

Cleric - 3d6

3	cudgel, 6 torches, backpack, waterskin, 1 week iron rations, 10' pole, wooden cross, 4 GP	11	plate armor, shield, war hammer, backpack, waterskin, lantern, 4 flasks oil, 1 week iron rations, 10' pole, wooden cross, small sack, 2 GP
4	cudgel, shield, 6 torches, backpack, waterskin, 1 week iron rations, 50' rope, wooden cross, 4 GP	12	plate armor, quarter-staff, backpack, waterskin, lantern, 4 flasks oil, 1 week iron rations, 50' rope, silver cross, 4 GP
5	mace, leather armor, 6 torches, backpack, waterskin, 1 week iron rations, 10' pole, wooden cross, 5 GP	13	cudgel, 6 torches, backpack, waterskin, 1 week iron rations, 10' pole, wooden cross, scroll, 4 GP
6	quarter-staff, leather armor, 6 torches, backpack, waterskin, 1 week iron rations, 50' rope, 12 iron spikes, wooden cross, 3 stakes & mallet, steel mirror, 10 GP	14	plate armor, shield, mace, backpack, waterskin, lantern, 4 flasks oil, 1 week iron rations, 50' rope, silver cross, 10 GP
7	chain armor, war hammer, 6 torches, backpack, waterskin, 1 week iron rations, 10' pole, wooden cross, 2 small sacks, 8 GP	15	leather armor, mace, 6 torches, backpack, waterskin, 1 week iron rations, 10' pole, wooden cross, scroll, 2 flasks oil, 1 GP
8	chain armor, shield, mace, 6 torches, backpack, waterskin, 1 week iron rations, 50' rope, wooden cross, 2 small sacks, 8 GP	16	plate armor, shield, helmet, war hammer, backpack, waterskin, lantern, 4 flasks oil, 1 week iron rations, 50' rope, silver cross, 3 stakes & mallet, steel mirror, 12 GP
9	chain armor, shield, war hammer, 6 torches, backpack, waterskin, 1 week iron rations, 10' pole, wooden cross, 2 small sacks, 3 stakes & mallet, steel mirror, 10 GP	17	chain armor, war hammer, 6 torches, backpack, waterskin, 1 week iron rations, 10' pole, wooden cross, scroll, 10 GP
10	plate armor, shield, mace, 6 torches, backpack, waterskin, 1 week iron rations, 50' rope, wooden cross, 10 GP	18	plate armor, shield, helmet, mace, backpack, waterskin, lantern, 4 flasks oil, 1 week iron rations, 50' rope, silver cross, vial holy water, 12 iron spikes, 3 stakes & mallet, small sack, 10 GP

Fighter - 3d6

3	spear, dagger, 6 torches, backpack, waterskin, 1 week iron rations, 50' rope, 3 GP	11	plate armor, two-handed sword, 3 daggers, 6 torches, backpack, waterskin, 1 week iron rations, 50' rope, 2 flasks oil, 9 GP
4	cudgel, leather armor, 6 torches, backpack, waterskin, 1 week iron rations, 10' pole, 1 GP	12	plate armor, shield, sword, light crossbow, case with 30 quarrels, 6 torches, backpack, waterskin, 1 week iron rations, 10' pole, 2 GP
5	leather armor, morning star, dagger, 6 torches, backpack, waterskin, 1 week iron rations, 50' rope, 3 GP	13	plate armor, flail, dagger, 35 short bow, quiver of 20 arrows, 6 torches, backpack, waterskin, 1 week iron rations, 50' rope, small sack, 10 GP
6	leather armor, battle axe, hand axe, dagger, sling, pouch with 20 sling bullets, 6 torches, backpack, waterskin, 1 week iron rations, 10' pole, 7 GP	14	plate armor, shield, sword, light crossbow, case with 30 quarrels, backpack, waterskin, lantern, 4 flasks oil, 1 week iron rations, 10' pole, 5 GP
7	chain armor, spear, dagger, sling, pouch with 20 sling bullets, 6 torches, backpack, waterskin, 1 week iron rations, 50' rope, 11 GP	15	plate armor, helmet, 2 battle axes, dagger, light crossbow, case with 30 quarrels, 6 torches, backpack, waterskin, 1 week iron rations, 50' rope, 5 flasks oil, 15 GP
8	chain armor, shield, sword, dagger, 6 torches, backpack, waterskin, 1 week iron rations, 10' pole, 4 GP	16	plate armor, two-handed sword, dagger, short bow, quiver of 20 arrows, backpack, waterskin, lantern, 4 flasks oil, 1 week iron rations, 10' pole, 2 small sacks, 15 GP
9	chain armor, spear, light crossbow, case with 30 quarrels, 6 torches, backpack, waterskin, 1 week iron rations, 50' rope, 11 GP	17	plate armor, halberd, dagger, long bow, quiver of 20 arrows, 2 silver tipped arrows, backpack, waterskin, lantern, 4 flasks oil, 1 week iron rations, 50' rope, 10 GP
10	plate armor, shield, sword, dagger, 6 torches, backpack, waterskin, 1 week iron rations, 10' pole, 4 GP	18	plate armor, shield, helmet, sword, 2 daggers, light crossbow, case with 30 quarrels, 4 silver tipped quarrels, backpack, waterskin, lantern, 4 flasks oil, 1 week iron rations, 10' pole, 9 GP

