

THE QUICKLY EQUIPPED MURDERHOBO



A method for the expedient equipage of wild-eyed, murder-some vagrants, sometimes referred to as Adventurers.

CONTAINING :

- Numerical Charts of Sundry Objects.
- Several Equipment Kits for those of a Violent Disposition.
- Equipment Kits based on Prior Occupation
- And Rules for Improvised Weaponry
- Amongst other Items.

INTRODUCTION, NOTES, ETC.

I've never really been fond of the pregame shopping spree version of selecting starting equipment. I like get into actual play as quickly as possible from the moment 3 six siders begin to clatter across the table. Just make a few interesting decisions, roll a few dice, and start pretending to be homeless grave-robbers.

WHAT TO DO WITH THIS:

At creation, each character has 1 silver coin, appropriate clothes, a rough canvas sack, a small water flask, a crust of bread, and the stuff detailed within one of the Equipment Kits. (Priestly types will have a holy symbol, and magical types a spellbook.)

Depending on the preferences of both the player and the GM/DM/Ref., Equipment Kits may be chosen or rolled randomly. Some kits provide a small XP bonus seeing as such equipment is not typical of dangerous lifestyles. (Thus, surviving with it will learn ya real good.)

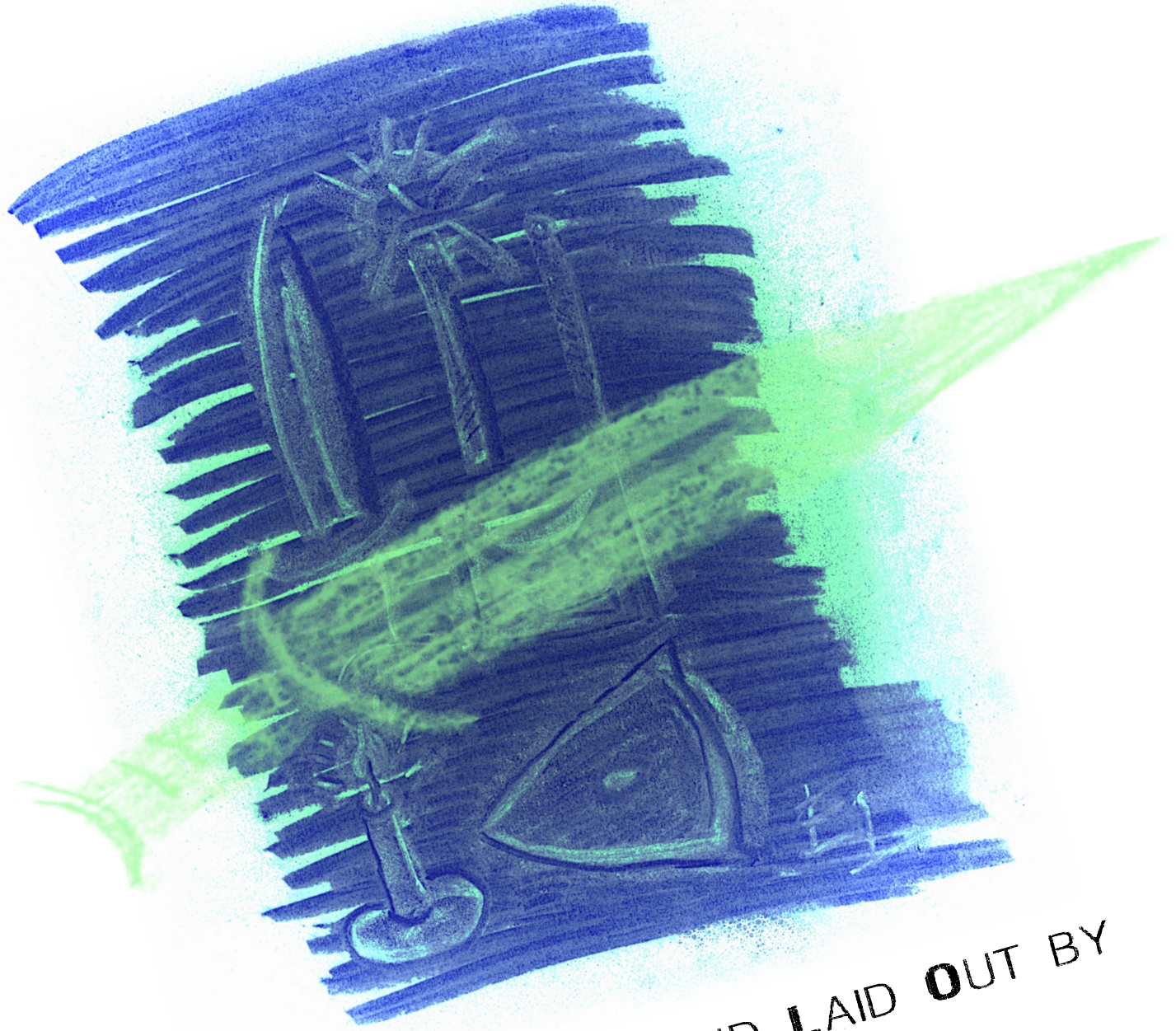
Still though, the 18 STR, 5 INT Fighter with the Scholar Kit is just a ton of fun waiting to happen. A degenerate Wizard wielding a baking peel... It doesn't get better than that?

