

Quick Equipment

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Equipping a newly created character is typically the most time-consuming part of the character creation process. This article presents an alternative system for groups who wish to speed things up.

Random Starting Equipment

Instead of rolling $3d6 \times 10$ for gold and purchasing items, follow these steps:

- Basic equipment:** All characters have: a backpack, a tinder box, 1d6 torches, a waterskin, 1d6 iron rations, 3d6 gp.
- Class-specific equipment:** The *Equipment by Class* table shows the armour (usually a roll on the *Armour* table), weapons (usually two rolls on the *Weapons* table), and any extra items that characters of each class have.
- Adventuring gear:** Roll 1d12 twice on the *Adventuring Gear* table.

Equipment by Class

Class	Armour	Weapons	Extra Items
Acrobat	Leather	1d4 twice (acrobat table)	—
Assassin	Leather	1d12 twice	—
Barbarian	1d4	1d12 twice	—
Bard	1d4, ignore shields	1d4 twice (bard table)	—
Cleric	1d6	1d4 twice (cleric table)	Holy symbol
Drow	1d6	1d12 twice	Holy symbol
Druid	Leather	1d4 twice (druid table)	Sprig of mistletoe
Duergar	1d6	1d12 twice	—
Dwarf	1d6	1d12 twice	—
Elf	1d6	1d12 twice	—
Fighter	1d6	1d12 twice	—
Gnome	Leather	1d12 twice	—
Halfling	1d6	1d12 twice	—
Half-elf	1d6	1d12 twice	—
Half-orc	1d4	1d12 twice	—
Illusionist	None	Dagger	—
Knight	1d4+2	1d4 twice (knight table)	—
Magic-user	None	Dagger	—
Paladin	1d6	1d12 twice	Holy symbol
Ranger	1d4	1d12 twice	—
Svirfneblin	1d6	1d12 twice	—
Thief	Leather	1d12 twice	Thieves' tools

Armour

d6 Armour

- 1 Leather
- 2 Leather + shield
- 3 Chainmail
- 4 Chainmail + shield
- 5 Plate mail
- 6 Plate mail + shield

Adventuring Gear

d12 Item

- 1 Crowbar
- 2 Hammer (small) + 12 iron spikes
- 3 Holy water
- 4 Lantern + 3 flasks of oil
- 5 Mirror (hand-sized, steel)
- 6 Pole (10' long, wooden)
- 7 Rope (50')
- 8 Rope (50') + grappling hook
- 9 Sack (large)
- 10 Sack (small)
- 11 Stakes (3) + mallet
- 12 Wolfsbane (1 bunch)

Weapons

d12 Weapon

- 1 Battle axe
- 2 Crossbow + 20 bolts
- 3 Hand axe
- 4 Mace
- 5 Pole arm
- 6 Short bow + 20 arrows
- 7 Short sword
- 8 Silver dagger
- 9 Sling + 20 stones
- 10 Spear
- 11 Sword
- 12 War hammer

Acrobat Weapons

d4 Weapon

- 1 Pole arm
- 2 Short bow + 20 arrows
- 3 Spear
- 4 Staff

Bard Weapons

d4 Weapon

- 1 Crossbow + 20 bolts
- 2 Short sword
- 3 Sling + 20 stones
- 4 Sword

Cleric Weapons

d4 Weapon

- 1 Mace
- 2 Sling + 20 stones
- 3 Staff
- 4 War hammer

Druid Weapons

d4 Weapon

- 1 Club
- 2 Dagger
- 3 Sling + 20 stones
- 4 Staff

Knight Weapons

d4 Weapon

- 1 Lance
- 2 Short sword
- 3 Sword
- 4 War hammer

