of God

+\$862, +66 lbs.

Alternate SMS: -6 (\$535.60, 13.44 lbs.), -4 (\$564.50, 16.96 lbs.), -2 (\$635.34, 26.8 lbs.), -1 (\$748.66, 44 lbs.), +1 (\$1,324, 105 lbs.).

- *Halberd* (p. B272) [**Torso**] Damage sw+5 cut, sw+4 imp, thr+3 imp. \$150, 12 lbs.
- *Healer's Kit* (1, p. 26) [**Sack or Backpack**] \$200, 10 lbs.

- *Heavy Leather Leggings* (p. B283) [**Legs**] DR 2. \$60, 4 lbs.
- *Heavy Leather Sleeves* (p. B283) [**Arms**] DR 2. \$50, 2 lbs.
- *Holy Symbol* (1, p. 26) [**Sack or Backpack**] \$50, 1 lb.
- *Holy Water* ×2 (1, p. 26) [**Sack or Webbing**] \$30, 2 lbs.
- *Large Knife* ×2 (p. B272) [**Torso**] Damage sw-2 cut, thr imp. \$80, 2 lbs.
- *Leather Cap* (p. B284) [**Head**] DR 1*. \$32, 0 lbs.
- *Mail Shirt* (p. B283) [**Torso**] DR 4/2*. \$150, 16 lbs.
- *Medium Shield* (p. B287) [**Torso**] DB 2. \$60, 15 lbs.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.

Crusader

This loadout is appropriate for the holy warrior who knows that the gods help those who help themselves – particularly by arming themselves heavily! However, it's very expensive (calls for at least four points in Signature Gear or traded for cash) and *heavy*. Added to the minimal delver's kit, it puts even a ST 13-14 hero at Heavy encumbrance, so consider improving ST. Select Broadsword, Crossbow, and Shield skills.

Lens: Crusader

+\$2,760, +103.2 lbs.

Alternate SMS: -6 (\$1,881.15, 2.81 lbs.), -4 (\$1,958.25, 8.09 lbs.), -2 (\$2,148, 24.93 lbs.), -1 (\$2,452.50, 56.47 lbs.), +1 (\$5,055, 192.3 lbs.).

- *Crossbow* (p. B276) [**Torso**] Damage thr+4 imp. \$150, 6 lbs.
- *Crossbow Bolts* ×20 (p. B276) [**Quiver**]. \$40, 1.2 lbs.

- *Gauntlets* (p. B284) [**Hands**] DR 4. \$100, 2 lbs.
- *Hip Quiver* (p. B289) [**Torso**] Holds up to 20 bolts. \$15, 1 lb.
- *Holy Symbol (I, p. 26)* [**Sack or Backpack**] \$50, 1 lb.
- *Holy Water (I, p. 26)* [**Sack or Webbing**] \$15, 1 lb.
- *Mail Leggings* (p. B283) [**Legs**] DR 4/2*. \$110, 15 lbs.
- *Mail Sleeves* (p. B283) [**Arms**] DR 4/2*. \$70, 9 lbs.
- *Medium Shield* (p. B287) [**Torso**] DB 2. \$60, 15 lbs.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Pot-Helm* (p. B284) [**Head**] DR 4. \$100, 5 lbs.
- *Sollerets* (p. B284) [**Feet**] DR 4. \$150, 7 lbs.
- *Steel Corselet* (p. B283) [**Torso**] DR 6. \$1,300, 35 lbs.
- *Thrusting Broadsword* (p. B271) [**Torso**] Damage sw+1 cut, thr+2 imp. \$600, 3 lbs.

Evil Crusader

The crusader's unholy warrior counterpart favors similarly heavy armament but nastier accessories. This kit, too, is relatively heavy; consider improving ST. It also calls for five points in Signature Gear or traded for cash. Select Broadsword, Crossbow, and Shield skills.

Lens: Evil Crusader

+\$3,105, +78.2 lbs.

Alternate SMs: -6 (\$2,235.75, 3.55 lbs.), -4 (\$2,312, 7.79 lbs.), -2 (\$2,499.66, 20.73 lbs.), -1 (\$2,800.84, 44.47 lbs.), +1 (\$5,625, 141.3 lbs.).

- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Crossbow* (p. B276) [**Torso**] Damage thr+4 imp. \$150, 6 lbs.
- *Crossbow Bolts x20* (p. B276) [**Quiver**] \$40, 1.2 lbs.
- *Hip Quiver* (p. B289) [**Torso**] Holds up to 20 bolts. \$15, 1 lb.
- *Large Knife* (p. B272) [**Torso**] Damage sw-2 cut, thr imp. \$40, 1 lb.
- *Mail Leggings* (p. B283) [**Legs**] DR 4/2*. \$110, 15 lbs.
- *Mail Sleeves* (p. B283) [**Arms**] DR 4/2*. \$70, 9 lbs.
- *Medium Shield* (p. B287) [**Torso**] DB 2. \$60, 15 lbs.
- *Monster Drool x2 (I, p. 29)* [**Sack or Webbing**] Utility poison; roll vs. HT or take 2 points of injury. \$40, 1 lb.
- *Oozing Doom (I, p. 29)* [**Sack or Webbing**] Contact agent soaks through armor in DR seconds; 2d injury (1d on successful HT roll). \$100, 1 lb.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Spiked Gauntlets* (p. B284) [**Hands**] DR 4. \$300, 2 lbs.
- *Spiked Steel Breastplate* (p. B283) [**Torso**] DR 5F. \$1,500, 18 lbs.
- *Thrusting Broadsword* (p. B271) [**Torso**] Damage sw+1 cut, thr+2 imp. \$600, 3 lbs.

Holy Warrior of Agriculture

Select Polearm and Thrown Weapon (Axe/Mace) skills.

Lens: Holy Warrior of Agriculture

+\$632, +44 lbs.

Alternate SMs: -6 (\$382.40, 0.95 lb.), -4 (\$404.50, 3.48 lbs.), -2 (\$458.67, 11.06 lbs.), -1 (\$545.33, 24.84 lbs.), +1 (\$1,134, 79.5 lbs.).

- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Halberd* (p. B272) [**Torso**] Damage sw+5 cut, sw+4 imp, thr+3 imp. \$150, 12 lbs.

- *Heavy Leather Leggings* (p. B283) [**Legs**] DR 2. \$60, 4 lbs.
- *Heavy Leather Sleeves* (p. B283) [**Arms**] DR 2. \$50, 2 lbs.
- *Holy Symbol (I, p. 26)* [**Sack or Backpack**] \$50, 1 lb.
- *Leather Cap* (p. B284) [**Head**] DR 1*. \$32, 0 lbs.
- *Mail Shirt* (p. B283) [**Torso**] DR 4/2*. \$150, 16 lbs.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Throwing Axe* (p. B271) [**Belt or Back**] Damage sw+2 cut. \$60, 4 lbs.

Holy Warrior of Artificers

This lens requires at least one point traded for cash or spent on Signature Gear (for which the crossbow, morningstar, and tool vest are good candidates). Select Crossbow, Flail, and Shield skills.

Lens: Holy Warrior of Artificers

+\$1,007, +66.2 lbs.

Alternate SMs: -6 (\$396.95, 1.81 lbs.), -4 (\$450.25, 6.19 lbs.), -2 (\$581.67, 18.33 lbs.), -1 (\$792.83, 39.47 lbs.), +1 (\$1,704, 113.3 lbs.).

- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Crossbow* (p. B276) [**Torso**] Damage thr+4 imp. \$150, 6 lbs.
- *Crossbow Bolts x20* (p. B276) [**Quiver**] \$40, 1.2 lbs.
- *Heavy Leather Leggings* (p. B283) [**Legs**] DR 2. \$60, 4 lbs.
- *Heavy Leather Sleeves* (p. B283) [**Arms**] DR 2. \$50, 2 lbs.
- *Hip Quiver* (p. B289) [**Torso**] Holds up to 20 bolts. \$15, 1 lb.
- *Holy Symbol (I, p. 26)* [**Sack or Backpack**] \$50, 1 lb.
- *Leather Cap* (p. B284) [**Head**] DR 1*. \$32, 0 lbs.
- *Mail Shirt* (p. B283) [**Torso**] DR 4/2*. \$150, 16 lbs.
- *Medium Shield* (p. B287) [**Torso**] DB 2. \$60, 15 lbs.
- *Morningstar* (p. B272) [**Torso**] Damage sw+3 cr. \$80, 6 lbs.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Tool Vest* (p. 7) [**Torso**] -1 to applicable skills. \$240, 9 lbs.

Holy Warrior of Cities

This lens needs a point in Signature Gear or traded for cash. Select Shield, Spear, and Thrown Weapon (Spear) skills.

Lens: Holy Warrior of Cities

+\$1,320, +83 lbs.

Alternate SMs: -6 (\$1,012.80, 1.61 lbs.), -4 (\$1,040, 6.11 lbs.), -2 (\$1,106.67, 20.06 lbs.), -1 (\$1,213.33, 45.84 lbs.), +1 (\$2,480, 153 lbs.).

- *Barrel Helm* (p. B284) [**Head**] DR 6. \$240, 10 lbs.
- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Fine Spear* (p. B273) [**Torso**] Damage thr+3 imp, thr+4 imp (two hands). \$120, 4 lbs.
- *Holy Symbol (I, p. 26)* [**Sack or Backpack**] \$50, 1 lb.
- *Javelin x3* (p. B273) [**Torso**] Damage thr+1 imp. \$90, 6 lbs.
- *Mail Leggings* (p. B283) [**Legs**] DR 4/2*. \$110, 15 lbs.
- *Mail Sleeves* (p. B283) [**Arms**] DR 4/2*. \$70, 9 lbs.
- *Medium Shield* (p. B287) [**Torso**] DB 2. \$60, 15 lbs.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Steel Breastplate* (p. B283) [**Torso**] DR 5F. \$500, 18 lbs.

Holy Warrior of Death

This lens needs a point in Signature Gear or traded for cash. Select Crossbow and Polearm skills.

Lens: Holy Warrior of Death

+\$1,075, +79.2 lbs.

Alternate SMS: -6 (\$665.05, 1.34 lbs.), -4 (\$698.25, 5.33 lbs.), -2 (\$783, 18.26 lbs.), -1 (\$922.50, 42.64 lbs.), +1 (\$1,970, 149.3 lbs.).

- *Barrel Helm* (p. B284) **[Head]** DR 6. \$240, 10 lbs.
- *Boots* (p. B284) **[Feet]** DR 2*. \$80, 3 lbs.
- *Crossbow* (p. B276) **[Torso]** Damage thr+4 imp. \$150, 6 lbs.
- *Crossbow Bolts* ×20 (p. B276) **[Quiver]** \$40, 1.2 lbs.
- *Heavy Cloak* (p. B287) **[Torso]** DB 2. \$50, 5 lbs.
- *Hip Quiver* (p. B289) **[Torso]** Holds up to 20 bolts. \$15, 1 lb.
- *Holy Symbol* (I, p. 26) **[Sack or Backpack]** \$50, 1 lb.
- *Mail Leggings* (p. B283) **[Legs]** DR 4/2*. \$110, 15 lbs.
- *Mail Shirt* (p. B283) **[Torso]** DR 4/2*. \$150, 16 lbs.
- *Mail Sleeves* (p. B283) **[Arms]** DR 4/2*. \$70, 9 lbs.
- *Ordinary Clothing* (p. B266) **[Torso, Arms, Legs]** Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Poleaxe* (p. B272) **[Torso]** Damage sw+4 cut, sw+4 cr. \$120, 10 lbs.

Holy Warrior of Earth

This lens calls for a point in Signature Gear or traded for cash. Select Axe/Mace and Shield skills.

Lens: Holy Warrior of Earth

+\$1,200, +79 lbs.

Alternate SMS: -6 (\$873.60, 1.69 lbs.), -4 (\$902.50, 6.21 lbs.), -2 (\$973.33, 19.8 lbs.), -1 (\$1,086.67, 44.5 lbs.), +1 (\$2,230, 143 lbs.).

- *Boots* (p. B284) **[Feet]** DR 2*. \$80, 3 lbs.
- *Dwarven Mace* (p. B271) **[Torso]** Damage sw+3 cr. \$250, 5 lbs.
- *Gauntlets* (p. B284) **[Hands]** DR 4. \$100, 2 lbs.
- *Large Shield* (p. B287) **[Torso]** DB 3. \$90, 25 lbs.
- *Mail Leggings* (p. B283) **[Legs]** DR 4/2*. \$110, 15 lbs.
- *Mail Sleeves* (p. B283) **[Arms]** DR 4/2*. \$70, 9 lbs.
- *Ordinary Clothing* (p. B266) **[Torso, Arms, Legs]** Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Steel Breastplate* (p. B283) **[Torso]** DR 5F. \$500, 18 lbs.

Holy Warrior of Fire

With the minimal delver's kit, this loadout's weight pushes a ST 13 holy warrior into Heavy encumbrance, so consider buying an extra point of ST – or at least firing off a few shots from the flamethrower before picking up anything new! It also calls for a point in Signature Gear or traded for cash. Select Liquid Projector (Flamethrower) and Spear skills.

Lens: Holy Warrior of Fire

+\$1,160, +84 lbs.

Alternate SMS: -6 (\$612.80, 15.3 lbs.), -4 (\$661.25, 19.01 lbs.), -2 (\$780, 30.66 lbs.), -1 (\$970, 52.34 lbs.), +1 (\$1,955, 144 lbs.).

- *Boots* (p. B284) **[Feet]** DR 2*. \$80, 3 lbs.
- *Fine Spear* (p. B273) **[Torso]** Damage thr+3 imp, thr+4 imp (two hands). \$120, 4 lbs.
- *Flamethrower* (7, p. 34) **[Torso]** Holds four one-pint shots of liquid. \$400, 15 lbs.
- *Holy Symbol* (I, p. 26) **[Sack or Backpack]** \$50, 1 lb.
- *Holy Water* ×4 (I, p. 26) **[Sack or Webbing]** \$60, 4 lbs.
- *Lantern Oil, 10 pints* (p. B288) **[Sack or Webbing]** \$20, 10 lbs.
- *Mail Leggings* (p. B283) **[Legs]** DR 4/2*. \$110, 15 lbs.
- *Mail Shirt* (p. B283) **[Torso]** DR 4/2*. \$150, 16 lbs.
- *Mail Sleeves* (p. B283) **[Arms]** DR 4/2*. \$70, 9 lbs.
- *Ordinary Clothing* (p. B266) **[Torso, Arms, Legs]** Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Pot-Helm* (p. B284) **[Head]** DR 4. \$100, 5 lbs.



Holy Warrior of Healing

This lens calls for a point in Signature Gear or traded for cash. Select Polearm and Throwing skills.

Lens: Holy Warrior of Healing

+\$1,210, +64.5 lbs.

Alternate SMS: -6 (\$1,094.80, 3.42 lbs.), -4 (\$1,105, 6.35 lbs.), -2 (\$1,130, 16.23 lbs.), -1 (\$1,170, 35.17 lbs.), +1 (\$2,130, 121.5 lbs.).