Magic-User - 3d6

3	dagger, 6 torches, backpack, waterskin, 1 week iron rations, 10' pole, 4 GP	11	dagger, backpack, waterskin, lantern, 4 flasks oil, 1 week iron rations, 10' pole, 67 GP
4	2 daggers, 6 torches, backpack, waterskin, 1 week iron rations, 2 flasks oil, 50' rope, 7 GP	12	dagger, backpack, waterskin, lantern, 4 flasks oil, 1 week iron rations, 50' rope, 77 GP
5	dagger, backpack, waterskin, lantern, 4 flasks oil, 1 week iron rations, 10' pole, 7 GP	13	dagger, 6 torches, backpack, waterskin, 1 week iron rations, scroll, 10' pole, 4 GP
6	dagger, 6 torches, backpack, waterskin, 1 week iron rations, 50' rope, vial of holy water, 9 GP	14	2 daggers, 6 torches, backpack, waterskin, 1 week iron rations, scroll, 50' rope, 11 GP
7	dagger, 6 torches, backpack, waterskin, 1 week iron rations, 10' pole 5 flasks of oil, silver mirror, belladonna, 9 GP	15	dagger, backpack, waterskin, lantern, 4 flasks oil, 1 week iron rations, scroll, 10' pole, 7 GP
8	dagger, 6 torches, backpack, waterskin, 1 week iron rations, 50' rope, 2 vials holy water, 4 GP	16	dagger, backpack, waterskin, lantern, 4 flasks oil, 1 week iron rations, scroll, 50' rope, 17 GP
9	3 daggers, backpack, waterskin, lantern, 4 flasks oil, 1 week iron rations, 10' pole, vial of holy water, 16 GP	17	dagger, backpack, waterskin, lantern, 4 flasks oil, 1 week iron rations, scroll, 10' pole, 27 GP
10	dagger, 6 torches, backpack, waterskin, 1 week iron rations, 50' rope, 2 vials holy water, 24 GP	18	dagger, backpack, waterskin, lantern, 4 flasks oil, 1 week iron rations, scroll, 50' rope, 37 GP

Thief - 3d6

3	cudgel, sling, pouch with 20 sling bullets, 6 torches, backpack, waterskin, 1 week iron rations, 50' rope, 4 GP	11	sword, light crossbow, case of 30 quarrels, 2 silver tipped quarrels, leather armor, backpack, waterskin, lantern, 4 flasks oil, 1 week iron rations, 50' rope, 10 GP
4	cudgel, leather armor, 6 torches, backpack, waterskin, 1 week iron rations, 10' pole, 1 GP	12	sword, dagger, short bow, quiver of 20 arrows, leather armor, backpack, waterskin, lantern, 4 flasks oil, 1 week iron rations, 10' pole, 17 GP
5	cudgel, dagger, sling, pouch with 20 sling bullets, leather armor, 6 torches, backpack, waterskin, 1 week iron rations, 50' rope, 6 GP	13	sword, leather armor, backpack, waterskin, lantern, 4 flasks oil, 1 week iron rations, 50' rope, 65 GP
6	sword, dagger, leather armor, 6 torches, backpack, waterskin, 1 week iron rations, 10' pole, 9 GP	14	sword, light crossbow, case of 30 quarrels, 6 silver tipped quarrels, leather armor, backpack, waterskin, lantern, 4 flasks oil, 1 week iron rations, 10' pole, 20 GP
7	cudgel, light crossbow, case with 30 quarrels, leather armor, 6 torches, backpack, waterskin, 1 week iron rations, 50' rope, 6 GP	15	sword, short bow, quiver of 20 arrows, 6 silver tipped arrows, leather armor, backpack, waterskin, lantern, 4 flasks oil, 1 week iron rations, 50' rope, 20 GP
8	sword, light crossbow, case of 30 quarrels, leather armor, 6 torches, backpack, waterskin, 1 week iron rations, 10' pole, 7 GP	16	sword, 4 daggers, leather armor, backpack, waterskin, lantern, 4 flasks oil, 1 week iron rations, 10' pole, 98 GP
9	sword, 2 daggers, 35 short bow, quiver of 20 arrows, leather armor, 6 torches, backpack, waterskin, 1 week iron rations, 50' rope, 1 GP	17	sword, light crossbow, case of 30 quarrels, leather armor, backpack, waterskin, lantern, 4 flasks oil, 1 week iron rations, 50' rope, 80 GP
10	sword, dagger, leather armor, backpack, waterskin, lantern, 4 flasks oil, 1 week iron rations, 10' pole, 32 GP	18	sword, 3 daggers, short bow, quiver of 20 arrows, 8 silver tipped arrows, leather armor, backpack, waterskin, lantern, 4 flasks oil, 1 week iron rations, 10' pole, 31 GP