

Name: Le Chansonier Race: High Elf Appearance: Ausfüllen Player: Simon Jurt Ht: 1.90m Wt: 80kg

Age: ?

Spent: 268 Unspent: -6

ST	10*	[	10]	HP	10	[	0]	Basic Speed 6		[	5]
DX	12	[	40]	Will	15	[	0]	Basic Move 6		[	0]
IQ	15 <sup>†</sup>	[	80]	Per	15	[	0]	BL 20 lk	)	(ST×	ST)/5
нт	11	[	10]	FP	11	[	0]	Thr 1d-2	Sw	1d	
TL	3					[	0]	SM +0			
* Inclu	des: -1 fro	m 'Raci	ial ST F	enalty'							

† Includes: +1 from 'High Elf (Dungeon Fantasy)'; Conditional: -1 from 'Gregarious' when in a group of four or less, -4 from 'Gregarious' when alone

Vision	15	Fright Check 15	High Jump	2.17 ft
Hearing	15	Consciousness 11	Money	0*
Touch	15	Death Check 11		
Taste/Smell	15	Broad Jump 3 yd		

\* Includes: +6491 from 'Money', +1800 from 'Money'

ENCUMBRANCE TABLE						
Name	« None »	Light	Med	Hvy	X-Hvy	
Lifting	×1	×2	×3	×6	×10	
Basic	20 lb	40 lb	60 lb	120 lb	200 lb	
Movement	×1	×0.8	×0.6	×0.4	×0.2	
Ground	6 yd	4 yd	3 yd	2 yd	1 yd	
Water	1 yd	1 yd	1 yd	1 yd	1 yd	
	_	-1	-2	-3	-4	
Dodge	9	8	7	6	5	

LIFTING FEATS						
1-Hand 2-Hand Shove / Carry on Shift						
Name	Lift*	Lift†	Over <sup>‡</sup>	Back <sup>§</sup>	Slightly	
Basic	40 lb	160 lb	240 lb	300 lb	1000 lb	
* Takes 2 seconds to complete						

TEMPLATES AND META-TRAITS		
Name		Pts
Bard (Dungeon Fantasy) {p. DF1:5} Description: You're a magical minstrel who dabbles in a little of everything: the roguish pursuits of the thief (p.12), the wordplay of the swashbuckler (p.11), and the spellcraft of the wizard (p.13).	[	0]
High Elf (Dungeon Fantasy) {p. DF3:7} Features: Gold or silver hair. Description: High elves are the ones in splendid clothing who go about singing laments and being ominous.	]	20]
Racial ST Penalty -1 (Size, +0%)	[	-10]
Elven Gear {p. DF3:7}	Ī	1]
Appearance (Attractive) {p. B21}	[	4]
Magery 0 {p. B66} Description: Magery 0 is included as a separate item from the normal Magery advantage, due to the fact that many kinds of enhancements and limitations are meant to only affect the levels above 0, not the base 5 points from Magery 0. The Magery advantage is set to have Magery 0 as a pre-req. WARNING: Always use the Magery modifiers with Magery and the Magery 0 modifiers with Magery 0. Using the Magery modifiers with any other item can cause your spells to be miscalculated.	[	5]
Musical Ability 1 {p. B90} Description: Group Performance (Conducting), Musical Composition, Musical Influence, Musical Instrument, Singing	[	5]
Voice {p. B97}	[	10]
Sense of Duty (Nature) {p. B153}	[	-15]

REACTION MODIFIERS					
Appearance: +1*					
* Includes: +1 from 'Appearance'					
Status: +0					

ther: +1T
† Includes: +1 from 'Charisma'; Conditional: +1 from 'Merchant' when buying or selling, +1 from 'Compulsive Carousing' when from like-minded extroverts, -1 from 'Compulsive Carousing' when from sober-minded citizens (upto -4), +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs, +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known, -1 from 'Odious Personal Habit (Continuous singing or strumming)' when people are annoyed by your tuning, +1 from 'Musical Ability', +2 from 'Voice' when your voice can be heard, +2 from 'Sense of Duty (Nature)' when in dangerous situations if Sense of Duty is known

CULTURAL FAMILIARITIES	
Native	Pts
High Elf (Native) {p. B23}	[ 0]



CULTURAL FAMILIARITIES (continued)					
Non-native	Pts	5			
Human (p. B23)	[	1]			
		_			

LANGUAGES						
Native	Spoken	Written	Pts			
High Elfish (Native) {p. B24}	Native	Native	[ 0]			
Non-native	Spoken	Written	Pts			
Common {p. B24}	Native	Native	[ 6]			

ADVANTAGES		
Name		Pts
Bard-Song Rapier Wit* (Bard Song, -30%) {p. B79} Roll: 19 (Public Speaking+2)	[	4]
Bard-Song Terror (Will-0; Bard Song, -30%) {p. B93}	[	<b>21</b> ]
Bardic Talent 2 (p. DF1:21)	[	16]
Charisma 1 {p. B41}	[	<b>5</b> ]
Luck {p. B66}	[	15]
Photographic Memory {p. B51}	[	10]
Roll: 15 (IQ)	_	
* Includes: +2 skillscore from 'Bardic Talent'		

DISADVANTAGES	
Name	Pts
Code of Honor (Gentleman's) {p. B127}	[ -10]
Compulsive Carousing (12 or less, *1) {p. B128}	[ -5]
Curious (6 or less, *2) {p. B129}	[ -10]
Gregarious (p. B126)	[ -10]
Odious Personal Habit (Continuous singing or strumming)	[ -5]
{p. B22}	
Overconfidence (12 or less, *1) {p. B148}	[ -5]
Sense of Duty (Adventuring companions) {p. B153}	[ -5]

QUIRKS	
Name	Pts
_Unused Quirk 1 {p. B163}	[ -1]
_Unused Quirk 2 {p. B163}	[ -1]
_Unused Quirk 3 {p. B163}	[ -1]
_Unused Quirk 4 (p. B163)	[ -1]
Unused Quirk 5 (p. B163)	[ -1]

