

THE QUICKLY EQUIPPED MURDERHOB



Violent Media

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.)

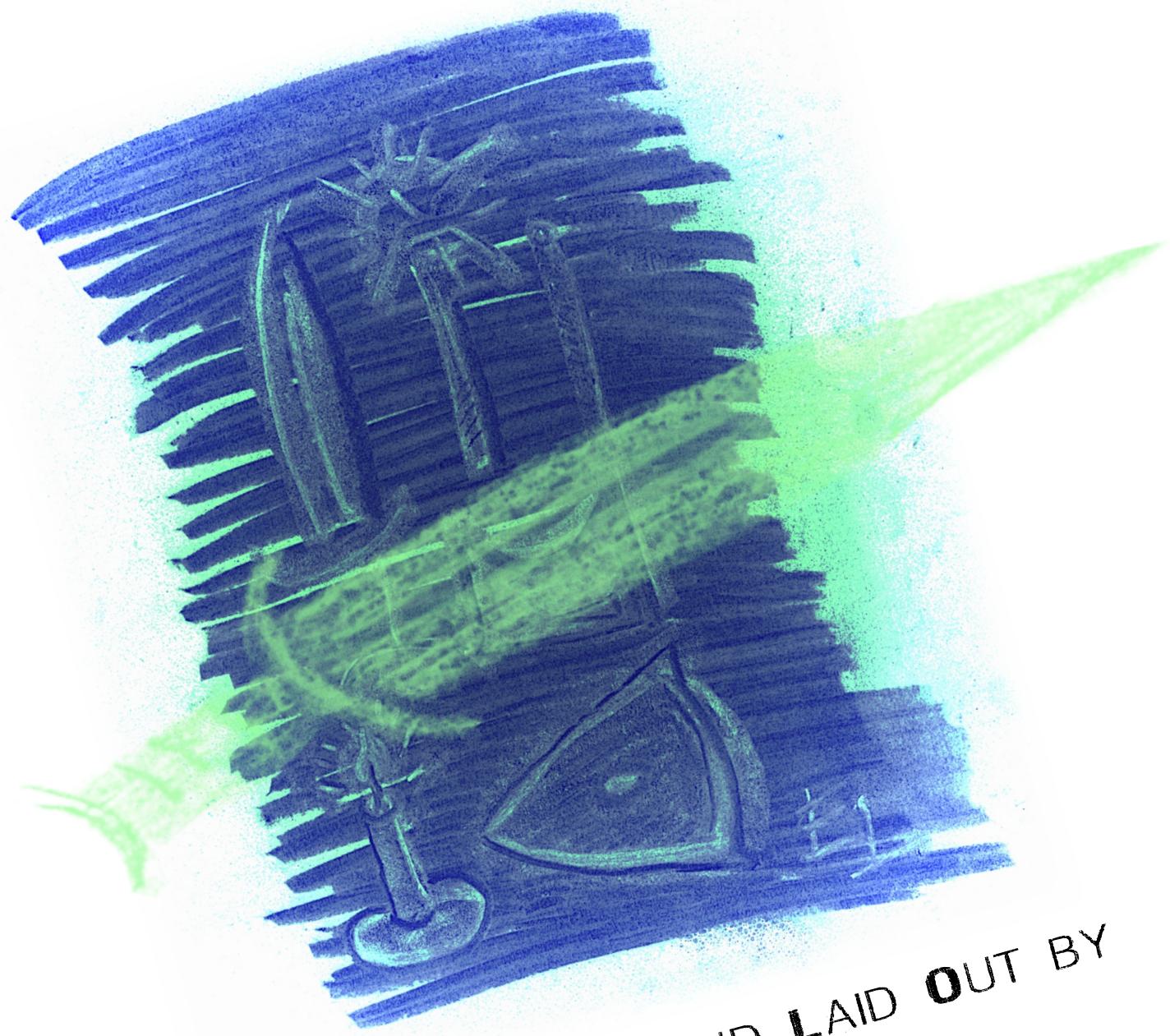
Still though, the 18 STR, 5 INT Fighter with the Scholar Kit is just a ton of fun waiting to happen. A degenerate Wizard wielding a baking peel... It doesn't get better than that?

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.



CONTENTS

✧ <u>Equipment for Violent Types</u>	Pg. 4
✧ <u>Equipment from Profession</u>	Pg. 5
✧ <u>Random Equipment Charts</u>	Pg. 6-7
✧ <u>New Items</u>	Pg. 6-7
✧ <u>Improvised Weapons</u>	Pg. 6
✧ <u>Quick Characters</u>	Pg. 7



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		d20 Useful Adventuring 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 Seemingly Useless Items		New Items / Improvised Weapons	
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

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

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 Bright Bleak Blood,
Warm Wet Flesh Pressed.

7 This ship it floats
I hate this boat
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

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 $\frac{1}{2}$ 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*.

THIS LICENSE IS APPROVED FOR GENERAL USE. PERMISSION TO DISTRIBUTE THIS LICENSE IS MADE BY WIZARDS OF THE COAST!

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), notation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc.; Authors Jonathon Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

System Reference Document © 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell,

John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document © 2002–2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan! Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Castles & Crusades: Players Handbook, Copyright 2004, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Monsters Product Support, © 2005, Troll Lord Games. Basic Fantasy Role-Playing Game Copyright © 2006–2008 Chris Gonnerman.

New Spells: A Basic Fantasy Supplement Copyright © 2007 Chris Gonnerman, Ola Berg, Angelo Bertolli, Jeff Querner, Everett Bradshaw, Emiliano Marchetti, Ethan Moore, Jim Bobb, and Scott Abraham OSRICTM © 2006, Stuart Marshall, adapting material prepared by Matthew J. Finch, based upon the System Reference Document, and inspired by the works of E. Gary Gygax, Dave Arneson, and many others.

Labyrinth LordTM © 2007–2009, Daniel Proctor. Author Daniel Proctor. Swords & Wizardry Core Rules, © 2008, Matthew J. Finch Eldritch Weirdness, Book One, © 2008, Matthew J. Finch Darwin's World © 2002, RPGObjects; Authors Dominic Covey and Chris Davis.

Mutant FutureTM © 2008, Daniel Proctor and Ryan Denison. Authors Daniel Proctor and Ryan Denison.

Advanced Edition Companion, © 2009–2010, Daniel Proctor. Author Daniel Proctor.

Lamentations of the Flame Princess: Weird Fantasy Role-Playing Deluxe Edition, © 2010, LotFP. Author James Edward Raggi IV

First Level Magic-User Spells Grindhouse Edition Spell Contest: Bookspeak, © 2011 Daniel Smith

First Level Magic-User Spells Grindhouse Edition Spell Contest: Howl of the Moon, © 2011 Joel Rojas

Lamentations of the Flame Princess: Weird Fantasy Role-Playing Grindhouse Edition, © 2011, LotFP, Author James Edward Raggi IV

Lamentations of the Flame Princess: Weird Fantasy Role-Playing Player Core Book: Rules & Magic © 2013 LotFP, author James Edward Raggi IV

All game mechanics in this document are Open Game License, all else is © Edward Lockhart 2015.

**PRINT A FEW COPIES
OF THE FOLLOWING
PAGES.**

CUT THEM OUT.

**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:

MAKE YER OWN KITS:



A large, empty rectangular frame with a dotted border, intended for drawing or writing.