Behold! the Butcher, the Baker, and the Candlestick Maker prepare to descend into the madness of strange, glowing holes in the ground. Likely they will die in weird solitude, but perhaps they shall return as broken wretches, toting sacks of tarnished treasures.



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WRITTEN, ILLUSTRATED, AND LAID OUT BY
EDWARD LOCKHART

EQUIPMENT FOR VIOLENT TYPES

Man-at-Arms/Mercenary Kit

- 1 Medium Weapon, Small Weapon, Minor Weapon, Chainmail or Laminar or Lamellar or Scale Armor, Helm, Shield. Also Roll Once on Each Equipment Chart.

Assassin Kit

- 2 Small Weapon, Minor Weapon, Garrote, 30' Rope, Grappling Hook, Specialist's Tools, Choose One: Egg Filled with Fine Glass Shards or Vial of Weak Poison or Manacles. Also Roll Once on Adventuring and Useless Charts.

Woodsman / Bandit Kit

- 3 Short Bow, 12 Arrows, Small Weapon, Minor Weapon, Hatchet, Several Pouches, Flint and Tinder, Bed Roll, Tent - Personal, 1d4 Tanned Hides, 50' Rope. Also Roll Once on Wilderness and Useless Charts.

Barbarian/Berserker Kit

- 4 Spear or Sling, Great Weapon, Leather Armor, Fire Starter, 1d4 Bear and/or Deer hides, Dried Meat and Fish (1 week's worth). Roll Twice on Wilderness Chart.

Swashbuckler Kit

- 5 Rapier, Minor Weapon or Buckler or Whip, Stylishly Embellished Buff Coat, a Dashing Hat. Also Roll Once on Each Chart.

Archer/Crossbowman Kit

- 6 Bow or Crossbow (Players choice as to which and type), 10 Bolts or 20 Arrows, Leather Armor, Shield, Quiver, 2d6 wooden stakes, Mallet. Also Roll Once on Wilderness and Useless Chart.

Knight Errant Kit

- 7 Lance, Small Weapon, Chainmail, Helm, War Horse, Riding Tackle, Saddlebags. Also Roll Once on Each Chart.

Skirmisher/Scout Kit

- 8 2d4 Javelins, Small Weapon, Sling and 6 Bullets or 8 Darts, Leather Armor or Light Horse with Riding Tackle. Roll Once on Each Chart

Pikeman Kit

- 9 Pole Arm, Small Weapon, Pikeman's Armor, Tassets, Helm. Also Roll Once on Each Chart.

Musketeer Kit

- 10 Musket and Stand or Arquebus or 2 Pistols, 12 Apostles or Powder Horn, Bag of Shot, Minor Weapon, Buff Coat, Morion Helm. Also Roll Once on Wilderness and Useless Chart.

EQUIPMENT FROM OCCUPATION

Butcher Kit, 10% XP bonus from Level 1 to 2

- 1 Cleaver, 1d4 Knives, 1d4 Meat Hooks, 1d4 Sharpening Stones, Sharpening Steel, String of Hard Sausages (4 Days Worth), Cloth Apron, 10 Feet of Sturdy Rope. Also Roll Once on any Chart, Player's Choice.

Baker Kit, 10% XP bonus from Level 1 to 2

- 2 Rolling Pin, Large Baking Peel, Several Loaves of Hardy Bread (6 Days Worth), Flint and Tinder, Large Pan, Cloth Apron. Also Roll Once on any Chart, Player's Choice.

Chandler Kit, 10% XP bonus from Level 1 to 2

- 3 1d4 Brass Candlesticks, 3d6 Candles, Candle Lantern, 1d6 Torches, 2 Sets Flint and Tinder, Jar of Tallow, 4 Bars of Soap, Small Jar of Pitch, 4 Rolls of String, Small Pouch of Bee's Wax. Also Roll Once on any Chart, Player's Choice.