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SKII	LLS		
DX based	Lev	el Relative	e Pts
Acrobatics {p. B174}	10	DX-2	[ 1]
Brawling {p. B182}	12	DX+0	[ 1]
Description: Notes: Calculated damage takes in account bonuses from Teeth, Weak Bite, Claws			
skill level. You may add the modifier "Has	, all all a		
Gauntlets/Brass Knuckles" or "Has Boots" to ap +1 damage to Punch or Kick, as appropriate.	oply the		
Parry: 9			
Climbing {p. B183}	11	DX-1	[ 1]
Fast-Draw (Throwing Knife) {p. B1			[ 1]
Rapier {p. B208} Parry: 10	15	DX+3	[ 12]
Riding (Equines) {p. B217}	11	DX-1	[ 1]
Stealth {p. B222}	12		[ 2]
Thrown Weapon (Knife) {p. B226}	13	_	[ 2]
Wrestling {p. B228}	11	DX-1	[ 1]
Parry: 8 HT based	Lev	el Relative	e Pts
Carousing {p. B183}	11	HT+0	[ 1]
Hiking {p. B20}	10		11
Sex Appeal (Human) {p. B219, S22	24} 13		11
Singing {p. B220}	14	† HT+3	[ 1]
IQ based	Lev	el Relative	e Pts
Acting {p. B174}	15	IQ+0	[ 2]
Current Affairs/TL3 (People) {p. B1	86} 15	IQ+0	[ 1]
Diplomacy {p. B187}	15		[ 1]
Disguise/TL3 (Human) {p. B187}	14		[ 1]
Fast-Talk {p. B195}	16		[ 1]
First Aid/TL3 (Human) {p. B195}	15		[ 1]
Gesture {p. B198} Heraldry {p. B199}	14		[ 1]
Interrogation {p. B202}	14		11
Merchant {p. B209}	14		11
Mimicry (Speech) {p. B210}	15		[ 1]
Musical Composition (p. B210)	14	¶ IQ-1	[ 1]
Musical Instrument (Lute) {p. B211	} 15	¶ IQ+0	[ 2]
Performance {p. B212}	16		[ 1]
Poetry {p. B214}	14		[ 1]
Propaganda/TL3 {p. B216}	14		[ 1]
Public Speaking {p. B216}	17  8}		[ 1]
Savoir-Faire (High Society) {p. B21 Streetwise {p. B223}	14		[ 1]
Per based	Lev		
Detect Lies {p. B187}	13	_	[ 1]
Observation (p. B211)	14		11
Scrounging {p. B218}	15		<u>†</u> 1
Will based	Lev	el Relative	e Pts
Enthrallment (Captivate) {p. B191}	13		
Enthrallment (Persuade) {p. B191}	13	Will-2	[ 1]
Enthrallment (Suggest) {p. B191}	13		[ 1]
Enthrallment (Sway Emotions) {p. l			[ 1]
Intimidation {p. B202}	14		[ 1]
* Includes: +1 from 'Appearance', +2 from 'Voice'; Conditional: +1 from 'Charisma'		from 'Musical Ab from 'Charisma'	
when making Influence rolls	'Voice'		
† Includes: +1 from 'Musical Ability', +2 from 'Voice'	†† Conditiona making Influe	ll: +1 from 'Charis nce rolls	sma' when
‡ Includes: +2 from 'Voice'; Conditional: +1	ag iiiide		
from 'Charisma' when making Influence rolls § Includes: +2 from 'Voice'			
3			

Le Chansonier High Elf

	MELEE A	TTACKS					
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	12	9	1d-3 cr	С	_	_	
Brawling: Bite	12		1d-3 cr	C			
Brawling: Kick	10		1d-2 cr	C,1			
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Rapier	15	10F	1d-1 imp	1,2	9	4	

		RAN	NGED	ATTACKS							
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Small Throwing Knife	13	1d-3 imp	1	8 yd / 15 yd	1	T(1)	5	_	_	4	[3]

## ATTACKS TABLES COLUMN NOTES

Parry "F": The weapon is a fencing weapon (see: Fencing Weapons, p. B404) Shots "T": The weapon is a thrown weapon.

		;	SLAM TA	BLE				
<b>1–2</b> 1d-3			<b>3–5</b> 1d-2				6–7 1d-1	
PARRY	PARR	Υ	BLOC	K	D	ODGE	ОТ	HER
10	9		7			9		
Rapier	DX		DX					
Eyes DR: 0 DB: 0 Neck DR: 0 DB: 0 Torso DR: 3* DB: 0	DF DE Fe	Arm DR: DB: DB: DB: DB: DB: DB: DB: DB: DB: DB	: 0 : 0 ands R: 0 B: 0	Boi	es ck ull ce so nin ns nds ps et	HP 2 6 4 6 4 DR: 0 DB: 0		#

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
10 9 8 7 6	0 -1 -2 -3 -4	-10 -11 -12 -13 -14	-20 -21 -22 -23 -24	-30 -31 -32 -33 -34	-40 -41 -42 -43 -44
5 4 3 2 1	-5 -6 -7 -8 -9	-15 -16 -17 -18 -19	-25 -26 -27 -28 -29	-35 -36 -37 -38 -39	-45 -46 -47 -48 -49

HP loss effects are cumulative with each other and any effects suffered from FP loss. less than 1/3 HP: Dodge/2 and Move/2 (round up).

OHP or less: Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness at the start of your next turn and any turn you choose a maneuver other than Do Nothing. Nothing

-1×HP or less: Make a HT roll vs. death immediately and for every full multiple of HP below

-5×HP or less: Immediate death.

FP	0 FP
11 10 9 8 7	0 -1 -2 -3 -4
6 5 4 3 2	-5 -6 -7 -8 -9
1	-10

FP loss effects are cumulative with each other and any effects

less than 1/3 FP: Dodge/2, Move/2, and ST/2 (round up); ST

loss does not effect ST-based quantities, such as HP and damage.

O FP or less: Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.

-1×FP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

	SIZ	E AND SPEEI	D/RANGE T	ABLE	
Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	0	2 yd	-8	+8	50 yd
-1	+1	3 yd	-9	+9	70 yd
-2	+2	5 yd	-10	+10	100 yd
-3	+3	7 yd	-11	+11	150 yd
-4	+4	10 yd	-12	+12	200 yd
-5	+5	15 yd	-13	+13	300 yd
-6	+6	20 yd	-14	+14	500 yd
-7	+7	30 yd	-15	+15	700 yd
See also: Size	and Speed/l	Range Table, p. B55	50.		

