

EQUIPMENT KITS





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This booklet gives you a quick list of equipment that might be carried by a first-level character of each of the character classes in the Swords & Wizardry Complete Rulebook. All of the equipment lists are purchased with 100 gold pieces.

KITS BY CLASS



ASSASSIN

GENERAL EQUIPMENT

Backpack
Bedroll
Candles (x10)
Flask, leather
Flint & Steel
Grappling hook
Lantern, hooded
Manacles
Oil (lamp oil) (2 pints)
Rations, dried (7 days)
Rope, silk, 50ft
Shovel
Waterskin

ARMS AND ARMOR

Leather Armor
Shield
Dagger
Longsword
Sling with 10 stones

BASICS

Cloak, tunic, hose, shoes, thin leather gloves, belt and pouch with 6gp, 4 sp, and 8cp
Armor Class: 6 [13] plus dexterity bonus

CLERIC

GENERAL EQUIPMENT

Backpack
Bedroll
Bell
Book (small prayerbook)
Candles, tallow (x10)
Candles, wax (x2)
Flask, leather
Flint & steel
Holy symbol, wooden
Holy water (1 flask)
Lantern, hooded
Oil (lamp oil) (3 pints)
Pole, 10ft
Rations, trail (7 days)
Rope, hemp (50ft)
Spikes, iron (x6)
Waterskin

ARMS AND ARMOR

Ring armor
Heavy mace
Sling & 10 stones

BASICS

Cloak, shirt, trousers, heavy boots, heavy leather gloves, cloth stole, belt and pouch with 13 gp, 4 sp, and 3 cp
Armor Class: 6 [13] plus dexterity bonus



DRUID

GENERAL EQUIPMENT

Backpack
Bedroll
Fishing net
Flask, leather
Flint & steel
Holy symbol, wood
Ink
Lantern, bullseye
Musical Instrument (flute)
Oil (5 pints)
Parchment (5 sheets)
Rations, dried (5 days)
Whistle
Tent
Waterskin
Wolfsbane (1 sprig)

ARMS AND ARMOR

Leather armor
Wooden shield
Dagger
Sickle (short sword)
Sling and 10 stones

BASICS

Cloak, tunic, trousers, heavy boots, heavy leather gloves, wide-brimmed hat, belt and pouch with 25 gp, 4 sp, 7 cp
Armor Class 6 [13] plus dexterity bonus



FIGHTER (ARCHER-TYPE)

GENERAL EQUIPMENT

Backpack
Bedroll
Chalk (1pc)
Crowbar
Flask, leather
Flint & steel
Hammer
Lantern, bullseye
Oil (lamp) (5 pints)
10 ft pole
Rations, trail (6 days)
Rope, 50ft, hemp
Sack (15lb)
Spikes (2)
Waterskin

ARMS AND ARMOR

Ring armor
Dagger
Spear
Longsword
Shortbow and 20 arrows

BASICS

Cloak, tunic, trousers, thin leather gloves, heavy boots, belt with pouch containing 9 gp, 2 sp, and 8 cp
Armor Class 6 [13] plus Dexterity bonus



FIGHTER (HEAVY)

GENERAL EQUIPMENT

Bedroll
Flint & steel
Torches (5)
Rations, trail (6 days)
Sack (15lb)
Waterskin

ARMS AND ARMOR

Chain mail
Longsword
Dagger
Spear
Sling and 10 stones

BASICS

Cloak, tunic, trousers, heavy leather gloves, heavy boots, belt with pouch containing 2 sp.
Armor Class 5 [14]



MAGIC-USER

GENERAL EQUIPMENT

Backpack
Bedroll
Candles (5)
Case (scroll case)
Flask, leather
Flint & steel
Ink
Lantern, bullseye
Oil (2 pints)
Parchment (5 sheets)
Pens, quill (5)
Spell Book
Rations, trail (6 days)
Whistle
Waterskin
Mirror

ARMS AND ARMOR

Dagger
Darts (5)
Staff

BASICS

Robes, pointy hat, shoes, belt with pouch containing 25 gp, 5 sp, and 7 cp
Armor Class 9 [10]



MONK

GENERAL EQUIPMENT

Bedroll
Chalk 1 pc)
Flint & steel
Hammer
Holy symbol, wooden
Lantern, bullseye
Musical instrument (flute)
Oil, lamp (5 pints)
Pole, 10 ft
Rations, dried (5 days)
Rope, silk 50 ft
Grappling hook
Sacks (30 lb) (5)
Spikes (2)
Waterskin

ARMS AND ARMOR

Dagger
Short bow and 20 arrows
Choose: (a) 2-handed sword or (b) polearm and bastard sword

BASICS

Robes, sandals, belt pouch containing 4 gp
Armor Class 9 [10] plus any bonuses



THIEF

GENERAL EQUIPMENT

Backpack
Bedroll
Block & tackle
Case (scrolls)
Chalk (1 pc)
Crowbar
Net, fishing
Flint & steel
Grappling hook
Ink
Ladder, 10 ft
Lantern, bullseye
Mirror
Oil, lamp (5 pints)
Parchment (5 sheets)
Pole, 10 ft
Rations, trail (6 days)
Rope, hemp, 50 ft
Sacks (15 lb) (2)
Whistle
Waterskin

ARMS AND ARMOR

Leather armor
Dagger
Longsword
Short bow and 20 arrows

BASICS

Cloak, tunic, trousers, thin leather gloves, shoes,
belt with pouch containing 1 gp
Armor Class: 7 [12] plus dexterity bonus

ADDITIONAL ITEMS

MISCELLANEOUS ITEMS

If you want to add a couple of quirky little items to your inventory, try rolling on this table or picking one of the items shown.

1	Beaded necklace
2	Dead cat
3	Domino mask
4	Earthenware teapot
5	False beard (ties on)
6	Feral cat follows you
7	Flour, 1 lb.
8	Iron pinkie ring
9	Marbles, stone (20)
10	Mom's pendant
11	Mouse or canary in cage
12	Pipe and tobacco
13	Pretty rocks (5)
14	Rabbit's foot
15	Sewing kit
16	Silver spoon (1gp value)
17	Three eggs in small wooden box
18	Toy wooden horse or doll
19	Twine (20 ft)
20	Wig

MAGIC ITEMS AT HIGHER LEVEL

In some cases, the characters might be created for a higher level, in which case (if they are level 3+ or so) you might choose to allow a magic item for the character. In general, the player might choose from one of the following

[bullet points]

- Magic weapon +1: Shortsword, longsword, dagger, or mace
- Healing potions (2)
- Invisibility potion (1)
- Scrolls (2): protection from poison and protection from magic
- Cloak of protection +1

[End bullet points]

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