Scholar Kit

- 4 Pen Knife, Lantern, Two Flasks of Oil, Flint and Tinder, Two Scrolls or Books on some Topic, Blank Book or Blank Scrolls, Loose Paper, Three Vials of Ink, Ink Well, 2d12 Quills, Bag of Scribing Sand, 1d6 Candles, Silver Mirror, Blankets, Several Changes of Clothes, Spyglass or Quadrant or Detailed Map of the Area. Also Roll Once on Useless Chart.

Blacksmith Kit, 10% XP bonus from Level 1 to 2

- 5 Smith Hammer, Leather Apron (+1 AC from the Front Only), Flint and Tinder, 2' Iron Tongs, Heavy Leather Gloves. Also Roll Once on any Chart, Player's Choice.

Barber-surgeon Kit

- 6 Silver Scalpel, Bone Saw, Shears, 2 razors, Three Candles, Flint and Tinder, Bottle of Laudanum, 2 Doses Powerful Emetic, 6 Silver Lances (for boils not jousting), 6 rolls of bandages, pliers, Small Hammer, 4 Washing Bowls, Jug of Whiskey, Small Brass Brazier, 7 Brass Probes, 2 Pairs Forceps, Jar of Leeches or Second Jug of Whiskey or Syringe.

Circus Performer/ Acrobat Kit

- 7 6 Throwing Knives, 10 foot Pole, 1d6 Juggling Torches, Performing Clothes with 2d6 Hidden Pockets, False Gold Coin with 2 Heads, Wooden Dice, Weighted Wooden Dice, Deck of Cards. Also Roll Once on Useless Chart.

Farmer/ Shepherd Kit, 10% XP bonus from Level 1 to 2

- 8 Sickle and Grain Flail or Felling Axe or Shepherd's Crook, Hoe or Sling, Stubborn Mule with Pack Blanket, Sack of Root Vegetables or Salted Mutton (6 Days Worth). Also Roll Once on Wilderness Chart.

RANDOM EQUIPMENT CHARTS

d20 Useful Wilderness Items

1	Cooking Pots	11	Whetstone
2	Mallet & 12 Wood Stakes	12	50' Rope
3	Heavy Felling Axe	13	Deer Hide
4	Iron Tipped Spade	14	1d4 Torches
5	Tent - Regular	15	Bed Roll
6	Fishing Gear	16	Water Skin
7	Bedroll	17	Blankets
8	Small Cask	18	Flint and Tinder
9	Small Knife	19	Bear Skin
10	Bear Trap	20	Clay Jug

d20 Useful Adventuring Items

1	Hand Drill	11	3 Flasks of Oil
2	10 Foot Pole	12	Crampons
3	Mallet & 6 Iron Spikes	13	2 Torches
4	2 Dozen Caltrops	14	Heavy Fabric Sheet
5	Block & Tackle with 24' Rope	15	Crowbar
6	4 Feet of Chain	16	Miner's Pick
7	Lantern & Flask of Oil	17	Lock and Key
8	Flint and Tinder	18	Water Skin
9	30' Sturdy Rope	19	Back Pack
10	Specialist's/ Thief Tools	20	Whistle

d20 Seemingly Useless Items

1	2 Bars of Strong Lye Soap	11	Dice: 1d3 1-Stone, 2-Wood, 3-Bone
2	Small Hunk of Fools Gold	12	Broken Manacles
3	2d4 Empty Vials	13	Pan Flute
4	Lead Effigy	14	Wooden Cup
5	Crock of Lard	15	Brass Key & Broken Lock
6	2d4 Small Bells	16	Threadbare Socks
7	1d6 Wires of Various Lengths	17	Decorative Brass Nail
8	Crude Stone Statuette	18	Bundle of String
9	2d6 Pouches	19	1d6 Bone Needles
10	Clay Pipe	20	Smooth River Stone

New Items / Improvised Weapons

Laminar, Lamellar, and Scale Armor are mechanically equivalent to Chainmail. Such armors mostly indicate that the character hails from another culture.

Bucklers are identical to shields save that they only provide an AC bonus against Melee attacks. Various items may be improvised as bucklers. These rarely survive multiple battles.

Improvised weapons break on attack rolls with a natural 20. Particularly sturdy/heavy improvised weapons (axes, hammers) are instead dropped on an attack roll of 1. Fragile objects break on any successful attack.

Damage for Improvised Weapons:

Very Small (pen knife, razor) 1d3

One Handed (big stick, spade) 1d4

Two Handed (barstool, hoe) 1d6

THERE ARE POEMS?

d20 What's in that Dead Guy's Sack?

