

Microlite20 Fast Packs

Back in the day, there were standard equipment packages, pre-compiled and pre-calculated, to help new players get started quickly. This document is inspired by those lists and provides a way for a player to quickly equip his or her PC or a GM to equip an NPC or Hireling on the fly. Additionally, these optional kits can be used to give a starting point from which to customize new characters.

Ye Old Fast Packs

50 Gold Pieces each

Choose a pack or roll 1d6 to select one randomly

Pack A (1-2)	Pack B (3-4)	Pack C (5-6)
Backpack	Backpack	Backpack
Belt Pouch	Belt Pouch	Belt Pouch
Bedroll	Bedroll	Bedroll
Lantern (hooded)	10 Torches	Tent
10 Oil Flasks	4 Oil Flasks	10 Torches
Flint & Steel	Flint & Steel	5 Oil Flasks
Shovel	10 pieces of chalk	Flint & Steel
2 sets of Caltrops	10. Pole	50. Rope
Signal Whistle	Mirror	Grappling Hook
Waterskin	Crowbar	10. Pole
Iron Rations (4 days)	Waterskin	Waterskin
	Iron Rations (4 days)	Iron Rations (4 days)

Finally, add the following, based on your Class:

Cleric: Silver Holy symbol & 5 Gold Pieces

Fighter: Vial of Holy Water & 5 Gold Pieces

Mage: Spellbook & 2 Spell Pouches & 5 Gold Pieces

Rogue: Thieves Tools

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