	HUMA	NOID HIT L	OCATI	ON TABLE	
Roll	Location	Mod.	Roll	Location	Mod.
3–4	Skull	-7(f)/-5(b)	-	Vitals†	-3
5	Face	-5(f)/-7(b)	_	Eye‡	-9
6–7	Right Leg	-2	_	Ear	-7
8	Right Arm	-2	_	Nose	-7
9–10	Chest*	_	_	Jaw	-6
11	Abdomen*	-1	_	Spine§	-8
12	Left Arm	-2	_	Limb Vein/Artery¶	-5
13–14	Left Leg	-2	_	Neck Vein/Artery¶	-8
15	Hand	-4	_	Arm/Leg Joint**	-5
16	Foot	-4	_	Hand/Foot Joint**	-7
17–18	Neck	-5	-	Groin	-3

- \* If striking with crushing, impaling, or piercing attacks, roll 1d: 1 is a vitals hit instead

- † Only targetable by crushing, impaling, piercing attacks, for 1d. 11s a vitals fit instead
  † Only targetable by impaling, piercing, and tight-beam burning attacks
  ‡ Only targetable by impaling, piercing, and tight-beam burning attacks
  § Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks
  ¶ Only targetable by crushing, cutting, piercing, and tight-beam burning attacks
  \*\* Only targetable by crushing, cutting, piercing, and tight-beam burning attacks

See also: Hit Location, p. B398, Human and Humanoid Hit Location Table, p. B552, New Hit Locations, p. MA137, and Hit Locations, p. LT100.

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				SPELL GRIM	IOIRE				
Body Control	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Clumsiness	13 [1]	0	Regular/R-HT	1 sec.	1 min.	1 to 5/H	BC	2	M36, B244
Itch	13 [1]	0	Regular/R-HT	1 sec.	Scratch#	2	BC	_	M35, B244
Spasm	13 [1]	0	Regular/R-HT	1 sec.	Instant	2	BC	1	M35, B244
Communication &									
Empathy	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereg	Page
Borrow Language	15 [1]	0	Regular	3 sec.	1 min.	3/1	CE	4	M46
Hide Emotion	15 [1]	0	Regular	1 sec.	1 hour	2/2	CE	2	M45
Hide Thoughts	15 [1]	0	Regular	1 sec.	10 min.	3/1	CE	3	M46, B245
Insignificance	15 [1]	1	Regular/R-Spec.	10 sec.	1 hour	4/4	CE	8	M48
Lend Language	15 [1]	0	Regular	3 sec.	1 min.	3/1	CE	3	M46
Persuasion	15 [1]	0	Regular/R-Will	1 sec.	1 min.	2xbonus#	CE	2	M45
Sense Emotion	15 [1]	0	Regular	1 sec.	Instant	2	CE	1	M45, B245
Sense Foes	15 [1]	0	Inform./Area	1 sec.	Instant	2#	CE	_	M44, B245
Mind Control	Skill	Magery	Class	Time	Duration	<b>Casting Cost</b>	College	Prereq	Page
Avoid	15 [1]	1	Area	1 min.	1 hr.	3/3	MC	4	M140
Bravery	15 [1]	0	Area/R-Will-1	1 sec.	1 hr.	2	MC	1	M134
Bravery Daze	15 [1] 15 [1]	0	Area/R-Will-1 Regular/R-HT	1 sec. 2 sec.	1 hr. 1 min.	3/2	MC MC		M134 M134, B250
			Regular/R-HT Regular/R-Will				MC MC	1 4	
Daze	15 [1]	0	Regular/R-HT	2 sec.	1 min.	3/2	MC	1 4	M134, B250
Daze Drunkenness	15 [1] 15 [1]	0	Regular/R-HT Regular/R-Will	2 sec. 2 sec.	1 min. 1 min.	3/2 Varies	MC MC	1 4 3	M134, B250 M136
Daze Drunkenness Emotion Control	15 [1] 15 [1] 15 [1]	0	Regular/R-HT Regular/R-Will Area/R-Will	2 sec. 2 sec. 1 sec.	1 min. 1 min. 1 hr.	3/2 Varies 2	MC MC MC	1 4 3 7	M134, B250 M136 M137
Daze Drunkenness Emotion Control False Memory	15 [1] 15 [1] 15 [1] 15 [1]	0 0 0 1	Regular/R-HT Regular/R-Will Area/R-Will Regular/R-Will	2 sec. 2 sec. 1 sec. 5 sec.	1 min. 1 min. 1 hr. Varies	3/2 Varies 2	MC MC MC MC	1 4 3 7	M134, B250 M136 M137 M139
Daze Drunkenness Emotion Control False Memory Fear	15 [1] 15 [1] 15 [1] 15 [1] 15 [1]	0 0 0 1	Regular/R-HT Regular/R-Will Area/R-Will Regular/R-Will Area/R-Will	2 sec. 2 sec. 1 sec. 5 sec. 1 sec.	1 min. 1 min. 1 hr. Varies 10 min.	3/2 Varies 2 Varies 1	MC MC MC MC MC	1 4 3 7 -	M134, B250 M136 M137 M139 M134, F171 M134, B250
Daze Drunkenness Emotion Control False Memory Fear Foolishness	15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1]	0 0 0 1 0	Regular/R-HT Regular/R-Will Area/R-Will Regular/R-Will Area/R-Will Regular/R-Will Regular/R-Will or skill	2 sec. 2 sec. 1 sec. 5 sec. 1 sec. 1 sec.	1 min. 1 min. 1 hr. Varies 10 min. 1 min.	3/2 Varies 2 Varies 1 1 per IQ-/H 3/3	MC MC MC MC MC MC MC	1 4 3 7 -	M134, B250 M136 M137 M139 M134, F171
Daze Drunkenness Emotion Control False Memory Fear Foolishness Forgetfulness Loyalty	15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1]	0 0 0 1 0	Regular/R-HT Regular/R-Will Area/R-Will Regular/R-Will Area/R-Will Regular/R-Will Regular/R-Will or skill Regular/R-Will	2 sec. 2 sec. 1 sec. 5 sec. 1 sec. 1 sec.	1 min. 1 min. 1 hr. Varies 10 min. 1 min. 1 hr.	3/2 Varies 2 Varies 1 1 per IQ-/H 3/3	MC MC MC MC MC MC MC MC	1 4 3 7 - - 1	M134, B250 M136 M137 M139 M134, F171 M134, B250
Daze Drunkenness Emotion Control False Memory Fear Foolishness Forgetfulness	15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1]	0 0 0 1 0 0	Regular/R-HT Regular/R-Will Area/R-Will Regular/R-Will Area/R-Will Regular/R-Will Regular/R-Will or skill Regular/R-Will Regular/R-Will Regular/R-Will	2 sec. 2 sec. 1 sec. 5 sec. 1 sec. 1 sec. 10 sec.	1 min. 1 min. 1 hr. Varies 10 min. 1 min. 1 hr.	3/2 Varies 2 Varies 1 1 per IQ-/H 3/3 2/2# 4/2	MC MC MC MC MC MC MC MC MC	1 4 3 7 - - 1	M134, B250 M136 M137 M139 M134, F171 M134, B250 M135, B250
Daze Drunkenness Emotion Control False Memory Fear Foolishness Forgetfulness  Loyalty Madness Mass Daze	15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1]	0 0 0 1 0 0	Regular/R-HT Regular/R-Will Area/R-Will Regular/R-Will Area/R-Will Regular/R-Will Regular/R-Will or skill Regular/R-Will	2 sec. 2 sec. 1 sec. 5 sec. 1 sec. 1 sec. 10 sec.	1 min. 1 min. 1 hr. Varies 10 min. 1 min. 1 hr.	3/2 Varies 2 Varies 1 1 per IQ-/H 3/3	MC MC MC MC MC MC MC MC MC	1 4 3 7  1	M134, B250 M136 M137 M139 M134, F171 M134, B250 M135, B250 M136
Daze Drunkenness Emotion Control False Memory Fear Foolishness Forgetfulness  Loyalty Madness	15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1] 15 [1]	0 0 0 1 0 0 1	Regular/R-HT Regular/R-Will Area/R-Will Regular/R-Will Area/R-Will Regular/R-Will Regular/R-Will or skill Regular/R-Will Regular/R-Will Regular/R-Will	2 sec. 2 sec. 1 sec. 5 sec. 1 sec. 1 sec. 10 sec. 2 sec. 2 sec.	1 min. 1 min. 1 hr. Varies 10 min. 1 min. 1 hr. 1 hr. 1 min. 1 hr.	3/2 Varies 2 Varies 1 1 per IQ-/H 3/3 2/2# 4/2	MC MC MC MC MC MC MC MC MC	1 4 3 7  1 1 3 2 2	M134, B250 M136 M137 M139 M134, F171 M134, B250 M135, B250 M136 M136