- *Boots* (p. B284) **[Feet]** DR 2*. \$80, 3 lbs.
- *Halfling Joy Powder* ×2 (8, p. 36) **[Sack or Webbing]** \$110, 2 lbs.
- *Mail Leggings* (p. B283) **[Legs]** DR 4/2*. \$110, 15 lbs.
- *Mail Sleeves* (p. B283) **[Arms]** DR 4/2*. \$70, 9 lbs.
- *Minor Healing Potion* (I, p. 29) **[Sack or Webbing]** Heals 1d HP. \$120, 0.5 lb.
- *Ordinary Clothing* (p. B266) **[Torso, Arms, Legs]** Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Poleaxe* (p. B272) **[Torso]** Damage sw+4 cut, sw+4 cr. \$120, 10 lbs.
- *Pot-Helm* (p. B284) **[Head]** DR 4. \$100, 5 lbs.
- *Steel Breastplate* (p. B283) **[Torso]** DR 5F. \$500, 18 lbs.

Holy Warrior of the Hunt

Select Bow and Spear skills.

Lens: Holy Warrior of the Hunt

+\$865, +46 lbs.

Alternate SMs: -6 (\$452.05, 0.7 lb.), -4 (\$480.75, 2.9 lbs.), -2 (\$559.66, 10.27 lbs.), -1 (\$695.84, 24.33 lbs.), +1 (\$1,600, 88 lbs.).

- *Arrows* ×20 (p. B276) [**Quiver**] \$40, 2 lbs.
- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Camouflage Heavy Cloak* (p. B287, p. 25) [**Torso**] DB 2. Select camouflage pattern at purchase; +1 to Stealth. \$150, 5 lbs.
- *Fine Spear* (p. B273) [**Torso**] Damage thr+3 imp, thr+4 imp (two hands). \$120, 4 lbs.
- *Heavy Leather Leggings* (p. B283) [**Legs**] DR 2. \$60, 4 lbs.
- *Heavy Leather Sleeves* (p. B283) [**Arms**] DR 2. \$50, 2 lbs.
- *Hip Quiver* (p. B289) [**Torso**] Holds up to 20 arrows. \$15, 1 lb.
- *Mail Shirt* (p. B283) [**Torso**] DR 4/2*. \$150, 16 lbs.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Pot-Helm* (p. B284) [**Head**] DR 4. \$100, 5 lbs.
- *Regular Bow* (p. B275) [**Torso**] Damage thr+1 imp. \$100, 2 lbs.

Holy Warrior of Love

Holy warriors of love gods dress to show off their admirable physiques, relying on what they carry – not what they wear – for defense. Select Shield and Spear skills.

Lens: Holy Warrior of Love

+\$698, +45.125 lbs.

Alternate SMs: -6 (\$496.40, 1.44 lbs.), -4 (\$514.25, 4.55 lbs.), -2 (\$558, 12.98 lbs.), -1 (\$628, 27.46 lbs.), +1 (\$1,223, 75.63 lbs.).

- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Carmine* (8, p. 13) [**Sack or Backpack**] \$40, 0.0625 lb. (1 oz.).
- *Fine Spear* (p. B273) [**Torso**] Damage thr+3 imp, thr+4 imp (two hands). \$120, 4 lbs.
- *Large Shield* (p. B287) [**Torso**] DB 3. \$90, 25 lbs.
- *Light Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$60. \$0, 1 lb.
- *Musk* (8, p. 13) [**Sack or Backpack**] \$28, 0.0625 lb. (1 oz.).
- *Partial Plate Top* (p. 8) [**Torso**] DR 5. \$280, 8 lbs.
- *Studded Leather Skirt* (p. B283) [**Groin**] DR 3/2*. \$60, 4 lbs.

Holy Warrior of Messengers/Rogues

Select Bow, Shield, and Shortsword skills.

Lens: Holy Warrior of Messengers/Rogues

+\$897, +31 lbs.

Alternate SMs: -6 (\$229.35, 0.76 lb.), -4 (\$287.75, 2.68 lbs.), -2 (\$431.66, 8.21 lbs.), -1 (\$662.84, 17.99 lbs.), +1 (\$1,454, 54.5 lbs.).

- *Arrows* ×20 (p. B276) [**Quiver**] \$40, 2 lbs.
- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Cloth Armor* (p. B283) [**Torso**] DR 1*. \$30, 6 lbs.
- *Cloth Sleeves* (p. B283) [**Arms**] DR 1*. \$20, 2 lbs.

- *Hip Quiver* (p. B289) [**Torso**] Holds up to 20 arrows. \$15, 1 lb.
- *Leather Cap* (p. B284) [**Head**] DR 1*. \$32, 0 lbs.
- *Leather Pants* (p. B283) [**Legs**] DR 1*. \$40, 3 lbs.
- *Light Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$60. \$0, 1 lb.
- *Longbow* (p. B275) [**Torso**] Damage thr+2 imp. \$200, 3 lbs.
- *Shortsword* (p. B273) [**Torso**] Damage sw cut, thr imp. \$400, 2 lbs.
- *Small Shield* (p. B287) [**Torso**] DB 1. \$40, 8 lbs.

Holy Warrior of Night

This kit calls for at least one point in Signature Gear or traded for cash; for Signature Gear, spend two points for the sword. Select Broadsword, Shield, and Thrown Weapon (Knife) skills.

Lens: Holy Warrior of Night

+\$1,400, +45.5 lbs.

Alternate SMs: -6 (\$521.90, 0.83 lb.), -4 (\$592.50, 3.22 lbs.), -2 (\$773.33, 10.77 lbs.), -1 (\$1,071.67, 24.83 lbs.), +1 (\$2,420, 84.75 lbs.).

- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Camouflage Heavy Cloak* (p. B287, p. 25) [**Torso**] DB 2. Night-pattern camouflage; +1 to Stealth. \$150, 5 lbs.
- *Dagger* ×6 (p. B272) [**Torso**] Damage thr-1 imp. \$120, 1.5 lbs.
- *Face Mask* (p. B284) [**Head**] DR 4. \$100, 2 lbs.
- *Heavy Leather Leggings* (p. B283) [**Legs**] DR 2. \$60, 4 lbs.
- *Heavy Leather Sleeves* (p. B283) [**Arms**] DR 2. \$50, 2 lbs.
- *Leather Armor* (p. B283) [**Torso**] DR 2. \$100, 10 lbs.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Pot-Helm* (p. B284) [**Head**] DR 4. \$100, 5 lbs.
- *Small Shield* (p. B287) [**Torso**] DB 1. \$40, 8 lbs.
- *Thrusting Broadsword* (p. B271) [**Torso**] Damage sw+1 cut, thr+2 imp. \$600, 3 lbs.

Holy Warrior of the Sea

This lens calls for a point in Signature Gear or traded for cash. Ironically for someone with an interest in being able to swim, it's also *heavy* – strongly consider increasing ST! Select Net and Spear skills.

Lens: Holy Warrior of the Sea

+\$1,200, +98 lbs.

Alternate SMs: -6 (\$1,065.60, 1.52 lbs.), -4 (\$1,077.50, 6.26 lbs.), -2 (\$1,106.67, 22.01 lbs.), -1 (\$1,153.33, 51.99 lbs.), +1 (\$2,330, 187 lbs.).

- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Melee Net* (p. B276) [**Torso**] \$20, 5 lbs.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Pot-Helm* (p. B284) [**Head**] DR 4. \$100, 5 lbs.
- *Scale Armor* (p. B283) [**Torso**] DR 4. \$420, 35 lbs.
- *Scale Leggings* (p. B283) [**Legs**] DR 4. \$250, 21 lbs.
- *Scale Sleeves* (p. B283) [**Arms**] DR 4. \$210, 14 lbs.
- *Small Shield* (p. B287) [**Torso**] DB 1. \$40, 8 lbs.
- *Trident* (p. 6) [**Torso**] Damage thr+3(0.5) imp, thr+4(0.5) with two hands. \$80, 5 lbs.

Holy Warrior of Storms

Select Flail, Shield, and Thrown Weapon (Axe/Mace) skills.

Lens: Holy Warrior of Storms

+770, +79 lbs.

Alternate SMs: -6 (\$520.40, 1.66 lbs.), -4 (\$542.50, 6.13 lbs.), -2 (\$596.67, 19.67 lbs.), -1 (\$683.33, 44.33 lbs.), +1 (\$1,410, 143.5 lbs.).

- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Mail Leggings* (p. B283) [**Legs**] DR 4/2*. \$110, 15 lbs.
- *Mail Shirt* (p. B283) [**Torso**] DR 4/2*. \$150, 16 lbs.
- *Mail Sleeves* (p. B283) [**Arms**] DR 4/2*. \$70, 9 lbs.
- *Medium Shield* (p. B287) [**Torso**] DB 2. \$60, 15 lbs.
- *Morningstar* (p. B272) [**Torso**] Damage sw+3 cr. \$80, 6 lbs.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Pot-Helm* (p. B284) [**Head**] DR 4. \$100, 5 lbs.
- *Throwing Axe* x2 (p. B271) [**Belt or Back**] Damage sw+2 cut. \$120, 8 lbs.

For the Uniform

Holy warriors (and clerics, to some extent) are often identifiable by their gear. While not all carry holy symbols as such, many possess articles decorated with religious iconography. Just as clerics can get holy water at reduced cost through their temples, a holy warrior may select *one* weapon or piece of armor he owns and declare that it has appropriately themed decorations worth a total +4 CF or less at no extra cost; use the rules for ornate equipment (*Adventurers*, p. 27) and embellishments (*Treasure Tables*, pp. 53-55). This lets holy warriors of death wear skull-shaped helmets, holy warriors of the sun bear shields painted with sun symbols, and so on without breaking the bank.

Holy Warrior of the Sun

This lens calls for a point in Signature Gear (likely the shield!) or traded for cash. Select Bow, Shield, and Spear skills.

Lens: Holy Warrior of the Sun

+\$1,309, +56.2 lbs.

Alternate SMs: -6 (\$661.66, 1.24 lbs.), -4 (\$718.50, 4.49 lbs.), -2 (\$858.33, 14.2 lbs.), -1 (\$1,082.67, 31.8 lbs.), +1 (\$2,286, 101.3 lbs.).

- *Arrows* x12 (p. B276) [**Quiver**] \$24, 1.2 lbs.
- *Bronze Breastplate* (p. B283) [**Torso**] DR 4F. \$400, 20 lbs.
- *Fine Spear* (p. B273) [**Torso**] Damage thr+3 imp, thr+4 imp (two hands). \$120, 4 lbs.
- *Heavy Leather Leggings* (p. B283) [**Legs**] DR 2. \$60, 4 lbs.
- *Heavy Leather Sleeves* (p. B283) [**Arms**] DR 2. \$50, 2 lbs.
- *Mirrored Medium Shield* (p. B287) [**Torso**] DB 2. \$420, 15 lbs.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Pot-Helm* (p. B284) [**Head**] DR 4. \$100, 5 lbs.
- *Regular Bow* (p. B275) [**Torso**] Damage thr+1 imp. \$100, 2 lbs.

- *Sandals* (p. B284) [**Feet**] DR 0. \$25, 0.5 lb.
- *Shoulder Quiver* (p. B289) [**Torso**] Holds up to 12 arrows. \$10, 0.5 lb.

Holy Warrior of War

This lens is both expensive (at least four points in Signature Gear or traded for cash) and heavy (consider at least ST 14 reduce encumbrance to Medium). Select Broadsword, Crossbow, and Shield skills.

Lens: Holy Warrior of War

+\$2,575, +96.2 lbs.

Alternate SMs: -6 (\$1,696.15, 1.75 lbs.), -4 (\$1,773.25, 6.79 lbs.), -2 (\$1,963, 22.73 lbs.), -1 (\$2,267.50, 52.47 lbs.), +1 (\$4,700, 179.3 lbs.).

- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Crossbow* (p. B276) [**Torso**] Damage thr+4 imp. \$150, 6 lbs.
- *Crossbow Bolts* x20 (p. B276) [**Quiver**]. \$40, 1.2 lbs.
- *Hip Quiver* (p. B289) [**Torso**] Holds up to 20 bolts. \$15, 1 lb.
 - *Holy Symbol* (1, p. 26) [**Sack or Backpack**] \$50, 1 lb.
 - *Mail Leggings* (p. B283) [**Legs**] DR 4/2*. \$110, 15 lbs.
 - *Mail Sleeves* (p. B283) [**Arms**] DR 4/2*. \$70, 9 lbs.
 - *Medium Shield* (p. B287) [**Torso**] DB 2. \$60, 15 lbs.
 - *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
 - *Pot-Helm* (p. B284) [**Head**] DR 4. \$100, 5 lbs.
 - *Steel Corselet* (p. B283) [**Torso**] DR 6. \$1,300, 35 lbs.
 - *Thrusting Broadsword* (p. B271) [**Torso**] Damage sw+1 cut, thr+2 imp. \$600, 3 lbs.

Scourge of Good

A kit for the unholy warrior on a budget! Select Axe/Mace, Crossbow, and Shield skills.

Lens: Scourge of Good

+\$890, +61.7 lbs.

Alternate SMs: -6 (\$500.75, 2.95 lbs.), -4 (\$534.50, 6.64 lbs.), -2 (\$618, 17.29 lbs.), -1 (\$752.50, 36.31 lbs.), +1 (\$1,520, 107.8 lbs.).

- *Axe* (p. B271) [**Belt or Back**] Damage sw+2 cut. \$50, 4 lbs.
- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Crossbow* (p. B276) [**Torso**] Damage thr+4 imp. \$150, 6 lbs.
- *Crossbow Bolts* x20 (p. B276) [**Quiver**]. \$40, 1.2 lbs.
- *Heavy Leather Sleeves* (p. B283) [**Arms**] DR 2. \$50, 2 lbs.
- *Hip Quiver* (p. B289) [**Torso**] Holds up to 20 bolts. \$15, 1 lb.
- *Holy Symbol* (1, p. 26) [**Sack or Backpack**] \$50, 1 lb.
- *Large Knife* (p. B272) [**Torso**] Damage sw-2 cut, thr imp. \$40, 1 lb.
- *Leather Pants* (p. B283) [**Legs**] DR 1*. \$40, 3 lbs.
- *Mail Shirt* (p. B283) [**Torso**] DR 4/2*. \$150, 16 lbs.
- *Medium Shield* (p. B287) [**Torso**] DB 2. \$60, 15 lbs.
- *Monster Drool* (1, p. 29) [**Sack or Webbing**] Utility poison; roll vs. HT or take 2 points of injury. \$20, 0.5 lb.
- *Orcish Energy Brew* (8, p. 36) [**Sack or Webbing**] Restores 1d/2 FP lost to exertion; become nauseated for 1d minutes on failed HT roll. \$45, 1 lb.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Pot-Helm* (p. B284) [**Head**] DR 4. \$100, 5 lbs.

INNKEEPER

Select either *hole-in-the-wall barkeep* or *establishment proprietor* for the innkeeper template (in *Taverns*). In both cases, the “cheap” gear consists of kitchen tools and house-keeping implements that count as good-quality weapons in the innkeeper’s hands.

Hole-in-the-Wall Barkeep

Appropriate for a poorer bartender – or one pulled into an adventure without time to prepare properly!