1	Hand Drill & Wood Saw	11	Small Knife & Whetstone
2	Stout Oak Cudgel	12	Water Skin
3	Mallet & 6 Iron Spikes	13	1d6 Bone Needles
4	Pencil & Hastily Scrawled Poem	14	1d4 Torches & Striking Steel
5	Block & Tackle with 24' Rope	15	Half-full Wine Skin
6	4' of Chain	16	Iron Tipped Spade
7	Lantern , Flint, & Flask of Oil	17	Blankets & 2 Bars of Lye Soap
8	Lead Effigy	18	Dagger
9	30' Sturdy Rope	19	Bear Skin & Dried Venison
10	Wheel of Cheese & Bag of Peas	20	1d6 Wires of Various Lengths

New Items / Quick Characters

Egg filled with Fine Glass Shards: This very delicate, cruel weapon must be thrown from melee range. It causes 1d4 damage with a successful attack. The victim is also blinded for 1 turn per point of damage. 4 points of such damage causes permanent blindness.

Weak Poison must be consumed or injected. Causes 1d4 damage and 1d6 CON damage. Save for 1/2 and to negate CON damage.

Quick Characters

When a PC dies mid adventurer, the player may choose to have his/her new character wake up next to a corpse with a sack. Roll twice on the above chart.

Alternatively the player may roll on any one of the *Random Equipment Charts*.

d12 Hastily Scrawled Poems

1 The walls press in, like blunt knives,
I press past the corpses of so many wasted lives.

2 Honey-like, a kiss
Slip me past your waiting lips
Swallow me and make me whole

3 Broken, Blinking Tokens
Giving up on hopin

4 I miss her, her bright brown eyes.
I made a poor choice,
When I gave my Drunken Voice,
Now in this deep black bloody cave, I die.

5 Feather, weather-blown
Whether ever found,
Nothing can be known.

6 Break Blight Bleak Blood,
Warm Wet Flesh Pressed.

This ship it floats
I hate this boat
7 Black endless sea
A turtle's life for me
Beneath the waves, I sleep

8 Open Wide, Wild Green Eyes
Force past Breath, Leaving teaming streets,
Walk away quickly on soft fleet feet.

9 Slap sleep slip
Dip drink drab
Swell Fell Dale
Bell Well Grell

10 Sweat Sweet Promenade
Living such life as the baud

11 Heavy Heavy weight above my head
Like chains upon my soul
My Candle fight Dark Dread

12 The cold wind blows
What the hot smile knows

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IV

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**DURING CHARACTER
CREATION,
HAND CUTOUTS
TO THE PLAYERS,
TO AVOID
TEDIOUS NOTATIONS.**

Man-at-Arms/Mercenary Kit - Medium Weapon, Small Weapon, Minor Weapon, Chainmail or Laminar or Lamellar or Scale Armor, Helm, and Shield, clothes, a rough canvas sack, a small water flask, a crust of bread. Also Roll Once on Each Equipment Chart:

Assassin Kit - Small Weapon, Minor Weapon, Garrote, 30' Rope, Grappling Hook, Specialist's Tools, Egg Filled with Fine Glass Shards or Vial of Weak Poison or Manacles, clothes, a rough canvas sack, a small water flask, a crust of bread. Also Roll Once on Adventuring and Useless Charts:

Woodsman / Bandit Kit - Short Bow, 12 Arrows, Small Weapon, Minor Weapon, Hatchet, Several Pouches, Flint and Tinder, Bed Roll, Tent, [1d4] ___ Tanned Hides, 50' Rope, clothes, a rough canvas sack, a small water flask, a crust of bread. Also Roll Once on Wilderness and Useless Charts:

Barbarian/Berserker Kit - Spear or Sling, Great Weapon, Leather Armor, Fire Starter, [1d4] ___ Bear and/or Deer hides, Dried Meat and Fish (1 week's worth), clothes, a rough canvas sack, a small water flask, a crust of bread. Roll Twice on Wilderness Chart:

Swashbuckler Kit - Rapier, Minor Weapon or Buckler or Whip, Stylishly Embellished Buff Coat, a Dashing Hat, nice clothes, a rough canvas sack, a small water flask, a crust of bread. Also Roll Once on Each Chart:

Archer/Crossbowman Kit - Bow or Crossbow (Type _____), 10 Bolts or 20 Arrows, Leather Armor, Shield, Quiver, [2d6] ___ Wooden Stakes, Mallet, clothes, a rough canvas sack, a small water flask, a crust of bread. Also Roll Once on Wilderness and Useless Chart:

Knight Errant Kit - Lance, Small Weapon, Chainmail, Helm, War Horse, Riding Tackle, Saddlebags, clothes, a rough canvas sack, a small water flask, a crust of bread. Also Roll Once on Each Chart.