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٠.	LOAD-OUTS	<u> </u>	147. 1 . 1 .
Qty	« Combat »	4070	Weight 9 lb
	Armor Description: Parent Item	4070	9 11.
1	Boots (p. B284)	80	3 lb
	Description: TL:2 LC: DR:2* Locations: feet Notes: [1]	] Concealable	as or under
	clothing. Notes: [1]		
	Location: feet		
1	Cloth Armor of Greater Fortification	3990	6 lb
	(Poweritem +16 FP) {p. B283}		
	Description: TL:1 LC: DR:1* Locations: torso, groin N under clothing.	otes: [1] Conce	ealable as or
	Notes: [1]		
	Usernotes: 2 DR from Enchantement, Total 3 DR		
1	Location: torso, groin Belt	530	3.25 lb
	Description: Parent Item	330	0.20 IL
1	Rapier {p. B273}	500	2.75 lb
	Description: TL:4 LC:4, Dam:thr+1 imp Reach:1,2 Parry		
1	Small Throwing Knife (p. MA231)	30	8 oz
	Description: TL:2 LC:4 Damage:thr-1 imp Acc:1 Range Shots:T(1) ST:5 Bulk:0 Skill:Thrown Weapon (Knife) N		
	for melee combat! Treat a small throwing knife as a sm	all knife, a hur	ngamunga or
	a large throwing knife as a large knife, and a large hun		
	with -2 to skill and therefore -1 to Parry (for knives, this Parry).	auus (0 ITIE US	oudi - i l0
	Notes: [3]		
1	Carry-Sling	150	5 lb
1	Description: Parent Item	150	5 lb
1	Ordinary Clothes {p. B266}	150	2 lb
			<i>-</i>
		astoff rags to d	lesigner -
'	Description: One complete outfit, ranging in quality from cafashions, depending on Status. At minimum: undergarmen	its, plus a tunio	, blouse, or
	Description: One complete outfit, ranging in quality from ca fashions, depending on Status. At minimum: undergarmen shirt with hose, skirt, or trousers - or a long tunic, robe or or	its, plus a tunio	, blouse, or
	Description: One complete outfit, ranging in quality from cafashions, depending on Status. At minimum: undergarmen	its, plus a tunio	table
	Description: One complete outfit, ranging in quality from cafashions, depending on Status. At minimum: undergarmen shirt with hose, skirt, or trousers - or a long tunic, robe or of footwear. 20% of cost of living; 2lbs.  Totals:	ts, plus a tunio dress - and sui	table 19.25 lb
Qty	Description: One complete outfit, ranging in quality from cafashions, depending on Status. At minimum: undergarmen shirt with hose, skirt, or trousers - or a long tunic, robe or cotootwear. 20% of cost of living; 2lbs.  Totals:  Rucksack	its, plus a tunio dress - and sui	table 19.25 lb Weight
Qty	Description: One complete outfit, ranging in quality from catashions, depending on Status. At minimum: undergarmen shirt with hose, skirt, or trousers - or a long tunic, robe or of footwear. 20% of cost of living; 2lbs.  Totals:  Rucksack  Quick-Release Backpack {p. DF1:25}  Description: Notes: Holds 40 lbs. of gear. Dropping it is a factor of the status of the st	4750 Cost 4541	table 19.25 lb Weight
Qty 1	Description: One complete outfit, ranging in quality from catashions, depending on Status. At minimum: undergarmen shirt with hose, skirt, or trousers - or a long tunic, robe or of footwear. 20% of cost of living; 2lbs.  Totals:  Rucksack  Quick-Release Backpack {p. DF1:25}  Description: Notes: Holds 40 lbs. of gear. Dropping it is a break if dropped must check for this (1 on 1d if unsure).	ts, plus a tunic dress - and sui 4750 Cost 4541 free action. Iter	table  19.25 lb  Weight  13.64 lb ms liable to
Qty	Description: One complete outfit, ranging in quality from catashions, depending on Status. At minimum: undergarmen shirt with hose, skirt, or trousers - or a long tunic, robe or of footwear. 20% of cost of living; 2lbs.  Totals:  Rucksack  Quick-Release Backpack {p. DF1:25}  Description: Notes: Holds 40 lbs. of gear. Dropping it is a libreak if dropped must check for this (1 on 1d if unsure).  Blanket {p. B288}	4750 Cost 4541	19.25 lb Weight
Qty 1	Description: One complete outfit, ranging in quality from cafashions, depending on Status. At minimum: undergarmen shirt with hose, skirt, or trousers - or a long tunic, robe or cotwear. 20% of cost of living; 2lbs.  Totals:  Rucksack  Quick-Release Backpack {p. DF1:25}  Description: Notes: Holds 40 lbs. of gear. Dropping it is a foreak if dropped must check for this (1 on 1d if unsure).  Blanket {p. B288}  Description: Notes: A warm bedroll.	ts, plus a tunic dress - and sui 4750 Cost 4541 free action. Iter	s, blouse, or table  19.25 lb  Weight  13.64 lb  ms liable to
<b>Qty</b> 1	Description: One complete outfit, ranging in quality from cafashions, depending on Status. At minimum: undergarmen shirt with hose, skirt, or trousers - or a long tunic, robe or cotwear. 20% of cost of living; 2lbs.  Totals:  Rucksack  Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a foreak if dropped must check for this (1 on 1d if unsure).  Blanket {p. B288} Description: Notes: A warm bedroll.  Bottle (Filled with Dwarven Beer)	ts, plus a tunic dress - and sui 4750 Cost 4541 free action. Iter	s, blouse, or table  19.25 lb  Weight  13.64 lb  ms liable to
<b>Qty</b> 1	Description: One complete outfit, ranging in quality from catashions, depending on Status. At minimum: undergarmen shirt with hose, skirt, or trousers - or a long tunic, robe or of footwear. 20% of cost of living; 2lbs.  Totals:  Rucksack  Quick-Release Backpack {p. DF1:25}  Description: Notes: Holds 40 lbs. of gear. Dropping it is a foreak if dropped must check for this (1 on 1d if unsure).  Blanket {p. B288}  Description: Notes: A warm bedroll.  Bottle (Filled with Dwarven Beer)  {p. DF1:24}  Description: Notes: Holds 1 quart of liquid (2 lbs. if wath	ts, plus a tunic dress - and sui 4750  Cost 4541 free action. Iter 20	19.25 lb Weight 13.64 lb ms liable to