Lens: Hole-in-the-Wall Barkeep

+\$575, +57.22 lbs.

Alternate SMs: -6 (\$358.70, 21.84 lbs.), -4 (\$377.38, 24.01 lbs.), -2 (\$423.66, 30.33 lbs.), -1 (\$498.34, 41.74 lbs.), +1 (\$994.50, 85.58 lbs.).

- *Ale, 2 gallons* (8, p. 13) [**Wineskin**] \$10, 16 lbs.
- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Cheap Large Knife* (p. B272) [**Torso**] Damage sw-2 cut, thr imp. \$16, 1 lb.
- *Cheap Quarterstaff* (p. B273) [**Torso**] Damage sw+2 cr, thr+2 cr. \$4, 4 lbs.
- *Cheap Small Mace* (p. B271) [**Torso**] Damage sw+2 cr. \$14, 3 lbs.
- *Crossbow Bolts ×12* (p. B276) [**Quiver**] \$24, 0.72 lb.
- *Drinking Set* (8, p. 14) [**Sack or Backpack**] \$7, 3 lbs.
- *Heavy Leather Sleeves* (p. B283) [**Arms**] DR 2. \$50, 2 lbs.
- *Leather Armor* (p. B283) [**Torso**] DR 2. \$100, 10 lbs.
- *Leather Cap* (p. B284) [**Head**] DR 1*. \$32, 0 lbs.
- *Leather Pants* (p. B283) [**Legs**] DR 1*. \$40, 3 lbs.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Pistol Crossbow* (p. B276) [**Torso**] Damage thr+2 imp. \$150, 4 lbs.
- *Rations ×9* (p. B288) [**Sack or Backpack**] \$18, 4.5 lbs.
- *Shoulder Quiver* (p. B289) [**Torso**] Holds up to 12 bolts. \$10, 0.5 lb.

- *Wineskin (1 gallon) ×2* (p. B288) [**Sack or Backpack**] \$20, 0.5 lb.

Establishment Proprietor

This lens suits a well-established (or at any rate *wealthier*) innkeeper; and requires at least a point in Signature Gear or traded for cash.

Lens: Establishment Proprietor

+\$1,100, +61.47 lbs.

Alternate SMs: -6 (\$414.26, 27.02 lbs.), -4 (\$474.50, 29.06 lbs.), -2 (\$622.67, 35.12 lbs.), -1 (\$860.33, 46.15 lbs.), +1 (\$1,784, 89.83 lbs.).

- *Achewater ×2* (10, p. 30) [**Bottles**] \$12, 2 lbs.
- *Ale, 1 gallon* (8, p. 13) [**Wineskin**] \$5, 8 lbs.
- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Bottles ×6* (1, p. 24) [**Sack or Backpack**] \$18, 6 lbs.
- *Broadsword* (p. B271) [**Torso**] Damage sw+1 cut, thr+1 cr. \$500, 3 lbs.
- *Cheap Large Knife* (p. B272) [**Torso**] Damage sw-2 cut, thr imp. \$16, 1 lb.
- *Cheap Small Mace* (p. B271) [**Torso**] Damage sw+2 cr. \$14, 3 lbs.
- *Crossbow* (p. B276) [**Torso**] Damage thr+4 imp. \$150, 6 lbs.
- *Crossbow Bolts ×12* (p. B276) [**Quiver**] \$24, 0.72 lb.
- *Heavy Leather Leggings* (p. B283) [**Legs**] DR 2. \$60, 4 lbs.
- *Heavy Leather Sleeves* (p. B283) [**Arms**] DR 2. \$50, 2 lbs.
- *Leather Armor* (p. B283) [**Torso**] DR 2. \$100, 10 lbs.
- *Leather Cap* (p. B284) [**Head**] DR 1*. \$32, 0 lbs.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Polar Beer ×2* (10, p. 31) [**Bottles**] \$10, 2 lbs.
- *Shoulder Quiver* (p. B289) [**Torso**] Holds up to 12 bolts. \$10, 0.5 lb.
- *Wine, Grape* (8, p. 13) [**Bottles**] \$9, 8 lbs.
- *Wineskin (1 gallon)* (p. B288) [**Sack or Backpack**] \$10, 0.25 lb.

KNIGHT

Knights have to dish out and take a lot of damage, so many of their loadouts combine expensive weapons with pricey armor. Buy at least the minimal delver’s kit; choose from among the *light warrior*, *medium warrior*, and *heavy warrior* lenses; and pick a weapons package. While there are a few low-cost combinations, most require points in Signature Gear or traded for cash:

0 points: *light warrior + axe-and-shield; light warrior + polearm; light warrior + two-handed axe.*

1 point (\$500): *light warrior + sword-and-shield; medium warrior + axe-and-shield; medium warrior + polearm; medium warrior + two-handed axe.*

2 points (\$1,000): *light warrior + two-handed sword; medium warrior + sword-and-shield; medium warrior + two-handed sword.*

3 points (\$1,500): *heavy warrior + axe-and-shield; heavy warrior + polearm; heavy warrior + two-handed axe.*

4 points (\$2,000): *heavy warrior + sword-and-shield; heavy warrior + two-handed sword.*

Light Warrior

This kit suits the lightly armed warrior who needs speed more than protection.

Lens: Light Warrior

+\$440, +32 lbs.

Alternate SMs: -6 (\$440, 0.32 lb.), -4 (\$440, 1.6 lbs.), -2 (\$440, 6.4 lbs.), -1 (\$440, 16 lbs.), +1 (\$880, 64 lbs.).

- *Boots* (p. B284) **[Feet]** DR 2*. \$80, 3 lbs.
- *Heavy Leather Leggings* (p. B283) **[Legs]** DR 2. \$60, 4 lbs.
- *Heavy Leather Sleeves* (p. B283) **[Arms]** DR 2. \$50, 2 lbs.
- *Mail Shirt* (p. B283) **[Torso]** DR 4/2*. \$150, 16 lbs.
- *Ordinary Clothing* (p. B266) **[Torso, Arms, Legs]** Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Pot-Helm* (p. B284) **[Head]** DR 4. \$100, 5 lbs.

Medium Warrior

This gear offers a compromise between price and protection. Extra ST makes a good companion to this loadout, but it isn't the necessity that it often is for the heavy warrior lens.

Lens: Medium Warrior

+\$810, +69 lbs.

Alternate SMs: -6 (\$810, 0.69 lb.), -4 (\$810, 3.45 lbs.), -2 (\$810, 13.8 lbs.), -1 (\$810, 34.5 lbs.), +1 (\$1,620, 138 lbs.).

- *Boots* (p. B284) **[Feet]** DR 2*. \$80, 3 lbs.
- *Leather Gloves* (p. B284) **[Hands]** DR 2*. \$30, 0 lbs.
- *Mail Leggings* (p. B283) **[Legs]** DR 4/2*. \$110, 15 lbs.
- *Mail Sleeves* (p. B283) **[Arms]** DR 4/2*. \$70, 9 lbs.
- *Ordinary Clothing* (p. B266) **[Torso, Arms, Legs]** Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Pot-Helm* (p. B284) **[Head]** DR 4. \$100, 5 lbs.
- *Scale Armor* (p. B283) **[Torso]** DR 4. \$420, 35 lbs.

Heavy Warrior

This package is for the knight who has both money and ST in abundance. Plate armor costs and weighs a lot, but it offers a great deal of protection – a warrior who possesses it might consider choosing a two-handed weapon, counting on his DR to protect him rather than relying on a shield's DB and the ability to block *and* parry. With this loadout and the minimal delver's kit, the weapon-and-shield lenses push a ST 14 knight into Heavy encumbrance; if equipped that way, consider improving ST (if not already doing so for extra damage and HP).

Lens: Heavy Warrior

+\$1,830, +75 lbs.

Alternate SMs: -6 (\$1,830, 0.75 lb.), -4 (\$1,830, 3.75 lbs.), -2 (\$1,830, 15 lbs.), -1 (\$1,830, 37.5 lbs.), +1 (\$3,660, 150 lbs.).

- *Gauntlets* (p. B284) **[Hands]** DR 4. \$100, 2 lbs.
- *Mail Leggings* (p. B283) **[Legs]** DR 4/2*. \$110, 15 lbs.
- *Mail Sleeves* (p. B283) **[Arms]** DR 4/2*. \$70, 9 lbs.
- *Ordinary Clothing* (p. B266) **[Torso, Arms, Legs]** Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Pot-Helm* (p. B284) **[Head]** DR 4. \$100, 5 lbs.
- *Sollerets* (p. B284) **[Feet]** DR 4. \$150, 7 lbs.
- *Steel Corselet* (p. B283) **[Torso]** DR 6. \$1,300, 35 lbs.

Axe-and-Shield

Select Axe/Mace, Shield, and Thrown Weapon (Axe/Mace) skills.

Lens: Axe-and-Shield

+\$190, +23 lbs.

Alternate SMs: -6 (\$7.60, 0.92 lb.), -4 (\$23.75, 2.88 lbs.), -2 (\$63.34, 7.66 lbs.), -1 (\$126.66, 15.34 lbs.), +1 (\$285, 34.5 lbs.).

- *Axe* (p. B271) **[Belt or Back]** Damage sw+2 cut. \$50, 4 lbs.
- *Hatchet* x2 (p. B271) **[Belt]** Damage sw cut. \$80, 4 lbs.
- *Medium Shield* (p. B287) **[Torso]** DB 2. \$60, 15 lbs.

Polearm

With good ranged capability *and* a long weapon, a knight with this armament can stand off foes at a distance – although he might need some help if they get close in. Select Crossbow and Polearm skills.

Lens: Polearm

+\$395, +21.2 lbs.

Alternate SMs: -6 (\$15.35, 0.82 lb.), -4 (\$48.25, 2.58 lbs.), -2 (\$129.66, 6.93 lbs.), -1 (\$260.84, 13.97 lbs.), +1 (\$600, 32.3 lbs.).

- *Crossbow* (p. B276) **[Torso]** Damage thr+4 imp. \$150, 6 lbs.
- *Crossbow Bolts* x20 (p. B276) **[Quiver]**. \$40, 1.2 lbs.
- *Halberd* (p. B272) **[Torso]** Damage sw+5 cut, sw+4 imp, thr+3 imp. \$150, 12 lbs.
- *Hip Quiver* (p. B289) **[Torso]** Holds up to 20 bolts. \$15, 1 lb.
- *Large Knife* (p. B272) **[Torso]** Damage sw-2 cut, thr imp. \$40, 1 lb.

Suspicion is a heavy armor and with its weight it impedes more than it protects.

– Robert Burns

Sword-and-Shield

This all-purpose knight's lens gives good long-range capabilities and versatile melee weapons. Select Bow, Broadsword, and Shield skills.

Lens: Sword-and-Shield

+\$855, +24 lbs.

Alternate SMs: -6 (\$33.75, 0.93 lb.), -4 (\$105.75, 2.94 lbs.), -2 (\$282.99, 7.87 lbs.), -1 (\$567.51, 15.83 lbs.), +1 (\$1,290, 36.5 lbs.).

- *Arrows* x20 (p. B276) **[Quiver]** \$40, 2 lbs.
- *Hip Quiver* (p. B289) **[Torso]** Holds up to 20 arrows. \$15, 1 lb.
- *Large Knife* (p. B272) **[Torso]** Damage sw-2 cut, thr imp. \$40, 1 lb.
- *Medium Shield* (p. B287) **[Torso]** DB 2. \$60, 15 lbs.
- *Regular Bow* (p. B275) **[Torso]** Damage thr+1 imp. \$100, 2 lbs.
- *Thrusting Broadsword* (p. B271) **[Torso]** Damage sw+1 cut, thr+2 imp. \$600, 3 lbs.

Two-Handed Axe

This equipment is well-suited for close-in attack. With a two-handed weapon that can become unbalanced, however, it's important to buy good armor. Select Thrown Weapon (Axe/Mace) and Two-Handed Axe/Mace skills.

Lens: Two-Handed Axe

+\$220, +16 lbs.

Alternate SMs: -6 (\$8.80, 0.64 lb.), -4 (\$27.50, 2 lbs.), -2 (\$73.33, 5.34 lbs.), -1 (\$146.67, 10.66 lbs.), +1 (\$330, 24 lbs.).

- *Great Axe* (p. B274) [**Torso**] Damage sw+3 cut. \$100, 8 lbs.
- *Throwing Axe* x2 (p. B271) [**Belt or Back**] Damage sw+2 cut. \$120, 8 lbs.

Two-Handed Sword

Select Crossbow and Two-Handed Sword skills.

Lens: Two-Handed Sword

+\$1,045, +16.2 lbs.

Alternate SMs: -6 (\$41.35, 0.62 lb.), -4 (\$129.50, 1.96 lbs.), -2 (\$346.33, 5.26 lbs.), -1 (\$694.17, 10.64 lbs.), +1 (\$1,575, 24.8 lbs.).

- *Crossbow* (p. B276) [**Torso**] Damage thr+4 imp. \$150, 6 lbs.
- *Crossbow Bolts* x20 (p. B276) [**Quiver**]. \$40, 1.2 lbs.
- *Greatsword* (p. B274) [**Torso**] Damage sw+3 cut, thr+2 cr. \$800, 7 lbs.
- *Hip Quiver* (p. B289) [**Torso**] Holds up to 20 bolts. \$15, 1 lb.
- *Large Knife* (p. B272) [**Torso**] Damage sw-2 cut, thr imp. \$40, 1 lb.

MARTIAL ARTIST

More so than any other adventurer, the martial artist is his own most important piece of equipment. Consequently, he may forgo all gear beyond the customary delver basics, although some martial artists carry specialized hardware. Choose either the *empty-hand warrior* or the *armored martial artist*, and then (optionally) select a weapon lens.

Empty-Hand Warrior

This kit is for the martial artist who really *does* rely on his body and skills. The armor is mostly very light, serving mainly to protect against contact poisons and environmental hazards. However, gauntlets are included to save his fists from harm in combat!

Lens: Empty-Hand Warrior

+\$170, +12 lbs.

Alternate SMs: -6 (\$170, 0.12 lb.), -4 (\$170, 0.6 lb.), -2 (\$170, 2.4 lbs.), -1 (\$170, 6 lbs.), +1 (\$340, 24 lbs.).

- *Cloth Armor* (p. B283) [**Torso**] DR 1*. \$30, 6 lbs.
- *Gauntlets* (p. B284) [**Hands**] DR 4. \$100, 2 lbs.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Shoes* (p. B284) [**Feet**] DR 1*. \$40, 2 lbs.

Armored Martial Artist

This loadout provides protection that's markedly better than heavy clothing but still lightweight. It's expensive enough to require at least one point of extra cash – or perhaps two points in Signature Gear for the armor. With the minimal delver's kit, it also pushes a ST 11 martial artist into Medium encumbrance before any weapons. Consider raising ST to 13 which, in addition to increasing damage, pushes the load down into Light encumbrance.

Lens: Armored Martial Artist

+\$1,190, +43 lbs.

Alternate SMs: -6 (\$1,190, 0.43 lb.), -4 (\$1,190, 2.15 lbs.), -2 (\$1,190, 8.6 lbs.), -1 (\$1,190, 21.5 lbs.), +1 (\$2,380, 86 lbs.).

- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Gauntlets* (p. B284) [**Hands**] DR 4. \$100, 2 lbs.
- *Heavy Leather Leggings* (p. B283) [**Legs**] DR 2. \$60, 4 lbs.
- *Heavy Leather Sleeves* (p. B283) [**Arms**] DR 2. \$50, 2 lbs.

- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Steel Laminate Plate* (p. B283) [**Torso**] DR 5. \$900, 30 lbs.

Weapon Lenses

Strictly speaking, weapons are optional – but if buying weapon lenses, be sure to select the eponymous weapon skill from the template.

Lens: Flail

+\$20, +2 lbs.

Alternate SMs: -6 (\$0.80, 0.08 lb.), -4 (\$2.50, 0.25 lb.), -2 (\$6.67, 0.67 lb.), -1 (\$13.33, 1.33 lbs.), +1 (\$30, 3 lbs.).

- *Nunchaku* (p. B272) [**Torso**] Damage sw+1 cr. \$20, 2 lbs.

Lens: Sai

+\$120, +3 lbs.

Alternate SMs: -6 (\$4.80, 0.12 lb.), -4 (\$15, 0.38 lb.), -2 (\$40, 1 lb.), -1 (\$80, 2 lbs.), +1 (\$180, 4.5 lbs.).

- *Sai* x2 (p. 6) [**Torso**] Damage sw cr, thr imp. \$120, 3 lbs.

Lens: Shuriken

+\$18, +0.6 lb.

Alternate SMs: -6 (\$0.72, 0.02 lb.), -4 (\$2.25, 0.08 lb.), -2 (\$6, 0.2 lb.), -1 (\$12, 0.4 lb.), +1 (\$27, 0.9 lb.).

- *Shuriken* x6 (p. B276) [**Torso**] Damage thr-1 cut. \$18, 0.6 lb.

Lens: Shortsword/Smallsword

+\$40, +2 lbs.

Alternate SMs: -6 (\$1.60, 0.08 lb.), -4 (\$5, 0.25 lb.), -2 (\$13.33, 0.67 lb.), -1 (\$26.67, 1.33 lbs.), +1 (\$60, 3 lbs.).

- *Baton/Short Staff* x2 (p. B272) [**Torso**] Damage sw cr, thr cr. \$40, 2 lbs.

Lens: Staff

+\$10, +4 lbs.

Alternate SMs: -6 (\$0.40, 0.16 lb.), -4 (\$1.25, 0.5 lb.), -2 (\$3.33, 1.33 lbs.), -1 (\$6.67, 2.67 lbs.), +1 (\$15, 6 lbs.).

- *Quarterstaff* (p. B273) [**Torso**] Damage sw+2 cr, thr+2 cr. \$10, 4 lbs.

NINJA

Select the *master of death*, *master of missiles*, *master of stealth*, or *master of tools* lens. These roles are discussed on p. 8 of *Ninja*. For alternate SMs, ninja suits scale in price as clothing – not as armor – unless modified to give DR.

Master of Death

This kit offers a range of deadly toys, all of them built for concealment, for a budding master of small weapons. It also includes a little armor. Select Axe/Mace, Knife, Kusari, Shortsword, Thrown Weapon (Shuriken), and Tonfa skills. This lens requires at least two points in Signature Gear or traded for cash.

Lens: Master of Death

+\$1,872, +22.1 lbs.

Alternate SMs: -6 (\$649.08, 0.61 lb.), -4 (\$754.51, 2.11 lbs.), -2 (\$1,016, 6.17 lbs.), -1 (\$1,438, 13.23 lbs.), +1 (\$3,138, 37.65 lbs.).

- *Bandoleer* (1, p. 25) [**Torso**] \$60, 1 lb.
- *Ninja Hatchet* (p. B271) [**Bandoleer**] Damage sw cut; +2 to Holdout. \$60, 2 lbs.
- *Ninja Kusari* (p. B272) [**Torso**] Damage sw+2 cr; +2 to Holdout. \$105, 5 lbs.
- *Ninja Large Knife* (p. B272) [**Bandoleer**] Damage sw-2 cut, thr imp; +2 to Holdout. \$60, 1 lb.
- *Ninja Ninja-To* (12, p. 13) [**Saya**] Damage sw cut, thr+1 imp; +2 to Holdout. \$600, 2 lbs.
- *Ninja Shuriken* ×6 (p. B276) [**Bandoleer**] Damage thr-1 cut; +2 to Holdout. \$27, 0.6 lb.
- *Ninja Suit, Armored* (12, p. 16) [**Whole Body**] DR 1. \$600, 8 lbs.
- *Ninja Tonfa* (12, p. 13) [**Torso**] Damage sw cr, thr cr; +2 to Holdout. \$60, 1.5 lbs.
- *Ninja-To Saya* (12, p. 15) [**Torso**] Acts as a snorkel, 3' ladder, blowpipe, and baton. \$300, 1 lb.

Master of Missiles

This lens provides extensive ranged weaponry, from easily hidden shuriken to a bow. While relatively inexpensive, it includes no armor and some of the weapons are easier to spot than those in other ninja loadouts, which makes striking from a distance particularly important. Select Bow, Knife, Throwing, Thrown Weapon (Knife), Thrown Weapon (Shuriken), and Tonfa skills.

Lens: Master of Missiles

+\$877, +19.4 lbs.

Alternate SMs: -6 (\$276.13, 3.79 lbs.), -4 (\$315.76, 4.96 lbs.), -2 (\$427.67, 8 lbs.), -1 (\$623.83, 13.2 lbs.), +1 (\$1,328, 29.95 lbs.).

- *Arrows* ×10 (p. B276) [**Quiver**] \$20, 1 lb.
- *Arrows, Bodkin* ×10 (p. B277) [**Quiver**] Armor divisor (2); damage is pi. \$20, 1 lb.
- *Bandoleer* ×2 (1, p. 25) [**Torso**] \$120, 2 lbs.
- *Caltraps* ×6 (1, p. 25) [**Bandoleer**] \$30, 3 lbs.
- *Hip Quiver* (p. B289) [**Torso**] Holds up to 20 arrows. \$15, 1 lb.
- *Monster Drool* ×5 (1, p. 29) [**Bandoleer**] Utility poison; roll vs. HT or take 2 points of injury. \$100, 2.5 lbs.

- *Nageteppo, Flash* ×2 (1, p. 25) [**Bandoleer**] Everyone within 10 yards of target hex rolls vs. HT or suffers Blindness. \$80, 0.4 lb.
- *Nageteppo, Smoke* ×2 (1, p. 25) [**Bandoleer**] Fills two-yard radius with smoke. \$80, 0.4 lb.
- *Ninja Short Bow* (p. B275) [**Torso**] Damage thr imp; +2 to Holdout. \$75, 2 lbs.
- *Ninja Shuriken* ×6 (p. B276) [**Bandoleer**] Damage thr-1 cut; +2 to Holdout. \$27, 0.6 lb.
- *Ninja Suit* (12, p. 16) [**Whole Body**] \$150, 2 lbs.
- *Small Knife* ×4 (p. B272) [**Bandoleer**] Damage sw-3 cut, thr-1 imp. \$120, 2 lbs.
- *Tonfa* (12, p. 13) [**Torso**] Damage sw cr, thr cr. \$40, 1.5 lbs.

Master of Stealth

This package loads up on stealth-related options. The sword is easily concealed and the outfit gives multiple Stealth bonuses. However, the loadout includes no armor, which makes *succeeding* at Stealth rolls extremely important! Select Blowpipe and Shortsword skills. The kit requires at least three points in Signature Gear or traded for cash.

Lens: Master of Stealth

+\$2,210.50, +9.25 lbs.

Alternate SMs: -6 (\$148.12, 2.67 lbs.), -4 (\$273.06, 3.09 lbs.), -2 (\$642.17, 4.28 lbs.), -1 (\$1,305.33, 6.42 lbs.), +1 (\$3,870.75, 14.38 lbs.).

- *Bandoleer* (1, p. 25) [**Torso**] \$60, 1 lb.
- *Blowpipe Darts* ×5 (p. B276) [**Bandoleer**] \$0.50, 0.25 lb.
- *Monster Drool* ×5 (1, p. 29) [**Bandoleer**] Utility poison; roll vs. HT or take 2 points of injury. \$100, 2.5 lbs.
- *Ninja Ninja-To* (12, p. 13) [**Saya**] Damage sw cut, thr+1 imp; +2 to Holdout. \$600, 2 lbs.
- *Ninja Suit, Dark, Quiet* (12, p. 16) [**Whole Body**] +2 to Stealth vs. Hearing and Vision when still, +1 when moving. \$1,050, 2 lbs.
- *Ninja-To Saya* (12, p. 15) [**Torso**] Acts as a snorkel, 3' ladder, blowpipe, and baton. \$300, 1 lb.
- *Tabi, Stealthy* (12, p. 15) [**Feet**] +1 to Stealth vs. Hearing. \$100, 0.5 lb.

Master of Tools

This gear merely forms the core of the ninja's armory. Select Shortsword, Throwing, and Thrown Weapon (Shuriken) skills in addition to any skills needed to get the most out of Gizmos. This loadout requires at least one point in Signature Gear or traded for cash.

Lens: Master of Tools

+\$1,247, +7.4 lbs.

Alternate SMs: -6 (\$192.68, 0.97 lb.), -4 (\$268.88, 1.41 lbs.), -2 (\$474.33, 2.6 lbs.), -1 (\$824.67, 4.7 lbs.), +1 (\$1,970.50, 12.2 lbs.).

- *Bandoleer* (1, p. 25) [**Torso**] \$60, 1 lb.
- *Nageteppo, Flash* ×2 (1, p. 25) [**Bandoleer**] Everyone within 10 yards of target hex rolls vs. HT or suffers Blindness. \$80, 0.4 lb.

- *Nageteppo, Smoke* ×2 (1, p. 25) [**Bandoleer**] Fills two-yard radius with smoke. \$80, 0.4 lb.
- *Ninja Shuriken* ×6 (p. B276) [**Bandoleer**] Damage thr-1 cut; +2 to Holdout. \$27, 0.6 lb.
- *Ninja Suit, Reversible* (12, p. 16) [**Whole Body**] \$300, 2 lbs.
- *Ninja-To* (12, p. 13) [**Saya**] Damage sw cut, thr+1 imp. \$400, 2 lbs.
- *Ninja-To Saya* (12, p. 15) [**Torso**] Acts as a snorkel, 3' ladder, blowpipe, and baton. \$300, 1 lb.

Repeating Pistol Crossbow

This sophisticated weapon combines the pistol crossbow's handiness with the larger repeating crossbow's rate of fire. At its heart is an unremarkable pistol crossbow. However, it's fitted with a rotating drum and a gear assembly which, on pressing a lever, cocks the bow and drops a new bolt into place, permitting rapid fire.

The repeating pistol crossbow requires *two* hands to ready but just *one* hand to attack. The user may attempt to

increase RoF by "fanning" the thing: holding down the trigger while slapping the loading lever with the other hand. This trick is inaccurate (it can't benefit from an Aim maneuver!), but spits out more bolts when they're needed. A shooter may increase RoF to 2 at -4 to Crossbow skill or to 3 at -6 to skill; in either case, Rcl is 3.

Weapon	Damage	Acc	Range	Weight	RoF	Shots	Cost	ST	Bulk
CROSSBOW (DX-4)									
Repeating Pistol Crossbow	thr imp	1	×5/×10	5/0.36	1	6(3i)	\$400	8	-4

SCHOLAR

Choose the *curator*, *professor*, or *wise man* lens. These roles are described on p. 9 of *Sages*.

Curator

This scholar is prepared for action more than anything else. Although he totes a few handy reference texts in his bag, his gear consists primarily of light weapons and armor. Select Crossbow and Whip skills, and raise one of these to a high level instead of taking a defensive skill. Consider some extra ST for carrying off artifacts – or more DX and HT for running away from threats faster!

Lens: Curator

+\$818, +35.5 lbs.

Alternate SMs: -6 (\$305.33, 10.61 lbs.), -4 (\$349.15, 12.21 lbs.), -2 (\$458.27, 16.73 lbs.), -1 (\$634.83, 24.78 lbs.), +1 (\$1,271, 54.9 lbs.).

- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Crossbow Bolts* ×10 (p. B276) [**Quiver**] \$20, 0.6 lb.
- *Crossbow Bolts, Bodkin* ×10 (p. B277) [**Quiver**] Armor divisor (2); damage is pi. \$20, 0.6 lbs.
- *Hat, Wide* (8, p. 17) [**Head**] \$18, 0.3 lb.
- *Hip Quiver* (p. B289) [**Torso**] Holds up to 20 bolts. \$15, 1 lb.
- *Leather Jacket* (p. B283) [**Torso, Arms**] DR 1*. \$50, 4 lbs.
- *Leather Pants* (p. B283) [**Legs**] DR 1*. \$40, 3 lbs.
- *Luminous Dust* ×2 (8, p. 37) [**Sack or Webbing**] \$40, 1 lb.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Primer* ×3 (4, p. 13) [**Sack or Backpack**] Select skills at purchase. \$75, 9 lbs.

- *Repeating Pistol Crossbow* (above) [**Torso**] Damage thr imp. \$400, 5 lbs.
- *Whip (3 yards)* (p. B274) [**Torso**] Damage sw-2(0.5) cr. \$60, 6 lbs.

Professor

Though the professor has a very nice (if lightweight) weapon, his gear consists mostly of books. This affords flexibility in filling Book-Learned Wisdom slots at the expense of weight; with the minimal delver's kit, it crosses the line into Heavy encumbrance. Select Cloak and Saber skills. This lens requires at least one point in Signature Gear or traded for cash.

Lens: Professor

+\$1,152, +46.25 lbs.

Alternate SMs: -6 (\$412.20, 25.58 lbs.), -4 (\$476.75, 26.6 lbs.), -2 (\$636, 29.99 lbs.), -1 (\$892, 36.41 lbs.), +1 (\$1,677, 65.25 lbs.).

- *Cloth Armor* (p. B283) [**Torso**] DR 1*. \$30, 6 lbs.
- *Cloth Sleeves* (p. B283) [**Arms**] DR 1*. \$20, 2 lbs.
- *Leather Pants* (p. B283) [**Legs**] DR 1*. \$40, 3 lbs.
- *Light Cloak* (p. B287) [**Torso**] DB 1. \$20, 2 lbs.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Paper, Rice, 20 Sheets* (8, p. 27) [**Sack or Backpack**] \$40, 0.25 lb.
- *Primer* ×2 (4, p. 13) [**Sack or Backpack**] Select skills at purchase. \$50, 6 lbs.
- *Rubbing Wax* (8, p. 27) [**Sack or Backpack**] \$12, 1 lb.
- *Saber* (p. B273) [**Torso**] Damage sw-1 cut, thr+1 imp. \$700, 2 lbs.
- *Scribe's Kit* (p. B288) [**Sack or Backpack**] \$50, 2 lbs.