Skirmisher/Scout Kit - [2d4] ___ Javelins, Small Weapon, Sling and 6 Bullets or 8 Darts, Leather Armor or Light Horse with Riding Tackle, clothes, a rough canvas sack, a small water flask, a crust of bread. Roll Once on Each Chart:

Pikeman Kit - Pole Arm, Small Weapon, Pikeman's Armor, Tassets, Helm, clothes, a rough canvas sack, a small water flask, a crust of bread. Also Roll Once on Each Chart:

Musketeer Kit - Musket and Stand or Arquebus or 2 Pistols, 12 Apostles or Powder Horn, Bag of Shot, Minor Weapon, Buff Coat, Morion Helm, clothes, a rough canvas sack, a small water flask, a crust of bread. Also Roll Once on Wilderness and Useless Chart:

Butcher Kit, 10% XP bonus from Level 1 to 2

Cleaver, [1d4] ___ Knives, [1d4] ___ Meat Hooks, [1d4] ___ Sharpening Stones, Sharpening Steel, String of Hard Sausages (4 Days Worth), Cloth Apron, 10 Feet of Sturdy Rope, clothes, a rough canvas sack, a small water flask, a crust of bread. Also Roll Once on any Chart, Player's Choice:

Baker Kit, 10% XP bonus from Level 1 to 2

Rolling Pin, Large Baking Peel, Several Loaves of Hardy Bread (6 Days Worth), Flint and Tinder, Large Pan, Cloth Apron, clothes, a rough canvas sack, a small water flask, a crust of bread. Also Roll Once on any Chart, Player's Choice:

Chandler Kit, 10% XP bonus from Level 1 to 2

[1d4] ___ Brass Candlesticks, [3d6] ___ Candles, Candle Lantern, [1d6] ___ Torches, 2 Sets Flint and Tinder, Jar of Tallow, 4 Bars of Soap, Small Jar of Pitch, 4 Rolls of String, Small Pouch of Bee's Wax, clothes, a rough canvas sack, a small water flask, a crust of bread. Also Roll Once on any Chart, Player's Choice:

Scholar Kit

Pen Knife, Lantern, Two Flasks of Oil, Flint and Tinder, Two Scrolls or Books on some Topic, Blank Book or Blank Scrolls, Loose Paper, Three Vials of Ink, Ink Well, [2d12] ___ Quills, Bag of Scribing Sand, [1d6] ___ Candles, Silver Mirror, Blankets, Several Changes of Clothes, and Spyglass or Quadrant or Detailed Map of the Area , a rough canvas sack, a small water flask, a crust of bread. Also Roll Once on Useless Chart:

Blacksmith Kit, 10% XP bonus from Level 1 to 2

Smith Hammer, Leather Apron (+1 AC from the Front Only), Flint and Tinder, 2' Iron Tongs, Heavy Leather Gloves, clothes, a rough canvas sack, a small water flask, a crust of bread. Also Roll Once on any Chart, Player's Choice:

Barber-surgeon Kit

Silver Scalpel, Bone Saw, Shears, 2 razors, Three Candles, Flint and Tinder, Bottle of Laudanum, 2 Doses Powerful Emetic, 6 Silver Lances (for boils not jousting), 6 rolls of bandages, pliers, Small Hammer, 4 Washing Bowls, Jug of Whiskey, Small Brass Brazier, 7 Brass Probes, 2 Pairs Forceps, and Jar of Leeches or Second Jug of Whiskey or Syringe , clothes, a rough canvas sack, a small water flask, a crust of bread.

Circus Performer/ Acrobat Kit

6 Throwing Knives, 10 foot Pole, [1d6] ___ Juggling Torches, Performing Clothes with [2d6] ___ Hidden Pockets, False Gold Coin with 2 Heads, Wooden Dice, Weighted Wooden Dice, Deck of Cards, clothes, a rough canvas sack, a small water flask, a crust of bread. Also Roll Once on Useless Chart:

Farmer/ Shepherd Kit, 10% XP bonus from Level 1 to 2

Sickle and Grain Flail or Felling Axe or Shepherd's Crook, Hoe or Sling, Stubborn Mule with Pack Blanket, Sack of Root Vegetables or Salted Mutton (6 Days Worth), clothes, a rough canvas sack, a small water flask, a crust of bread. Also Roll Once on Wilderness Chart:

[illegible]