<b>Qty</b> 1 1	Description: One complete outfit, ranging in quality from cafashions, depending on Status. At minimum: undergarmen shirt with hose, skirt, or trousers - or a long tunic, robe or dotwear. 20% of cost of living; 2lbs.  Totals:  Rucksack  Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a foreak if dropped must check for this (1 on 1d if unsure).  Blanket {p. B288} Description: Notes: A warm bedroll.  Bottle (Filled with Dwarven Beer) {p. DF1:24} Description: Notes: Holds 1 quart of liquid (2 lbs. if wat Usernotes: Boatmurdered Ale	4750 Cost 4541 free action. Itel 20 3 er). DR 1, HP 4	19.25 lb Weight 13.64 lb ms liable to 4 lb
<b>Qty</b> 1	Description: One complete outfit, ranging in quality from cafashions, depending on Status. At minimum: undergarmen shirt with hose, skirt, or trousers - or a long tunic, robe or dotwear. 20% of cost of living; 2lbs.  Totals:  Rucksack  Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a foreak if dropped must check for this (1 on 1d if unsure).  Blanket {p. B288} Description: Notes: A warm bedroll.  Bottle (Filled with Dwarven Beer) {p. DF1:24} Description: Notes: Holds 1 quart of liquid (2 lbs. if wat Usernotes: Boatmurdered Ale Bottle, Small (Filled with Dwarven	ts, plus a tunic dress - and sui 4750  Cost 4541 free action. Iter 20	19.25 lb Weight 13.64 lb ms liable to 4 lb
<b>Qty</b> 1 1	Description: One complete outfit, ranging in quality from cafashions, depending on Status. At minimum: undergarmen shirt with hose, skirt, or trousers - or a long tunic, robe or cotowear. 20% of cost of living; 2lbs.  Totals:  Rucksack  Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a foreast if dropped must check for this (1 on 1d if unsure).  Blanket {p. B288} Description: Notes: A warm bedroll.  Bottle (Filled with Dwarven Beer) {p. DF1:24} Description: Notes: Holds 1 quart of liquid (2 lbs. if wath Usernotes: Boatmurdered Ale  Bottle, Small (Filled with Dwarven Beer) {p. DF1:24}	ts, plus a tunic dress - and sui 4750  Cost 4541 free action. Iter 20 3 er). DR 1, HP	19.25 lb Weight 13.64 lb ms liable to 4 lb
<b>Qty</b> 1 1	Description: One complete outfit, ranging in quality from cafashions, depending on Status. At minimum: undergarmen shirt with hose, skirt, or trousers - or a long tunic, robe or dotwear. 20% of cost of living; 2lbs.  Totals:  Rucksack  Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a foreak if dropped must check for this (1 on 1d if unsure).  Blanket {p. B288} Description: Notes: A warm bedroll.  Bottle (Filled with Dwarven Beer) {p. DF1:24} Description: Notes: Holds 1 quart of liquid (2 lbs. if wat Usernotes: Boatmurdered Ale Bottle, Small (Filled with Dwarven	ts, plus a tunic dress - and sui 4750  Cost 4541 free action. Iter 20 3 er). DR 1, HP	19.25 lb Weight 13.64 lb ms liable to 4 lb
<b>Qty</b> 1 1	Description: One complete outfit, ranging in quality from cafashions, depending on Status. At minimum: undergarmen shirt with hose, skirt, or trousers - or a long tunic, robe or of footwear. 20% of cost of living; 2lbs.  Totals:  Rucksack  Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a fbreak if dropped must check for this (1 on 1d if unsure).  Blanket {p. B288} Description: Notes: A warm bedroll.  Bottle (Filled with Dwarven Beer) {p. DF1:24} Description: Notes: Holds 1 quart of liquid (2 lbs. if wath Usernotes: Boatmurdered Ale Bottle, Small (Filled with Dwarven Beer) {p. DF1:24} Description: Notes: Holds 1 pint of liquid (1 lb. if water)	ts, plus a tunic dress - and sui 4750  Cost 4541 free action. Iter 20 3 er). DR 1, HP	19.25 lb Weight 13.64 lb ms liable to 4 lb 4 lb
Qty 1 1 1 1	Description: One complete outfit, ranging in quality from cafashions, depending on Status. At minimum: undergarmen shirt with hose, skirt, or trousers - or a long tunic, robe or cotowear. 20% of cost of living; 2lbs.  Totals:  Rucksack  Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a foreast if dropped must check for this (1 on 1d if unsure).  Blanket {p. B288} Description: Notes: A warm bedroll.  Bottle (Filled with Dwarven Beer) {p. DF1:24} Description: Notes: Holds 1 quart of liquid (2 lbs. if wate Usernotes: Boatmurdered Ale  Bottle, Small (Filled with Dwarven Beer) {p. DF1:24} Description: Notes: Holds 1 pint of liquid (1 lb. if water) Usernotes: Boatmurdered Ale  Canteen {p. DF1:23} Description: Notes: Canteen. Miniature wooden barrel	ts, plus a tunic dress - and sui 4750  Cost 4541 free action. Iter 20 3 er). DR 1, HP 4	19.25 lb Weight 13.64 lb ms liable to 4 lb 4 8 oz