- *Shoes* (p. B284) [**Feet**] DR 1*. \$40, 2 lbs.
- *Textbook* (4, p. 13) [**Sack or Backpack**] Select skill at purchase. \$50, 6 lbs.
- *Thesis (4 points)* (4, p. 13) [**Sack or Backpack**] Select skill at purchase. \$100, 12 lbs.

Wise Man

More rough-and-tumble than his colleagues, the wise man carries lighter, less-costly gear. He has a couple of reference texts, but mostly he relies on inexpensive weapons, a few natural preparations, and a lot of improvisation. Select First Aid, Sling, and Staff skills.

Lens: Wise Man

+\$402, +29 lbs.

Alternate SMs: -6 (\$323.28, 9.92 lbs.), -4 (\$330.25, 11.04 lbs.), -2 (\$347.34, 14.4 lbs.), -1 (\$374.66, 20.5 lbs.), +1 (\$613, 44.75 lbs.).

- *Anti-Toxin* ×2 (1, p. 28) [**Sack or Webbing**] Select the poison(s) countered when purchased. \$40, 1 lb.
- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Bullets* ×20 (p. B276) [**Torso**] Give +1 damage, double range. \$2, 1 lb.
- *First Aid Kit* (1, p. 24) [**Sack or Backpack**] \$50, 2 lbs.
- *Garlic* (1, p. 28) [**Sack or Webbing**] \$5, 0.25 lb.
- *Leather Jacket* (p. B283) [**Torso, Arms**] DR 1*. \$50, 4 lbs.
- *Leather Pants* (p. B283) [**Legs**] DR 1*. \$40, 3 lbs.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Primer* ×2 (4, p. 13) [**Sack or Backpack**] Select skills at purchase. \$50, 6 lbs.
- *Quarterstaff* (p. B273) [**Torso**] Damage sw+2 cr, thr+2 cr. \$10, 4 lbs.
- *Scribe's Kit* (p. B288) [**Sack or Backpack**] \$50, 2 lbs.
- *Sling* (p. B276) [**Torso**] Damage sw pi. \$20, 0.5 lb.
- *Wolfsbane* (1, p. 28) [**Sack or Webbing**] \$5, 0.25 lb.

SCOUT

Select from the *bounty hunter*, *ranger*, and *sharpshooter* lenses. See *Adventurers*, p. 11, for descriptions of these roles. All of these loadouts assume that every scout has Bow skill!

*A tiny quiver accommodates
no fewer arrows, just smaller ones.*

Bounty Hunter

The bounty hunter may have to close with dangerous opposition, so he's more heavily armed than other scouts. Select Broadsword and Shield skills. This lens requires at least a point in Signature Gear (the sword and bow are good candidates) or traded for cash.

Lens: Bounty Hunter

+\$1,260, +47 lbs.

Alternate SMs: -6 (\$423.90, 1.04 lbs.), -4 (\$496.50, 3.78 lbs.), -2 (\$676.01, 11.93 lbs.), -1 (\$964.99, 26.67 lbs.), +1 (\$2,100, 84.5 lbs.).

- *Arrows* ×25 (p. B276) [**Quiver**] \$50, 2.5 lbs.
- *Arrows, Bodkin* ×25 (p. B277) [**Quiver**] Armor divisor (2); damage is pi. \$50, 2.5 lbs.
- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Broadsword* (p. B271) [**Torso**] Damage sw+1 cut, thr+1 cr. \$500, 3 lbs.
- *Heavy Leather Leggings* (p. B283) [**Legs**] DR 2. \$60, 4 lbs.
- *Heavy Leather Sleeves* (p. B283) [**Arms**] DR 2. \$50, 2 lbs.
- *Hip Quiver, Large* (1, p. 24) [**Torso**] Holds up to 50 arrows, divided into two compartments. \$30, 2 lbs.
- *Leather Armor* (p. B283) [**Torso**] DR 2. \$100, 10 lbs.
- *Longbow* (p. B275) [**Torso**] Damage thr+2 imp. \$200, 3 lbs.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.

- *Pot-Helm* (p. B284) [**Head**] DR 4. \$100, 5 lbs.
- *Small Shield* (p. B287) [**Torso**] DB 1. \$40, 8 lbs.

Ranger

The lightly armored ranger moves quickly with a light load (total weight, including the minimal delver's kit, puts him at Light encumbrance with room to spare) and undetectably with clothing that lets him blend in with his surroundings. Pick Shield and Shortsword skills.

Lens: Ranger

+\$895, +27 lbs.

Alternate SMs: -6 (\$78.85, 0.72 lb.), -4 (\$143.25, 2.48 lbs.), -2 (\$309.66, 7.41 lbs.), -1 (\$585.84, 15.99 lbs.), +1 (\$1,450, 46.5 lbs.).

- *Arrows* ×20 (p. B276) [**Quiver**] \$40, 2 lbs.
- *Camouflage Heavy Cloak* (p. B287, p. 25) [**Torso**] DB 2. Select camouflage pattern at purchase; +1 to Stealth. \$150, 5 lbs.
- *Hip Quiver* (p. B289) [**Torso**] Holds up to 20 arrows. \$15, 1 lb.
- *Leather Jacket* (p. B283) [**Torso, Arms**] DR 1*. \$50, 4 lbs.
- *Longbow* (p. B275) [**Torso**] Damage thr+2 imp. \$200, 3 lbs.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Shortsword* (p. B273) [**Torso**] Damage sw cut, thr imp. \$400, 2 lbs.
- *Small Shield* (p. B287) [**Torso**] DB 1. \$40, 8 lbs.

Sharpshooter

Since the sharpshooter stands well off from his targets, he need not chase them down and enjoys a long lead if he must flee, allowing him to trade a little mobility for armor. He relies particularly heavily on his bow, so he uses the best – an excellent candidate for Signature Gear, especially given that this lens requires two points in Signature Gear or traded for cash anyway. Also pick Staff skill; the sharpshooter uses his quarterstaff as a defensive weapon, with an eye toward disengaging from melee and returning to bow range.

Lens: Sharpshooter

+**\$1,680, +47 lbs.**

Alternate SMs: -6 (\$488.70, 0.86 lb.), -4 (\$592.75, 3.32 lbs.), -2 (\$849.33, 11.12 lbs.), -1 (\$1,261.67, 25.68 lbs.), +1 (\$2,755, 87.5 lbs.).

- *Arrows, Fine* ×25 (p. B276) [**Quiver**] \$150, 2.5 lbs.
- *Arrows, Fine Bodkin* ×25 (p. B277) [**Quiver**] Armor divisor (2); damage is pi. \$150, 2.5 lbs.
- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Composite Bow* (p. B275) [**Torso**] Damage thr+3 imp, thr+4 imp with fine arrows. \$900, 4 lbs.
- *Heavy Leather Leggings* (p. B283) [**Legs**] DR 2. \$60, 4 lbs.
- *Heavy Leather Sleeves* (p. B283) [**Arms**] DR 2. \$50, 2 lbs.
- *Hip Quiver, Large* (**1**, p. 24) [**Torso**] Holds up to 50 arrows, divided into two compartments. \$30, 2 lbs.
- *Mail Shirt* (p. B283) [**Torso**] DR 4/2*. \$150, 16 lbs.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Pot-Helm* (p. B284) [**Head**] DR 4. \$100, 5 lbs.
- *Quarterstaff* (p. B273) [**Torso**] Damage sw+2 cr, thr+2 cr. \$10, 4 lbs.

Dungeon Camouflage

Where not being seen is important, purpose-made camouflage clothing is a definite benefit. Garments may be dyed and stitched in patterns that resemble different terrain types and break up the wearer's visual outline, rendering him harder to see. A garment must be decorated for *specific* conditions:

- *Arctic* (white/light grey)
- *Darkness/Night* (dark grey and black; for dim conditions against any background)
- *Desert* (tan and light browns)
- *Jungle/Woodlands* (dark browns and greens)
- *Plains* (tan and light greens)
- *Underground/Urban* (dark grey and brown)

Dressing in a *full* outfit of camouflage clothing or wearing (*not* wielding) a camouflage heavy cloak gives a bonus to Stealth vs. Vision, provided that the pattern suits the surroundings: +1 to Stealth for +2 CF, or +2 to Stealth for +7 CF.

SUMMONER

Select the loadout that matches the summoner template. Some summoners may add the *high-overhead summoner* lens (p. 26) on top of this.

Demonologist

Select Knife, Rapier, and Shield (Buckler) skills.

Lens: Demonologist

+**\$885, +27.75 lbs.**

Alternate SMs: -6 (\$294.60, 0.51 lb.), -4 (\$346.88, 1.97 lbs.), -2 (\$475, 6.59 lbs.), -1 (\$680, 15.16 lbs.), +1 (\$1,462.50, 51.63 lbs.).

- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Heavy Leather Sleeves* (p. B283) [**Arms**] DR 2. \$50, 2 lbs.
- *Large Knife* (p. B272) [**Torso**] Damage sw-2 cut, thr imp. \$40, 1 lb.
- *Leather Armor* (p. B283) [**Torso**] DR 2. \$100, 10 lbs.
- *Leather Pants* (p. B283) [**Legs**] DR 1*. \$40, 3 lbs.
- *Light Buckler* (p. B287) [**Torso**] DB 1. \$25, 2 lbs.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Rapier* (p. B273) [**Torso**] Damage thr+1 imp. \$500, 2.75 lbs.
- *Scribe's Kit* (p. B288) [**Sack or Backpack**] \$50, 2 lbs.

Elementalist

Select Fast Draw (Potion), Staff, and Throwing skills – and Innate Attack, if you use suitable spells. This kit requires a point in Signature Gear (likely the staff) or traded for cash. Alternate-SM versions of the staff include slightly larger or smaller gems, keeping its mundane value at a constant \$350.

Lens: Elementalist

+**\$1,400, +34 lbs.**

Alternate SMs: -6 (\$1,291.10, 3.43 lbs.), -4 (\$1,295.50, 4.85 lbs.), -2 (\$1,312, 9.73 lbs.), -1 (\$1,345, 19.17 lbs.), +1 (\$1,800, 63 lbs.).

- *Alchemist's Fire* (**1**, p. 28) [**Sack, Webbing, or Potion Belt**] 1d burning damage/second for 30 seconds. \$100, 1 lb.
- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Fine Decorated Enchanted Quarterstaff* (p. B273) [**Torso**] Damage sw+2 cr, thr+2 cr. Decorated with extensive relief (+4 CF) and set with \$280 worth of gems; provides 5 FP as a power item *and* is enchanted with the Staff spell. \$380, 4 lbs.
- *Heavy Cloak* (p. B287) [**Torso**] DB 2. \$50, 5 lbs.
- *Heavy Leather Leggings* (p. B283) [**Legs**] DR 2. \$60, 4 lbs.
- *Heavy Leather Sleeves* (p. B283) [**Arms**] DR 2. \$50, 2 lbs.
- *Leather Armor* (p. B283) [**Torso**] DR 2. \$100, 10 lbs.
- *Liquid Ice* (**1**, p. 29) [**Sack, Webbing, or Potion Belt**] 2d burning damage from cold; armor protects with 1/5 DR. \$250, 1 lb.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Paut* ×2 (**1**, p. 29) [**Sack, Webbing, or Potion Belt**] Restores 4 FP lost to magic. \$270, 1 lb.
- *Potion Belt* (**1**, p. 25) [**Torso**]. \$60, 1 lb.

Necromancer

The necromancer carries tools aimed at making sure that the dead go down and stay there. Select Knife and Two-Handed Axe/Mace skills. Since all Two-Handed Axe/Mace weapons require ST 11+, the GM may allow necromancers to buy extra ST instead of or as well as higher HT.

Lens: Necromancer

+\$811, +36 lbs.

Alternate SMs: -6 (\$646.84, 3.72 lbs.), -4 (\$661.38, 5.64 lbs.), -2 (\$697, 11.33 lbs.), -1 (\$754, 21.67 lbs.), +1 (\$1,166.50, 62.5 lbs.).

- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Fine Wooden Stake* ×2 (p. B272) [**Torso**] Damage thr+1(0.5) imp. \$24, 1 lb.
- *Garlic* ×4 (I, p. 28) [**Sack or Webbing**] \$20, 1 lb.
- *Heavy Leather Sleeves* (p. B283) [**Arms**] DR 2. \$50, 2 lbs.
- *Leather Armor* (p. B283) [**Torso**] DR 2. \$100, 10 lbs.
- *Leather Pants* (p. B283) [**Legs**] DR 1*. \$40, 3 lbs.
- *Necromantic Preservative* (8, p. 24) [**Sack or Backpack**] \$110, 1 lb.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Salt* ×16 (8, p. 11) [**Sack or Backpack**] \$240, 1 lb.
- *Scythe* (p. B274) [**Torso**] Damage sw+2 cut, sw imp. \$15, 5 lbs.
- *Shovel* (p. B289) [**Sack or Backpack**] \$12, 6 lbs.
- *Silver-Coated Large Knife* (p. B272) [**Torso**] Damage sw-2 cut, thr imp. \$120, 1 lb.

Shaman

Select Blowpipe, Shield, and Spear skills. This loadout is sufficiently cheap that a Struggling delver can afford it.

Lens: Shaman

+\$397, +38.5 lbs.

Alternate SMs: -6 (\$220.78, 3.49 lbs.), -4 (\$234, 5.89 lbs.), -2 (\$269, 12.49 lbs.), -1 (\$328, 24.01 lbs.), +1 (\$658, 64 lbs.).

- *Blowpipe* (p. B275) [**Torso**] Damage 1d-3 pi-. \$30, 1 lb.
- *Blowpipe Darts* ×20 (p. B276) [**Torso**] \$2, 1 lb.

SWASHBUCKLER

Most of a swashbuckler's loadout is concentrated in one item: the sword. This should come as no surprise – swashbucklers are built around the use of a single weapon! Choose between the *bladed ruffian* and *gentleman adventurer* kits, and then pick a weapon lens. With the minimal delver's kit, points in Signature Gear or traded for cash are as follows:

0 points: *bladed ruffian* + *rapier-and-buckler*; *bladed ruffian* + *shortsword-and-main-gauche*; *bladed ruffian* + *smallsword-and-cloak*.

1 point (\$500): *bladed ruffian* + *saber*.

2 points (\$1,000): *gentleman adventurer* + *rapier-and-buckler*; *gentleman adventurer* + *shortsword-and-main-gauche*; *gentleman adventurer* + *smallsword-and-cloak*.

3 points (\$1,500): *gentleman adventurer* + *saber*.

Bladed Ruffian

This kit suits a pirate or a street tough with a remarkable talent for the blade.

Lens: Bladed Ruffian

+\$188, +12.3 lbs.

Alternate SMs: -6 (\$170.18, 0.12 lb.), -4 (\$170.90, 0.62 lb.), -2 (\$173.60, 2.46 lbs.), -1 (\$179, 6.15 lbs.), +1 (\$376, 24.6 lbs.).

- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *First Aid Kit* (I, p. 24) [**Sack or Backpack**] \$50, 2 lbs.
- *Fur Tunic* (p. B283) [**Torso**] DR 1*. \$25, 2 lbs.
- *Heavy Cloak* (p. B287) [**Torso**] DB 2. \$50, 5 lbs.
- *Leather Pants* (p. B283) [**Legs**] DR 1*. \$40, 3 lbs.
- *Medium Shield* (p. B287) [**Torso**] DB 2. \$60, 15 lbs.
- *Monster Drool* (I, p. 29) [**Sack or Webbing**] Utility poison; roll vs. HT or take 2 points of injury. \$20, 0.5 lb.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Spear* (p. B273) [**Torso**] Damage thr+2 imp, thr+3 imp (two hands). \$40, 4 lbs.

High-Overhead Summoner

This kit adds gear for summoners who require additional paraphernalia (**Summoners**, p. 4) – or who want to look the part!

Lens: High-Overhead Summoner

+\$507, +12.6 lbs.

Alternate SMs: -6 (\$489.18, 12.3 lbs.), -4 (\$489.90, 12.32 lbs.), -2 (\$492.60, 12.36 lbs.), -1 (\$498, 12.45 lbs.), +1 (\$525, 12.9 lbs.).

- *Ambergris* ×2 (8, p. 13) [**Sack or Backpack**] \$70, 0.125 lb.
- *Bowl* (8, p. 14) [**Sack or Backpack**] \$1, 0.3 lb.
- *Candle, Beeswax* ×10 (I, p. 24) [**Sack or Backpack**] Lasts 24 hours. \$50, 10 lbs.
- *Cedar Resin* ×2 (8, p. 13) [**Sack or Backpack**] \$20, 0.125 lb.
- *Chalk* ×2 (8, p. 26) [**Sack or Backpack**] \$2, 0.5 lb.
- *Hat, Tall* (8, p. 17) [**Head**] \$18, 0.3 lb.
- *Myrrh* ×2 (8, p. 13) [**Sack or Backpack**] \$30, 0.125 lb.
- *Salt* ×16 (8, p. 11) [**Sack or Backpack**] \$240, 1 lb.
- *Sumac* ×2 (8, p. 11) [**Sack or Backpack**] \$76, 0.125 lb.

- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Hat, Wide* (8, p. 17) [**Head**] \$18, 0.3 lb.
- *Leather Jacket* (p. B283) [**Torso, Arms**] DR 1*. \$50, 4 lbs.
- *Leather Pants* (p. B283) [**Legs**] DR 1*. \$40, 3 lbs.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.

Gentleman Adventurer

The better-funded swashbuckler wears superior armor (though largely protecting only vital areas) and much more attractive clothing (expensive enough to give +2 to Merchant skill for Influence rolls). With the minimal delver's kit and any weapon lens, this loadout pushes a ST 11 or even ST 12 hero into Medium encumbrance, so consider raising ST or be ready to drop some gear at the first sign of trouble to reduce penalties to Dodge and to fencing attacks and parries.

Lens: Gentleman Adventurer

+\$1,294, +35.3 lbs.

Alternate SMs: -6 (\$884.14, 0.35 lb.), -4 (\$900.70, 1.77 lbs.), -2 (\$962.80, 7.06 lbs.), -1 (\$1,087, 17.65 lbs.), +1 (\$2,588, 70.6 lbs.).

- *Boots* (p. B284) of *fine material* [**Feet**] DR 2*. \$240, 3 lbs.
- *Cloth Armor* (p. B283) [**Torso**] DR 1*. \$30, 6 lbs.

- *Hat, Wide* (8, p. 17) of fine material [**Head**] \$54, 0.3 lb.
- *Heavy Leather Leggings* (p. B283) [**Legs**] DR 2. \$60, 4 lbs.
- *Heavy Leather Sleeves* (p. B283) [**Arms**] DR 2. \$50, 2 lbs.
- *Ordinary Clothing* (p. B266) of fine material [**Torso, Arms, Legs**] \$360, 2 lbs.
- *Steel Breastplate* (p. B283) [**Torso**] DR 5F. \$500, 18 lbs.

Rapier-and-Buckler

Select Rapier and Shield (Buckler) skills.

Lens: Rapier-and-Buckler

+\$525, +4.75 lbs.

Alternate SMs: -6 (\$21, 0.19 lb.), -4 (\$65.63, 0.59 lb.), -2 (\$175, 1.59 lbs.), -1 (\$350, 3.16 lbs.), +1 (\$787.50, 7.13 lbs.).

- *Light Buckler* (p. B287) [**Torso**] DB 1. \$25, 2 lbs.
- *Rapier* (p. B273) [**Torso**] Damage thr+1 imp. \$500, 2.75 lbs.

Shortsword-and-Main-Gauche

Select Main-Gauche and Shortsword skills.

Lens: Shortsword-and-Main-Gauche

+\$450, +3.25 lbs.

Alternate SMs: -6 (\$18, 0.13 lb.), -4 (\$56.25, 0.41 lb.), -2 (\$150, 1.09 lbs.), -1 (\$300, 2.16 lbs.), +1 (\$675, 4.88 lbs.).

- *Main-Gauche* (p. 6) [**Torso**] Damage sw-3 cut, thr imp. \$50, 1.25 lbs.
- *Shortsword* (p. B273) [**Torso**] Damage sw cut, thr imp. \$400, 2 lbs.

Smallsword-and-Cloak

Select Cloak and Smallsword skills.

Lens: Smallsword-and-Cloak

+\$450, +6.5 lbs.

Alternate SMs: -6 (\$16.50, 0.11 lb.), -4 (\$52.50, 0.44 lb.), -2 (\$143.33, 1.5 lbs.), -1 (\$291.67, 3.5 lbs.), +1 (\$700, 12.25 lbs.).

- *Heavy Cloak* (p. B287) [**Torso**] DB 2. \$50, 5 lbs.
- *Smallsword* (p. B273) [**Torso**] Damage thr+1 imp. \$400, 1.5 lbs.

Saber

Select Saber and Thrown Weapon (Knife) skills.

Lens: Saber

+\$740, +3 lbs.

Alternate SMs: -6 (\$29.60, 0.12 lb.), -4 (\$92.50, 0.38 lb.), -2 (\$246.66, 1 lb.), -1 (\$493.34, 2 lbs.), +1 (\$1,110, 4.5 lbs.).

- *Large Knife* (p. B272) [**Torso**] Damage sw-2 cut, thr imp. \$40, 1 lb.
- *Saber* (p. B273) [**Torso**] Damage sw-1 cut, thr+1 imp. \$700, 2 lbs.

There's not a lot of money in revenge.

– Inigo Montoya, in *Princess Bride*

THIEF

While all thieves operate by avoiding detection, different specialties exist within that general description.

Basic Thief

This low-cost package suits a stealthy infiltrator. Select Shield (Buckler) and Shortsword skills.

Lens: Basic Thief

+\$885, +27.6 lbs.

Alternate SMs: -6 (\$333, 1.94 lbs.), -4 (\$381.88, 3.26 lbs.), -2 (\$501.66, 7.54 lbs.), -1 (\$693.34, 15.56 lbs.), +1 (\$1,422.50, 50.65 lbs.).

- *Heavy Leather Leggings* (p. B283) [**Legs**] DR 2. \$60, 4 lbs.
- *Heavy Leather Sleeves* (p. B283) [**Arms**] DR 2. \$50, 2 lbs.
- *Leather Armor* (p. B283) [**Torso**] DR 2. \$100, 10 lbs.
- *Light Buckler* (p. B287) [**Torso**] DB 1. \$25, 2 lbs.
- *Lockpicks, Basic* (1, p. 25) [**Sack or Webbing**] \$50, 0.1 lb.
- *Luminous Dust* ×2 (8, p. 37) [**Sack or Webbing**] \$40, 1 lb.
- *Monster Drool* (1, p. 29) [**Sack or Webbing**] Utility poison; roll vs. HT or take 2 points of injury. \$20, 0.5 lb.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Shoes* (p. B284) [**Feet**] DR 1*. \$40, 2 lbs.

- *Shortsword* (p. B273) [**Torso**] Damage sw cut, thr imp. \$400, 2 lbs.
- *Spy's Horn* (1, p. 26) [**Sack or Backpack**] \$100, 2 lbs.

Burglar

This lens befits a specialist at getting into places he isn't allowed. The gear is quiet, but neither light nor cheap (calls for two points in Signature Gear or traded for cash). Select Shield (Buckler) and Shortsword skills, and consider improving Climbing and Lockpicking skills.

Lens: Burglar

+\$1,665, +29.5 lbs.

Alternate SMs: -6 (\$681, 1.6 lbs.), -4 (\$768.13, 3.21 lbs.), -2 (\$981.66, 8.12 lbs.), -1 (\$1,323.34, 16.98 lbs.), +1 (\$2,777.50, 52.75 lbs.).

- *Burglar Bar* (8, p. 25) [**Sack or Webbing**] +1 to Traps for disarming. \$20, 2 lbs.
- *Grapnel* (p. B288) [**Sack or Backpack**] Throw to 2×ST yards. \$80, 2 lbs.
- *Light Buckler* (p. B287) [**Torso**] DB 1. \$25, 2 lbs.
- *Lockpicks, Good* (1, p. 25) [**Sack or Webbing**] +1 to Lockpicking. \$250, 0.5 lb.
- *Luminous Dust* ×2 (8, p. 37) [**Sack or Webbing**] \$40, 1 lb.

- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Shortsword* (p. B273) [**Torso**] Damage sw cut, thr imp. \$400, 2 lbs.
- *Thieves' Mail Shirt* (p. B283) [**Torso**] DR 4/2*. \$600, 16 lbs.
- *Trap-Finder's Kit* (4, p. 12) [**Sack or Backpack**] +1 to Traps. \$250, 2 lbs.

Assassin

This kit is for the silent killer. The assassin relies on stealth to get close to his target, giving him a free hand to use low-damage weapons on vulnerable spots or to deliver poisons. Select Crossbow, Garrote, Throwing, and Thrown Weapon (Knife) skills; buy weapon skills high enough to target vitals and chinks in armor reliably; and get as much Stealth as you can afford. This lens requires a point in Signature Gear or traded for cash. Though intended for the thief template in *Adventurers*, it also suits the assassin template on p. 9 of *Ninja*.

Lens: Assassin

+**\$1,246, +41.12 lbs.**

Alternate SMs: -6 (\$645.34, 5.34 lbs.), -4 (\$683.75, 7.06 lbs.), -2 (\$794.01, 12.83 lbs.), -1 (\$988.99, 23.94 lbs.), +1 (\$1,959, 74.53 lbs.).

- *Anti-Toxin* ×4 (1, p. 28) [**Sack or Webbing**] Select the poison(s) countered when purchased. \$80, 2 lbs.

- *Camouflage Heavy Cloak* ×2 (p. B287) [**Torso**] DB 2. Select camouflage patterns at purchase; +1 to Stealth. \$300, 10 lbs.
- *Crossbow Bolts* ×12 (p. B276) [**Quiver**] \$24, 0.72 lb.
- *Dagger* ×4 (p. B272) [**Torso**] Damage thr-1 imp. \$80, 1 lb.
- *Garrote* (p. B272) [**Torso**] \$2, 0 lbs.
- *Heavy Leather Leggings* (p. B283) [**Legs**] DR 2. \$60, 4 lbs.
- *Heavy Leather Sleeves* (p. B283) [**Arms**] DR 2. \$50, 2 lbs.
- *Leather Armor* (p. B283) [**Torso**] DR 2. \$100, 10 lbs.
- *Lockpicks, Basic* (1, p. 25) [**Sack or Webbing**] \$50, 0.1 lb.
- *Monster Drool* ×2 (1, p. 29) [**Sack or Webbing**] Utility poison; roll vs. HT or take 2 points of injury. \$40, 1 lb.
- *Nageteppo, Flash* ×2 (1, p. 25) [**Sack or Webbing**] Everyone within 10 yards of target hex rolls vs. HT or suffers Blindness. \$80, 0.4 lb.
- *Nageteppo, Smoke* ×2 (1, p. 25) [**Sack or Webbing**] Fills two-yard radius with smoke. \$80, 0.4 lb.
- *Oozing Doom* (1, p. 29) [**Sack or Webbing**] Contact agent soaks through armor in DR seconds; 2d injury (1d on successful HT roll). \$100, 1 lb.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Pistol Crossbow* (p. B276) [**Torso**] Damage thr+2 imp. \$150, 4 lbs.
- *Shoes* (p. B284) [**Feet**] DR 1*. \$40, 2 lbs.
- *Shoulder Quiver* (p. B289) [**Torso**] Holds up to 12 bolts. \$10, 0.5 lb.

WIZARD

Choose either the *fighting wizard* or the *scholarly wizard*.

Fighting Wizard

This kit is for the wizard who expects to spend some time on the front line in battle. Instead of loading up on potions, abstractly valuable power items, and similar magical adjuncts, most of the expense here goes toward weapons and armor. However, given the price of swords (for SM 0 delvers), the blade can double as a power item, holding 5 FP. This gear particularly suits the magician with a higher-than-usual ST and buffing spells he can cast on himself. Select Shield (Buckler) and Smallsword skills.

Lens: Fighting Wizard

+**\$862, +24 lbs.**

Alternate SMs: -6 (\$454, 0.84 lb.), -4 (\$490.13, 1.94 lbs.), -2 (\$578.66, 5.67 lbs.), -1 (\$720.34, 12.83 lbs.), +1 (\$1376.50, 45.75 lbs.).

- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Heavy Leather Sleeves* (p. B283) [**Arms**] DR 2. \$50, 2 lbs.
- *Leather Armor* (p. B283) [**Torso**] DR 2. \$100, 10 lbs.
- *Leather Cap* (p. B284) [**Head**] DR 1*. \$32, 0 lbs.
- *Leather Pants* (p. B283) [**Legs**] DR 1*. \$40, 3 lbs.
- *Light Buckler* (p. B287) [**Torso**] DB 1. \$25, 2 lbs.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Paut* (1, p. 29) [**Sack or Webbing**] Restores 4 FP lost to magic. \$135, 0.5 lb.

- *Smallsword* (p. B273) [**Torso**] Damage thr+1 imp. \$400, 1.5 lbs.

Scholarly Wizard

This lens suits a more “conventional” magician who focuses on brainwork and leaves the heavy lifting to others. Although it provides very little protection, it includes a batch of restorative energy potions, and the staff is a good power item for a starting adventurer; thus, magical defenses can substitute for physical ones. Alternate-SM versions of the staff are fitted with slightly larger or smaller gems, keeping its mundane value at a constant \$500. Select Staff skill.

Lens: Scholarly Wizard

+**\$880, +15 lbs.**

Alternate SMs: -6 (\$832, 1.32 lbs.), -4 (\$836.25, 2.15 lbs.), -2 (\$846.67, 4.6 lbs.), -1 (\$863.33, 9 lbs.), +1 (\$935, 26 lbs.).

- *Cloth Armor* (p. B283) [**Torso**] DR 1*. \$30, 6 lbs.
- *Fine Decorated Enchanted Quarterstaff* (p. B273) [**Torso**] Damage sw+2 cr; thr+2 cr. Decorated with extensive relief (+4 CF) and set with \$430 worth of gems; provides 6 FP as a power item and is enchanted with the Staff spell. \$530, 4 lbs.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Paut* ×2 (1, p. 29) [**Sack or Webbing**] Restores 4 FP lost to magic. \$270, 1 lb.
- *Scribe's Kit* (p. B288) [**Sack or Backpack**] \$50, 2 lbs.

