

Equipment Packs

A Basic Fantasy RPG Supplement

Release 1

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Basic Fantasy Website: basicfantasy.org

INTRODUCTION

This supplement provides an alternate method of equipping new characters for play under the Basic Fantasy Role-Playing Game rules. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

Below you will find a variety of pre-selected equipment packs which will permit players to quickly equip their characters. The total weight of each pack has been included for further convenience (less the weight of any gold included). Choosing equipment in this way replaces the standard method of rolling for starting money; if you use this system, do not also use the starting money roll.

All characters start with the Basic Pack and a class-based pack of their choice. They may also spend their additional gold on the bonus packs, on items in the normal equipment list or to upgrade weapons or armor in their class pack. With the GM's approval, a character may swap a given weapon for one of similar power (e.g. a Battle Axe in place of a Longsword).

STANDARD EQUIPMENT PACKS

Basic Pack

Backpack; Torches (6); Tinderbox, flint and steel; Wineskin/Waterskin; Winter Blanket; Rations, Dry, one week; Sack, Large; Sacks, small (2); d6x10 gold pieces

Weight: 21 lb

Fighter Pack 1

Chain Mail; Shield; Longsword

Weight: 49 lb

Fighter Pack 2

Chain Mail; Polearm

Weight: 55 lb

Fighter Pack 3

Leather armor; Longsword; Shortbow; Quiver; 30 arrows

Weight: 25 lb

Magic User Pack 1

1 scroll of random first level spell; 2 daggers; Walking staff

Weight: 3 lb

Magic User Pack 2

2 daggers; Walking staff; 50gp

Weight: 3 lb

Cleric Pack 1

Leather armor; Shield; Holy Symbol; 1 vial Holy water; Mace

Weight: 30 lb

Cleric Pack 2

Leather armor; Maul; 1 vial Holy water; Holy Symbol; Sling; Sling bullets, 30

Weight: 34 lb

Thief Pack

Leather armor; Thieves' picks and tools; Shortsword; 2 daggers; Rope, silk (50')

Weight: 23 lb

Bonus pack 1 (20gp)

Chalk, small bag of pieces; Grappling hook; Rope, hemp (2x50'); Lantern, hooded; Oil (3 flasks); Tent, Small (one man)

Weight: 29 lb

Bonus Pack 2 – Ready for anything (10gp)

Glass bottle; Iron Spikes, 12; Pole, 10' wooden; Map or scroll case; Mirror, small metal

Weight: 12 lb

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