Qty 1 1 1 1	Description: One complete outfit, ranging in quality from cafashions, depending on Status. At minimum: undergarmen shirt with hose, skirt, or trousers - or a long tunic, robe or of footwear. 20% of cost of living; 2lbs.  Totals:  Rucksack  Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a fbreak if dropped must check for this (1 on 1d if unsure).  Blanket {p. B288} Description: Notes: A warm bedroll.  Bottle (Filled with Dwarven Beer) {p. DF1:24} Description: Notes: Holds 1 quart of liquid (2 lbs. if wate Usernotes: Boatmurdered Ale  Bottle, Small (Filled with Dwarven Beer) {p. DF1:24} Description: Notes: Holds 1 pint of liquid (1 lb. if water) Usernotes: Boatmurdered Ale  Canteen {p. DF1:23} Description: Notes: Canteen. Miniature wooden barrel combat! Holds 1 quart of liquid (2 lbs. if water).	ts, plus a tunic dress - and sui 4750  Cost 4541 free action. Iter 20  arriver	19.25 lb Weight 13.64 lb ms liable to 4 lb 1 lb 4 8 02
Qty 1 1 1 1	Description: One complete outfit, ranging in quality from cafashions, depending on Status. At minimum: undergarmen shirt with hose, skirt, or trousers - or a long tunic, robe or of footwear. 20% of cost of living; 2lbs.  Totals:  Rucksack  Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a fbreak if dropped must check for this (1 on 1d if unsure).  Blanket {p. B288} Description: Notes: A warm bedroll.  Bottle (Filled with Dwarven Beer) {p. DF1:24} Description: Notes: Holds 1 quart of liquid (2 lbs. if wate Usernotes: Boatmurdered Ale  Bottle, Small (Filled with Dwarven Beer) {p. DF1:24} Description: Notes: Holds 1 pint of liquid (1 lb. if water) Usernotes: Boatmurdered Ale  Canteen {p. DF1:23} Description: Notes: Canteen. Miniature wooden barrel combat! Holds 1 quart of liquid (2 lbs. if water).  Personal Basics {p. B288}	ts, plus a tunic dress - and sui 4750  Cost 4541 free action. Iter 20 arr. DR 1, HP 2 b. DR 1, HP 2 on a strap. Wo	19.25 lb Weight 13.64 lb ms liable to 4 lb 1 lb 4 8 02
Otty 1 1 1 1 1 1 1	Description: One complete outfit, ranging in quality from cafashions, depending on Status. At minimum: undergarmen shirt with hose, skirt, or trousers - or a long tunic, robe or dotwear. 20% of cost of living; 2lbs.  Totals:  Rucksack  Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a foreak if dropped must check for this (1 on 1d if unsure).  Blanket {p. B288} Description: Notes: A warm bedroll.  Bottle (Filled with Dwarven Beer) {p. DF1:24} Description: Notes: Holds 1 quart of liquid (2 lbs. if wat Usernotes: Boatmurdered Ale  Bottle, Small (Filled with Dwarven Beer) {p. DF1:24} Description: Notes: Holds 1 pint of liquid (1 lb. if water) Usernotes: Boatmurdered Ale  Canteen {p. DF1:23} Description: Notes: Canteen. Miniature wooden barrel combat! Holds 1 quart of liquid (2 lbs. if water).  Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to ar Includes utensils, tinderbox, and flint and steel.	ts, plus a tunic dress - and sui 4750  Cost 4541 free action. Iter 20 3 er). DR 1, HP 2 10 on a strap. Wo	19.25 lb Weight 13.64 lb ms liable to 4 lb 1 lb 4 8 02 3 lb on't shatter in without it.
Qty 1 1 1 1	Description: One complete outfit, ranging in quality from cafashions, depending on Status. At minimum: undergarmen shirt with hose, skirt, or trousers - or a long tunic, robe or of tootwear. 20% of cost of living; 2lbs.  Totals:  Rucksack  Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a foreak if dropped must check for this (1 on 1d if unsure).  Blanket {p. B288} Description: Notes: A warm bedroll.  Bottle (Filled with Dwarven Beer) {p. DF1:24} Description: Notes: Holds 1 quart of liquid (2 lbs. if wate Usernotes: Boatmurdered Ale  Bottle, Small (Filled with Dwarven Beer) {p. DF1:24} Description: Notes: Holds 1 pint of liquid (1 lb. if water) Usernotes: Boatmurdered Ale  Canteen {p. DF1:23} Description: Notes: Canteen. Miniature wooden barrel combat! Holds 1 quart of liquid (2 lbs. if water).  Personal Basics {p. B288} Description: Notes: Notes: Minimum gear for camping: -2 to ar Includes utensits, tinderbox, and flint and steel.  Pouch {p. B288}	ts, plus a tunic dress - and sui 4750  Cost 4541 free action. Iter 20  arriver and arriver action as trap. Wo	19.25 lb Weight 13.64 lb ms liable to 4 lb 1 lb without it. 2.24 02
Otty 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Description: One complete outfit, ranging in quality from cafashions, depending on Status. At minimum: undergarmen shirt with hose, skirt, or trousers - or a long tunic, robe or of footwear. 20% of cost of living; 2lbs.  Totals:  Rucksack  Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a fbreak if dropped must check for this (1 on 1d if unsure).  Blanket {p. B288} Description: Notes: A warm bedroll.  Bottle (Filled with Dwarven Beer) {p. DF1:24} Description: Notes: Holds 1 quart of liquid (2 lbs. if wate Usernotes: Boatmurdered Ale  Bottle, Small (Filled with Dwarven Beer) {p. DF1:24} Description: Notes: Holds 1 pint of liquid (1 lb. if water) Usernotes: Boatmurdered Ale  Canteen {p. DF1:23} Description: Notes: Canteen. Miniature wooden barrel combat! Holds 1 quart of liquid (2 lbs. if water).  Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to an Includes utensils, tinderbox, and flint and steel.  