CHAPTER TWO

DUNGEON FANTASY EQUIPMENT SHEETS

The following pages contain reference sheets with all of the equipment lists formatted for easy use at the gaming table, sorted by template and including each kit's total cost and weight. As you prepare for play, make copies of the sheets you need for each character. For most characters, this will probably be one of the *Minimal Kit* pages and a page for a specific character template. Then check off the loadouts the character purchases and/or strike through the ones he doesn't.

This should be all you need for play, but double-check pp. 4-5 for how to interpret the lists. You may also want to review the descriptions of the individual loadouts for any special considerations. The "Notes" section can be used to record additional gear and acquired loot. Of course, if you're doing it right, you'll have to start writing on the back of the sheet to keep track of all of that.

*In the old free days all I wanted was a sharp sword
and a straight path to my enemies.*

– Robert E. Howard, "The Phoenix on the Sword"

THE LOADOUTS

Minimal Delver's Kit30	Knight's Kit44
Minimal + Deluxe Delver's Kit31	Martial Artist's Kit45
Artificer's Kit32	Ninja's Kit46
Barbarian's Kit33	Scholar's Kit47
Bard's Kit34	Scout's Kit48
Cleric's Kit35	Summoner's Kit49
Druid's Kit38	Swashbuckler's Kit50
Holy Warrior's Kit39	Thief's Kit51
Innkeeper's Kit43	Wizard's Kit52



Name: _____

Player: _____

Cleric's Kit

Healing Cleric

+\$897.50, +46 lbs.

Alternate SMs: -6 (\$820.70, 14.47 lbs.), -4 (\$827.50, 15.98 lbs.), -2 (\$844.17, 21.06 lbs.), -1 (\$870.83, 30.84 lbs.), +1 (\$1,277.50, 75.5 lbs.).

- Boots (p. B284) [Feet] DR 2*. \$80, 3 lbs.
- Fine Quarterstaff (p. B273) [Torso] Damage sw+2 cr, thr+2 cr. \$30, 4 lbs.
- Healer's Kit (I, p. 26) [Sack or Backpack] \$200, 10 lbs.
- Heavy Leather Leggings (p. B283) [Legs] DR 2. \$60, 4 lbs.
- Heavy Leather Sleeves (p. B283) [Arms] DR 2. \$50, 2 lbs.
- Holy Symbol (I, p. 26) [Sack or Backpack] \$50, 1 lb.
- Holy Water x3 (I, p. 26) [Sack or Webbing] \$22.50, 3 lbs.
- Mail Shirt (p. B283) [Torso] DR 4/2*. \$150, 16 lbs.
- Minor Healing Potion (I, p. 29) [Sack or Webbing] Heals 1d HP. \$120, 0.5 lb.
- Ordinary Clothing (p. B266) [Torso, Arms, Legs] Initially free; replacement cost is \$120. \$0, 2 lbs.
- Paut (I, p. 29) [Sack or Webbing] Restores 4 FP lost to magic. \$135, 0.5 lb.

Hunting Cleric

+\$697, +36.5 lbs.

Alternate SMs: -6 (\$364.18, 4.52 lbs.), -4 (\$386.50, 6.12 lbs.), -2 (\$449.01, 11.36 lbs.), -1 (\$557.99, 21.34 lbs.), +1 (\$1,233, 65.75 lbs.).

- Boots (p. B284) [Feet] DR 2*. \$80, 3 lbs.
- Bullets x20 (p. B276) [Torso] Give +1 damage, double range. \$2, 1 lb.
- Camouflage Heavy Cloak (p. B287, p. 25) [Torso] DB 2. Select camouflage pattern at purchase; +1 to Stealth. \$150, 5 lbs.
- Fine Spear (p. B273) [Torso] Damage thr+3 imp, thr+4 imp (two hands). \$120, 4 lbs.
- First Aid Kit (I, p. 24) [Sack or Backpack] \$50, 2 lbs.
- Heavy Leather Leggings (p. B283) [Legs] DR 2. \$60, 4 lbs.
- Heavy Leather Sleeves (p. B283) [Arms] DR 2. \$50, 2 lbs.
- Holy Symbol (I, p. 26) [Sack or Backpack] \$50, 1 lb.
- Holy Water x2 (I, p. 26) [Sack or Webbing] \$15, 2 lbs.
- Leather Armor (p. B283) [Torso] DR 2. \$100, 10 lbs.
- Ordinary Clothing (p. B266) [Torso, Arms, Legs] Initially free; replacement cost is \$120. \$0, 2 lbs.
- Sling (p. B276) [Torso] Damage sw pi. \$20, 0.5 lb.

Love Cleric

+\$534, +33.25 lbs.

Alternate SMs: -6 (\$447.60, 14.58 lbs.), -4 (\$455.25, 15.57 lbs.), -2 (\$474, 18.7 lbs.), -1 (\$504, 24.58 lbs.), +1 (\$709, 49.75 lbs.).

- Carmine (8, p. 13) [Sack or Backpack] \$40, 0.0625 lb. (1 oz.).
- Cloth Armor (p. B283) [Torso] DR 1*. \$30, 6 lbs.
- Cloth Sleeves (p. B283) [Arms] DR 1*. \$20, 2 lbs.
- Healer's Kit (I, p. 26) [Sack or Backpack] \$200, 10 lbs.
- Henna (8, p. 13) [Sack or Backpack] \$1, 0.0625 lb. (1 oz.).

- Holy Symbol (I, p. 26) [Sack or Backpack] \$50, 1 lb.
- Holy Water x4 (I, p. 26) [Sack or Webbing] \$30, 4 lbs.
- Leather Pants (p. B283) [Legs] DR 1*. \$40, 3 lbs.
- Light Clothing (p. B266) [Torso, Arms, Legs] Initially free; replacement cost is \$60. \$0, 1 lb.
- Musk (8, p. 13) [Sack or Backpack] \$28, 0.0625 lb. (1 oz.).
- Myrrh (8, p. 13) [Sack or Backpack] \$15, 0.0625 lb. (1 oz.).
- Shoes (p. B284) [Feet] DR 1*. \$40, 2 lbs.
- Whip (2 yards) (p. B274) [Torso] Damage sw-2(0.5) cr. \$40, 4 lbs.

Messenger/Rogue Cleric

+\$745, +24 lbs.

Alternate SMs: -6 (\$254.80, 2.33 lbs.), -4 (\$297.25, 3.37 lbs.), -2 (\$402.33, 6.87 lbs.), -1 (\$571.67, 13.58 lbs.), +1 (\$1,195, 44.25 lbs.).

- Cloth Sleeves (p. B283) [Arms] DR 1*. \$20, 2 lbs.
- Dagger x2 (p. B272) [Torso] Damage thr-1 imp. \$40, 0.5 lb.
- First Aid Kit (I, p. 24) [Sack or Backpack] \$50, 2 lbs.
- Holy Symbol (I, p. 26) [Sack or Backpack] \$50, 1 lb.
- Leather Armor (p. B283) [Torso] DR 2. \$100, 10 lbs.
- Leather Pants (p. B283) [Legs] DR 1*. \$40, 3 lbs.
- Light Cloak (p. B287) [Torso] DB 1. \$20, 2 lbs.
- Light Clothing (p. B266) [Torso, Arms, Legs] Initially free; replacement cost is \$60. \$0, 1 lb.
- Sandals (p. B284) [Feet] DR 0. \$25, 0.5 lb.
- Shortsword (p. B273) [Torso] Damage sw cut, thr imp. \$400, 2 lbs.

Night Cleric

+\$710, +34.4 lbs.

Alternate SMs: -6 (\$427.10, 2.9 lbs.), -4 (\$445, 4.46 lbs.), -2 (\$496.67, 9.59 lbs.), -1 (\$588.33, 19.41 lbs.), +1 (\$1,220, 63.4 lbs.).

- Boots (p. B284) [Feet] DR 2*. \$80, 3 lbs.
- Camouflage Heavy Cloak (p. B287, p. 25) [Torso] DB 2. Night-pattern camouflage; +1 to Stealth. \$150, 5 lbs.
- Fine Quarterstaff (p. B273) [Torso] Damage sw+2 cr, thr+2 cr. \$30, 4 lbs.
- First Aid Kit (I, p. 24) [Sack or Backpack] \$50, 2 lbs.
- Heavy Leather Leggings (p. B283) [Legs] DR 2. \$60, 4 lbs.
- Heavy Leather Sleeves (p. B283) [Arms] DR 2. \$50, 2 lbs.
- Holy Symbol (I, p. 26) [Sack or Backpack] \$50, 1 lb.
- Leather Armor (p. B283) [Torso] DR 2. \$100, 10 lbs.
- Nageteppo, Smoke x2 (I, p. 25) [Sack or Webbing] Fills two-yard radius with smoke. \$80, 0.4 lb.
- Ordinary Clothing (p. B266) [Torso, Arms, Legs] Initially free; replacement cost is \$120. \$0, 2 lbs.
- Small Knife x2 (p. B272) [Torso] Damage sw-3 cut, thr-1 imp. \$60, 1 lb.

Notes:



Name: _____ Player: _____

Holy Warrior's Kit

Armor of God

+\$862, +66 lbs.

Alternate SMs: -6 (\$535.60, 13.44 lbs.), -4 (\$564.50, 16.96 lbs.), -2 (\$635.34, 26.8 lbs.), -1 (\$748.66, 44 lbs.), +1 (\$1,324, 105 lbs.).

- *Halberd* (p. B272) [**Torso**] Damage sw+5 cut, sw+4 imp, thr+3 imp. \$150, 12 lbs.
- *Healer's Kit* (I, p. 26) [**Sack or Backpack**] \$200, 10 lbs.
- *Heavy Leather Leggings* (p. B283) [**Legs**] DR 2. \$60, 4 lbs.
- *Heavy Leather Sleeves* (p. B283) [**Arms**] DR 2. \$50, 2 lbs.
- *Holy Symbol* (I, p. 26) [**Sack or Backpack**] \$50, 1 lb.
- *Holy Water* x2 (I, p. 26) [**Sack or Webbing**] \$30, 2 lbs.
- *Large Knife* x2 (p. B272) [**Torso**] Damage sw-2 cut, thr imp. \$80, 2 lbs.
- *Leather Cap* (p. B284) [**Head**] DR 1*. \$32, 0 lbs.
- *Mail Shirt* (p. B283) [**Torso**] DR 4/2*. \$150, 16 lbs.
- *Medium Shield* (p. B287) [**Torso**] DB 2. \$60, 15 lbs.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.

Crusader

+\$2,760, +103.2 lbs.

Alternate SMs: -6 (\$1,881.15, 2.81 lbs.), -4 (\$1,958.25, 8.09 lbs.), -2 (\$2,148, 24.93 lbs.), -1 (\$2,452.50, 56.47 lbs.), +1 (\$5,055, 192.3 lbs.).

- *Crossbow* (p. B276) [**Torso**] Damage thr+4 imp. \$150, 6 lbs.
- *Crossbow Bolts* x20 (p. B276) [**Quiver**]. \$40, 1.2 lbs.
- *Gauntlets* (p. B284) [**Hands**] DR 4. \$100, 2 lbs.
- *Hip Quiver* (p. B289) [**Torso**] Holds up to 20 bolts. \$15, 1 lb.
- *Holy Symbol* (I, p. 26) [**Sack or Backpack**] \$50, 1 lb.
- *Holy Water* (I, p. 26) [**Sack or Webbing**] \$15, 1 lb.
- *Mail Leggings* (p. B283) [**Legs**] DR 4/2*. \$110, 15 lbs.
- *Mail Sleeves* (p. B283) [**Arms**] DR 4/2*. \$70, 9 lbs.
- *Medium Shield* (p. B287) [**Torso**] DB 2. \$60, 15 lbs.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Pot-Helm* (p. B284) [**Head**] DR 4. \$100, 5 lbs.
- *Sollerets* (p. B284) [**Feet**] DR 4. \$150, 7 lbs.
- *Steel Corselet* (p. B283) [**Torso**] DR 6. \$1,300, 35 lbs.
- *Thrusting Broadsword* (p. B271) [**Torso**] Damage sw+1 cut, thr+2 imp. \$600, 3 lbs.

Evil Crusader

+\$3,105, +78.2 lbs.

Alternate SMs: -6 (\$2,235.75, 3.55 lbs.), -4 (\$2,312, 7.79 lbs.), -2 (\$2,499.66, 20.73 lbs.), -1 (\$2,800.84, 44.47 lbs.), +1 (\$5,625, 141.3 lbs.).

- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Crossbow* (p. B276) [**Torso**] Damage thr+4 imp. \$150, 6 lbs.
- *Crossbow Bolts* x20 (p. B276) [**Quiver**] \$40, 1.2 lbs.
- *Hip Quiver* (p. B289) [**Torso**] Holds up to 20 bolts. \$15, 1 lb.
- *Large Knife* (p. B272) [**Torso**] Damage sw-2 cut, thr imp. \$40, 1 lb.

- *Mail Leggings* (p. B283) [**Legs**] DR 4/2*. \$110, 15 lbs.
- *Mail Sleeves* (p. B283) [**Arms**] DR 4/2*. \$70, 9 lbs.
- *Medium Shield* (p. B287) [**Torso**] DB 2. \$60, 15 lbs.
- *Monster Drool* x2 (I, p. 29) [**Sack or Webbing**] Utility poison; roll vs. HT or take 2 points of injury. \$40, 1 lb.
- *Oozing Doom* (I, p. 29) [**Sack or Webbing**] Contact agent soaks through armor in DR seconds; 2d injury (1d on successful HT roll). \$100, 1 lb.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Spiked Gauntlets* (p. B284) [**Hands**] DR 4. \$300, 2 lbs.
- *Spiked Steel Breastplate* (p. B283) [**Torso**] DR 5F. \$1,500, 18 lbs.
- *Thrusting Broadsword* (p. B271) [**Torso**] Damage sw+1 cut, thr+2 imp. \$600, 3 lbs.

Holy Warrior of Agriculture

+\$632, +44 lbs.

Alternate SMs: -6 (\$382.40, 0.95 lb.), -4 (\$404.50, 3.48 lbs.), -2 (\$458.67, 11.06 lbs.), -1 (\$545.33, 24.84 lbs.), +1 (\$1,134, 79.5 lbs.).

- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Halberd* (p. B272) [**Torso**] Damage sw+5 cut, sw+4 imp, thr+3 imp. \$150, 12 lbs.
- *Heavy Leather Leggings* (p. B283) [**Legs**] DR 2. \$60, 4 lbs.
- *Heavy Leather Sleeves* (p. B283) [**Arms**] DR 2. \$50, 2 lbs.
- *Holy Symbol* (I, p. 26) [**Sack or Backpack**] \$50, 1 lb.
- *Leather Cap* (p. B284) [**Head**] DR 1*. \$32, 0 lbs.
- *Mail Shirt* (p. B283) [**Torso**] DR 4/2*. \$150, 16 lbs.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Throwing Axe* (p. B271) [**Belt or Back**] Damage sw+2 cut. \$60, 4 lbs.

Holy Warrior of Artificers

+\$1,007, +66.2 lbs.

Alternate SMs: -6 (\$396.95, 1.81 lbs.), -4 (\$450.25, 6.19 lbs.), -2 (\$581.67, 18.33 lbs.), -1 (\$792.83, 39.47 lbs.), +1 (\$1,704, 113.3 lbs.).

- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Crossbow* (p. B276) [**Torso**] Damage thr+4 imp. \$150, 6 lbs.
- *Crossbow Bolts* x20 (p. B276) [**Quiver**] \$40, 1.2 lbs.
- *Heavy Leather Leggings* (p. B283) [**Legs**] DR 2. \$60, 4 lbs.
- *Heavy Leather Sleeves* (p. B283) [**Arms**] DR 2. \$50, 2 lbs.
- *Hip Quiver* (p. B289) [**Torso**] Holds up to 20 bolts. \$15, 1 lb.
- *Holy Symbol* (I, p. 26) [**Sack or Backpack**] \$50, 1 lb.
- *Leather Cap* (p. B284) [**Head**] DR 1*. \$32, 0 lbs.
- *Mail Shirt* (p. B283) [**Torso**] DR 4/2*. \$150, 16 lbs.
- *Medium Shield* (p. B287) [**Torso**] DB 2. \$60, 15 lbs.
- *Morningstar* (p. B272) [**Torso**] Damage sw+3 cr. \$80, 6 lbs.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Tool Vest* (p. 7) [**Torso**] -1 to applicable skills. \$240, 9 lbs.



Name: _____

Player: _____

Summoner's Kit

☐ Demonologist

+\$885, +27.75 lbs.

Alternate SMs: -6 (\$294.60, 0.51 lb.), -4 (\$346.88, 1.97 lbs.), -2 (\$475, 6.59 lbs.), -1 (\$680, 15.16 lbs.), +1 (\$1,462.50, 51.63 lbs.).

- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Heavy Leather Sleeves* (p. B283) [**Arms**] DR 2. \$50, 2 lbs.
- *Large Knife* (p. B272) [**Torso**] Damage sw-2 cut, thr imp. \$40, 1 lb.
- *Leather Armor* (p. B283) [**Torso**] DR 2. \$100, 10 lbs.
- *Leather Pants* (p. B283) [**Legs**] DR 1*. \$40, 3 lbs.
- *Light Buckler* (p. B287) [**Torso**] DB 1. \$25, 2 lbs.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Rapier* (p. B273) [**Torso**] Damage thr+1 imp. \$500, 2.75 lbs.
- *Scribe's Kit* (p. B288) [**Sack or Backpack**] \$50, 2 lbs.

☐ Elementalist

+\$1,400, +34 lbs.

Alternate SMs: -6 (\$1,291.10, 3.43 lbs.), -4 (\$1,295.50, 4.85 lbs.), -2 (\$1,312, 9.73 lbs.), -1 (\$1,345, 19.17 lbs.), +1 (\$1,800, 63 lbs.).

- *Alchemist's Fire* (I, p. 28) [**Sack, Webbing, or Potion Belt**] 1d burning damage/second for 30 seconds. \$100, 1 lb.
- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Fine Decorated Enchanted Quarterstaff* (p. B273) [**Torso**] Damage sw+2 cr, thr+2 cr. Decorated with extensive relief (+4 CF) and set with \$280 worth of gems; provides 5 FP as a power item and is enchanted with the Staff spell. \$380, 4 lbs.
- *Heavy Cloak* (p. B287) [**Torso**] DB 2. \$50, 5 lbs.
- *Heavy Leather Leggings* (p. B283) [**Legs**] DR 2. \$60, 4 lbs.
- *Heavy Leather Sleeves* (p. B283) [**Arms**] DR 2. \$50, 2 lbs.
- *Leather Armor* (p. B283) [**Torso**] DR 2. \$100, 10 lbs.
- *Liquid Ice* (I, p. 29) [**Sack, Webbing, or Potion Belt**] 2d burning damage from cold; armor protects with 1/5 DR. \$250, 1 lb.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Paut* x2 (I, p. 29) [**Sack, Webbing, or Potion Belt**] Restores 4 FP lost to magic. \$270, 1 lb.
- *Potion Belt* (I, p. 25) [**Torso**]. \$60, 1 lb.

☐ Necromancer

+\$811, +36 lbs.

Alternate SMs: -6 (\$646.84, 3.72 lbs.), -4 (\$661.38, 5.64 lbs.), -2 (\$697, 11.33 lbs.), -1 (\$754, 21.67 lbs.), +1 (\$1,166.50, 62.5 lbs.).

- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *Fine Wooden Stake* x2 (p. B272) [**Torso**] Damage thr+1(0.5) imp. \$24, 1 lb.
- *Garlic* x4 (I, p. 28) [**Sack or Webbing**] \$20, 1 lb.
- *Heavy Leather Sleeves* (p. B283) [**Arms**] DR 2. \$50, 2 lbs.
- *Leather Armor* (p. B283) [**Torso**] DR 2. \$100, 10 lbs.
- *Leather Pants* (p. B283) [**Legs**] DR 1*. \$40, 3 lbs.
- *Necromantic Preservative* (8, p. 24) [**Sack or Backpack**] \$110, 1 lb.

- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Salt* x16 (8, p. 11) [**Sack or Backpack**] \$240, 1 lb.
- *Scythe* (p. B274) [**Torso**] Damage sw+2 cut, sw imp. \$15, 5 lbs.
- *Shovel* (p. B289) [**Sack or Backpack**] \$12, 6 lbs.
- *Silver-Coated Large Knife* (p. B272) [**Torso**] Damage sw-2 cut, thr imp. \$120, 1 lb.

☐ Shaman

+\$397, +38.5 lbs.

Alternate SMs: -6 (\$220.78, 3.49 lbs.), -4 (\$234, 5.89 lbs.), -2 (\$269, 12.49 lbs.), -1 (\$328, 24.01 lbs.), +1 (\$658, 64 lbs.).

- *Blowpipe* (p. B275) [**Torso**] Damage 1d-3 pi-. \$30, 1 lb.
- *Blowpipe Darts* x20 (p. B276) [**Torso**] \$2, 1 lb.
- *Boots* (p. B284) [**Feet**] DR 2*. \$80, 3 lbs.
- *First Aid Kit* (I, p. 24) [**Sack or Backpack**] \$50, 2 lbs.
- *Fur Tunic* (p. B283) [**Torso**] DR 1*. \$25, 2 lbs.
- *Heavy Cloak* (p. B287) [**Torso**] DB 2. \$50, 5 lbs.
- *Leather Pants* (p. B283) [**Legs**] DR 1*. \$40, 3 lbs.
- *Medium Shield* (p. B287) [**Torso**] DB 2. \$60, 15 lbs.
- *Monster Drool* (I, p. 29) [**Sack or Webbing**] Utility poison; roll vs. HT or take 2 points of injury. \$20, 0.5 lb.
- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 2 lbs.
- *Spear* (p. B273) [**Torso**] Damage thr+2 imp, thr+3 imp (two hands). \$40, 4 lbs.

☐ High-Overhead Summoner

+\$507, +12.6 lbs.

Alternate SMs: -6 (\$489.18, 12.3 lbs.), -4 (\$489.90, 12.32 lbs.), -2 (\$492.60, 12.36 lbs.), -1 (\$498, 12.45 lbs.), +1 (\$525, 12.9 lbs.).

- *Ambergris* x2 (8, p. 13) [**Sack or Backpack**] \$70, 0.125 lb.
- *Bowl* (8, p. 14) [**Sack or Backpack**] \$1, 0.3 lb.
- *Candle, Beeswax* x10 (I, p. 24) [**Sack or Backpack**] Lasts 24 hours. \$50, 10 lbs.
- *Cedar Resin* x2 (8, p. 13) [**Sack or Backpack**] \$20, 0.125 lb.
- *Chalk* x2 (8, p. 26) [**Sack or Backpack**] \$2, 0.5 lb.
- *Hat, Tall* (8, p. 17) [**Head**] \$18, 0.3 lb.
- *Myrrh* x2 (8, p. 13) [**Sack or Backpack**] \$30, 0.125 lb.
- *Salt* x16 (8, p. 11) [**Sack or Backpack**] \$240, 1 lb.
- *Sumac* x2 (8, p. 11) [**Sack or Backpack**] \$76, 0.125 lb.

Notes:

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INDEX

- Alchemist loadout, 7, 32.
Animals, pack and riding, 5.
Armor of god loadout, 14, 39.
Armor, *partial*, 8; *scaling*, 4.
Artificer loadouts, 7, 32; *cleric*, 10-11, 35.
Assassin loadout, 28, 51.
Axe loadout, 8, 33; *see also Two-Handed Axe Loadout*.
Axe-and-shield loadout, 20, 44.
Barbarian loadouts, 8-9, 33.
Bard loadouts, 9-10, 34.
Barkeep loadout, 19, 43.
Beastmaster loadout, 13-14, 38.
Boomerangs, *stats*, 6; *loadouts using*, 9, 33.
Bounty hunter loadout, 24, 48.
Broadsword loadout, 8, 33.
Burglar loadout, 27-28, 51.
Camouflage, 25.
Chariots, 5.
Cleric loadouts, 10-13, 35-37; *agricultural*, 10, 35; *artificer*, 10-11, 35; *city*, 11; *death*, 11, 35; *earth*, 11; *evil*, 13, 37; *fighting*, 11, 35; *fire*, 11, 35; *healing*, 11-12, 36; *hunting*, 12, 36; *love*, 12, 36; *messenger/rogue*, 12, 36; *night*, 12, 36; *sea*, 12-13, 37; *storm*, 13, 37; *sun*, 13, 37; *war*, 13, 37; *see also Druid Loadouts, Holy Warrior Loadouts*.
Clothing, *camouflage*, 25; *religious*, 18; *scaling*, 4; *uniforms*, 18.
Crossbows, *loadouts using repeating pistol*, 23, 47; *repeating pistol*, 23.
Crusader loadout, 14-15, 39; *evil*, 15, 39.
Curator loadout, 23, 47.
Deluxe delver's kit, 5-6.
Demonologist loadout, 25, 49.
Donkeys, 5.
Druid loadouts, 13-14, 38.
Elementalist loadout, *druid*, 14, 38; *summoner*, 25, 49.
Embellishments, *religious*, 18.
Engineer loadout, 7, 32.
Establishment proprietor loadout, 19, 43.
Flail loadout, *barbarian*, 9, 33; *martial artist*, 21, 45; *two-handed*, 9, 33.
Garments, *see Clothing*.
Gentleman adventurer loadout, 26-27, 50.
Group kit, 6, 30, 31.
GURPS Basic Set, 3, 5; **Dungeon Fantasy**, 5; **Dungeon Fantasy 1: Adventurers**, 3, 4, 7, 10, 11, 13, 14, 18, 24, 28; **Dungeon Fantasy 8: Treasure Tables**, 3, 18; **Dungeon Fantasy 3: The Next Level**, 3, 4; **Dungeon Fantasy 4: Sages**, 3, 4, 7, 23; **Dungeon Fantasy 7: Clerics**, 3, 10, 11, 14; **Dungeon Fantasy 9: Summoners**, 3, 26; **Dungeon Fantasy 10: Taverns**, 3; **Dungeon Fantasy 12: Ninja**, 3, 22, 28.
Holy warrior loadouts, 14-18, 39-42; *agriculture*, 15, 39; *artificers*, 15, 39; *cities*, 15, 40; *death*, 16, 40; *earth*, 16, 40; *fire*, 16, 40; *healing*, 16, 40; *hunt*, 17, 41; *love*, 17, 41; *messengers/rogues*, 17, 41; *night*, 17, 41; *sea*, 17, 41; *storms*, 18, 42; *sun*, 18, 42; *war*, 18, 42; *see also Cleric Loadouts, Druid Loadouts*.
Horses, 5.
Innkeeper loadouts, 19, 43.
Inventor loadout, 7, 32.
Knight loadouts, 19-21, 44.
Light warrior loadout, 19-20, 44.
Loadouts, *alternate sizes*, 5; *basic*, 5-6, 30, 31; *reading*, 4-5; *reference sheets*, 29-52; *see also specific templates*.
Main-gauches, *stats*, 6; *loadouts using*, 7, 27, 32, 50.
Martial artist loadouts, 21, 45.
Master of death loadout, 22, 46.
Master of missiles loadout, 22, 46.
Master of stealth loadout, 22, 46.
Master of tools loadout, 22-23, 46.
Minimal delver kit, 5, 30; *with deluxe delver's kit*, 31.
Minstrel loadout, 9, 34.
Mounts, 5.
Necromancer loadout, 25-26, 49.
Ninja loadouts, 22-23, 46; *assassin*, 28, 51.
Polearm loadout, *barbarians*, 9, 33; *knights*, 20, 44.
Professor loadout, 23-24, 47.
Ranger loadout, 24, 48.
Rapier-and-buckler loadout, 27, 50.
Ruffian loadout, 26, 50.
Saber loadout, 27, 50.
Sais, *stats*, 6; *loadout*, 21, 45.
Scaling equipment, 4.
Scholar loadouts, 23-24, 47.
Scourge of good loadout, 18, 42.
Scout loadouts, 24-25, 48.
Shaman loadout, 26, 49.
Sharpshooter loadout, 24-25, 48.
Shields, *scaling*, 4.
Shortsword/smallsword loadout, 21, 45.
Shortsword-and-main-gauche loadout, 27, 50.
Shuriken loadout, 21, 45.
Sizes, *alternate*, 5.
Smallsword-and-cloak loadout, 27, 50.
Spear loadout, 9, 33.
Staff loadout, 21, 45.
Stallions, 5.
Summoner loadouts, 25-26, 49.
Swashbuckler loadouts, 26-27, 50.
Sword loadouts, *see Rapier-and-Buckler Loadout, Saber Loadout, Shortsword/Smallsword Loadout, Shortsword-and-Main-Gauche Loadout, Two-Handed Sword Loadout*.
Sword-and-cloak loadout, 10, 34.
Sword-and-shield loadout, *bard*, 10, 34; *knight*, 20, 44.
Table, *new weapons*, 6.
Thief loadouts, 27-28, 51; *cleric*, 12, 36.
Tool vests, 7.
Tools, *scaling*, 4.
Tridents, *stats*, 6; *loadouts using*, 13, 17, 37, 41.
Two-handed axe loadout, *barbarian*, 9, 33; *knight*, 20-21, 44.
Two-handed sword loadout, *barbarian*, 9, 33; *knight*, 21, 44.
Uniforms, 18.
Vehicles, 5.
Wagons, 5.
Warrior loadout, *cleric*, 11, 13, 35, 37; *empty-hand*, 21, 45; *heavy*, 20, 44; *medium*, 20, 44; *see also Holy Warrior Loadouts, Knight Loadouts*.
Weapons, *loadout lenses*, 8-10, 20-21, 27, 33, 34, 44, 45, 50; *new melee*, 6; *new ranged*, 6; *scaling*, 4.
Wise man loadout, 24, 47.
Wizard loadouts, 28, 52.

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from the Queen of America!*

*– Porthos,
The Three Musketeers*

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