Pouch {p. B288} Description: Notes: Holds 3 lbs. of small items (coins, p. pescription: Notes: Holds 3 lbs. of small items (coins, p. pescription: Notes: Holds 3 lbs. of small items (coins, p. pescription: Notes: Holds 3 lbs. of small items (coins, p. pescription: Notes: Holds 3 lbs. of small items (coins, p. pescription: Notes: Holds 3 lbs. of small items (coins, p. pescription: Notes: Holds 3 lbs. of small items (coins, p. pescription: Notes: Holds 3 lbs. of small items (coins, p. pescription: Notes: Holds 3 lbs. of small items (coins, p. pescription: Notes: Holds 3 lbs. of small items (coins, p. pescription: Notes: Holds 3 lbs. of small items (coins, p. pescription: Notes: Holds 3 lbs. of small items (coins, p. pescription: Notes: Holds 3 lbs. of small items (coins, p. pescription: Notes: Holds 3 lbs. of small items (coins, p. pescription: Notes: Holds 3 lbs. of small items (coins, p. pescription: Notes: Holds 3 lbs. of small items (coins, p. pescription: Notes: Holds 3 lbs. of small items (coins, p. pescription: Notes: Holds 3 lbs. of small	ts, plus a tunic dress - and sui 4750  Cost 4541 free action. Iter 20  arriver and arriver action as trap. Wo	3 lb without it. 2.24 0z s, etc.)
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Otty 1 1 1 1 1 1 1 3	Description: One complete outfit, ranging in quality from cafashions, depending on Status. At minimum: undergarmen shirt with hose, skirt, or trousers - or a long tunic, robe or dotwear. 20% of cost of living; 2lbs.  Totals:  Rucksack  Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a foreak if dropped must check for this (1 on 1d if unsure).  Blanket {p. B288} Description: Notes: A warm bedroll.  Bottle (Filled with Dwarven Beer) {p. DF1:24} Description: Notes: Holds 1 quart of liquid (2 lbs. if wat Usernotes: Boatmurdered Ale  Bottle, Small (Filled with Dwarven Beer) {p. DF1:24} Description: Notes: Holds 1 pint of liquid (1 lb. if water) Usernotes: Boatmurdered Ale  Canteen {p. DF1:23} Description: Notes: Canteen. Miniature wooden barrel combat! Holds 1 quart of liquid (2 lbs. if water).  Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to ar Includes utensils, tinderbox, and flint and steel.  Pouch {p. B288} Description: Notes: Holds 3 lbs. of small items (coins, p. Copper Farthing Gold Mark	ts, plus a tunic dress - and sui 4750  Cost 4541 free action. Iter 20 arr. DR 1, HP 2 bry Survival roll 2381 bersonal basics 1 300	3 lb without it. 2.24 oz s, etc.) 2.56 dn 7.68 dn
Otty 1 1 1 1 1 1 1 3 2	Description: One complete outfit, ranging in quality from cafashions, depending on Status. At minimum: undergarmen shirt with hose, skirt, or trousers - or a long tunic, robe or dotwear. 20% of cost of living; 2lbs.  Totals:  Rucksack  Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a foreak if dropped must check for this (1 on 1d if unsure).  Blanket {p. B288} Description: Notes: A warm bedroll.  Bottle (Filled with Dwarven Beer) {p. DF1:24} Description: Notes: Holds 1 quart of liquid (2 lbs. if wat Usernotes: Boatmurdered Ale  Bottle, Small (Filled with Dwarven Beer) {p. DF1:24} Description: Notes: Holds 1 pint of liquid (1 lb. if water) Usernotes: Boatmurdered Ale  Canteen {p. DF1:23} Description: Notes: Canteen, Miniature wooden barrel combat! Holds 1 quart of liquid (2 lbs. if water).  Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to ar Includes utensils, tinderbox, and flint and steel.  Pouch {p. B288} Description: Notes: Holds 3 lbs. of small items (coins, p. Copper Farthing Gold Mark Platinum Franc	ts, plus a tunic dress - and sui 4750  Cost 4541 free action. Iter 20  arr. DR 1, HP 2  DR 1, HP 2  DR 1, HP 2  Sony Survival roll 2381 Dersonal basics 1 300 2000	3 lb on't shatter in 2.24 oz s, etc.) 2.56 di 7.68 di 5.12 di
1 1 1 1 1 3 2 8	Description: One complete outfit, ranging in quality from cafashions, depending on Status. At minimum: undergarmen shirt with hose, skirt, or trousers - or a long tunic, robe or dotwear. 20% of cost of living; 2lbs.  Totals:  Rucksack  Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a foreak if dropped must check for this (1 on 1d if unsure).  Blanket {p. B288} Description: Notes: A warm bedroll.  Bottle (Filled with Dwarven Beer) {p. DF1:24} Description: Notes: Holds 1 quart of liquid (2 lbs. if wat Usernotes: Boatmurdered Ale  Bottle, Small (Filled with Dwarven Beer) {p. DF1:24} Description: Notes: Holds 1 pint of liquid (1 lb. if water) Usernotes: Boatmurdered Ale  Canteen {p. DF1:23} Description: Notes: Canteen. Miniature wooden barrel combatt Holds 1 quart of liquid (2 lbs. if water).  Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to ar Includes utensils, tinderbox, and flint and steel.  Pouch {p. B288} Description: Notes: Holds 3 lbs. of small items (coins, p. Copper Farthing Gold Mark Platinum Franc Silver Penny	ts, plus a tunic dress - and sui 4750  Cost 4541 free action. Itel 20 3 er). DR 1, HP 2 10 on a strap. Wo 15 ny Survival roll 2381 personal basics 1 300 2000 80	3 lb on't shatter in 2.24 oz s, etc.) 2.56 di 7.68 di 5.12 di
Otty 1 1 1 1 1 1 1 3 2	Description: One complete outfit, ranging in quality from cafashions, depending on Status. At minimum: undergarmen shirt with hose, skirt, or trousers - or a long tunic, robe or dotwear. 20% of cost of living; 2lbs.  Totals:  Rucksack  Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a foreak if dropped must check for this (1 on 1d if unsure).  Blanket {p. B288} Description: Notes: A warm bedroll.  Bottle (Filled with Dwarven Beer) {p. DF1:24} Description: Notes: Holds 1 quart of liquid (2 lbs. if wat Usernotes: Boatmurdered Ale  Bottle, Small (Filled with Dwarven Beer) {p. DF1:24} Description: Notes: Holds 1 pint of liquid (1 lb. if water) Usernotes: Boatmurdered Ale  Canteen {p. DF1:23} Description: Notes: Canteen. Miniature wooden barrel combatt Holds 1 quart of liquid (2 lbs. if water).  Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to ar Includes utensils, tinderbox, and flint and steel.  Pouch {p. B288} Description: Notes: Holds 3 lbs. of small items (coins, p. Copper Farthing Gold Mark Platinum Franc Silver Penny Magical Goose Quill (+1 to Writing	ts, plus a tunic dress - and sui 4750  Cost 4541 free action. Iter 20  arr. DR 1, HP 2  DR 1, HP 2  DR 1, HP 2  Sony Survival roll 2381 Dersonal basics 1 300 2000	3 lb on't shatter in 2.24 oz s, etc.) 2.56 di 7.68 di 5.12 di
1 1 1 1 1 3 2 8 1 1	Description: One complete outfit, ranging in quality from cafashions, depending on Status. At minimum: undergarmen shirt with hose, skirt, or trousers - or a long tunic, robe or a footwear. 20% of cost of living; 2lbs.  Totals:  Rucksack  Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a foreak if dropped must check for this (1 on 1d if unsure).  Blanket {p. B288} Description: Notes: A warm bedroll.  Bottle (Filled with Dwarven Beer) {p. DF1:24} Description: Notes: Holds 1 quart of liquid (2 lbs. if wat Usernotes: Boatmurdered Ale  Bottle, Small (Filled with Dwarven Beer) {p. DF1:24} Description: Notes: Holds 1 pint of liquid (1 lb. if water) Usernotes: Boatmurdered Ale  Canteen {p. DF1:23} Description: Notes: Holds 1 pint of liquid (1 lb. if water) Usernotes: Boatmurdered Ale  Canteen {p. DF1:23} Description: Notes: Canteen. Miniature wooden barrel combat! Holds 1 quart of liquid (2 lbs. if water).  Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to an Includes utensils, tinderbox, and flint and steel.  Pouch {p. B288} Description: Notes: Holds 3 lbs. of small items (coins, p. Copper Farthing Gold Mark Platinum Franc Silver Penny  Magical Goose Quill (+1 to Writing Skill)	ts, plus a tunic dress - and sui 4750  Cost 4541 free action. Iter  20 3 er). DR 1, HP 2 10 on a strap. Wo 2381 2381 2ersonal basics 1 300 2000 80 1800	3 lb without it. 2.24 Oz s, etc.) 2.56 di 7.68 di 7.128 oz
1 1 1 1 1 3 2 8	Description: One complete outfit, ranging in quality from cafashions, depending on Status. At minimum: undergarmen shirt with hose, skirt, or trousers - or a long tunic, robe or dotwear. 20% of cost of living; 2lbs.  Totals:  Rucksack  Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a foreast if dropped must check for this (1 on 1d if unsure).  Blanket {p. B288} Description: Notes: Holds 40 lbs. of gear. Dropping it is a foreast if dropped must check for this (1 on 1d if unsure).  Blanket {p. B288} Description: Notes: A warm bedroll.  Bottle (Filled with Dwarven Beer) {p. DF1:24} Description: Notes: Holds 1 quart of liquid (2 lbs. if wat Usernotes: Boatmurdered Ale  Bottle, Small (Filled with Dwarven Beer) {p. DF1:24} Description: Notes: Holds 1 pint of liquid (1 lb. if water) Usernotes: Boatmurdered Ale  Canteen {p. DF1:23} Description: Notes: Canteen. Miniature wooden barrel combat! Holds 1 quart of liquid (2 lbs. if water).  Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to an Includes utensils, tinderbox, and flint and steel.  Pouch {p. B288} Description: Notes: Holds 3 lbs. of small items (coins, p. Copper Farthing Gold Mark Platinum Franc Silver Penny  Magical Goose Quill (+1 to Writing Skill)  Paper, 20 sheets {p. DF1:24}	ts, plus a tunic dress - and sui 4750  Cost 4541 free action. Iter 20  3 er). DR 1, HP 2  10 on a strap. Wo 2  10 system 10 2381 bersonal basics 1 300 2000 80 1800	3 lb without it. 2.24 0z s, etc.) 2.56 dr 7.68 dr 1.28 0z
1 1 1 1 1 3 2 8 1	Description: One complete outfit, ranging in quality from cafashions, depending on Status. At minimum: undergarmen shirt with hose, skirt, or trousers - or a long tunic, robe or a footwear. 20% of cost of living; 2lbs.  Totals:  Rucksack  Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a foreak if dropped must check for this (1 on 1d if unsure).  Blanket {p. B288} Description: Notes: A warm bedroll.  Bottle (Filled with Dwarven Beer) {p. DF1:24} Description: Notes: Holds 1 quart of liquid (2 lbs. if wat Usernotes: Boatmurdered Ale  Bottle, Small (Filled with Dwarven Beer) {p. DF1:24} Description: Notes: Holds 1 pint of liquid (1 lb. if water) Usernotes: Boatmurdered Ale  Canteen {p. DF1:23} Description: Notes: Holds 1 pint of liquid (1 lb. if water) Usernotes: Boatmurdered Ale  Canteen {p. DF1:23} Description: Notes: Canteen. Miniature wooden barrel combat! Holds 1 quart of liquid (2 lbs. if water).  Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to an Includes utensils, tinderbox, and flint and steel.  Pouch {p. B288} Description: Notes: Holds 3 lbs. of small items (coins, p. Copper Farthing Gold Mark Platinum Franc Silver Penny  Magical Goose Quill (+1 to Writing Skill)	ts, plus a tunic dress - and sui 4750  Cost 4541 free action. Iter 20  3 er). DR 1, HP 2  10 on a strap. Wo 2  10 system 10 2381 bersonal basics 1 300 2000 80 1800	3 lb without it. 2.24 0z s, etc.) 2.56 dr 7.68 dr 1.28 0z

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