



Name: Agathos
Race: Human
Appearance:

Player: Reto Mägli
HT: Wt:

Age: Spent: 387
Unspent: 0

CHARACTER SHEET

ST 20* [80]	HP 25‡ [0]	Basic Speed 6 [-15]
DX 14 [80]	Will 10 [0]	Basic Move 6 [0]
IQ 10 [0]	Per 10 [0]	BL 80 lb (ST×ST)/5
HT 13† [30]	FP 13 [0]	Thr 2d-1 Sw 3d+2

* +2 from 'Extra ST' † Cond. +1 from 'Fit' ‡ +5 from 'Extra Hit Points'

TL 3 [0]	SM +0
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Vision 10	Taste/Smell 10	Death Check 15*
Hearing 10	Fright Check 13†	Knockdown Check 17‡
Touch 10	Consciousness 15§	

* +1 from 'Fit', +1 from 'Hard to Kill' † +3 from 'High Pain Threshold', +1 from 'Fit'
‡ +2 from 'Combat Reflexes', +1 from 'Fearlessness' § +1 from 'Fit', +1 from 'Hard to Subdue'

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	160 lb	640 lb	960 lb	1200 lb	2 tn

* Takes 2 seconds to complete † Double with a running start
‡ Takes 4 seconds to complete § Lose 1 FP/sec while over X-Hvy enc.

JUMP TABLE						
Mvmt. High Broad	Rest	1	2	3	4	5+
	2.17 ft	2.67 ft	1.06 yd	1.22 yd	1.39 yd	1.44 yd
	3 yd	3.67 yd	4.33 yd	5 yd	5.67 yd	6 yd

REACTION MODIFIERS	
Appearance: +0	
Status: +0	
Other: +0*	

* Cond. +2 from 'Born War-Leader', Cond. +1 from 'Honesty' when honesty becomes known, Cond. +3 from 'Honesty' when a question of honor or trust is involved, Cond. +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known, Cond. +1 from 'Reputation (Hafenviertel)'

LANGUAGES			
Name	Spoken	Written	Pts
Common (Native) {p. B24}	Native	Native	[0]

TEMPLATES AND META-TRAITS	
Name	Pts
Knight (<i>Dungeon Fantasy</i>) {p. DF1:8} Description: Officially, you might not be a knight, but you're more dedicated than some top living in a castle.	[0]
Knight Power-Ups (<i>Dungeon Fantasy</i>)	[0]

ADVANTAGES	
Name	Pts
Armor Mastery {p. DF11:29} Description: "Raises DR by 1 if the armor is DR 2 or better. Eliminates the -1 to DX when layering flexible padding under armor."	[5]
Born War-Leader 2 {p. B89, BS184} Description: Intelligence Analysis, Leadership, Savoir-Faire (Military), Strategy, Tactics	[10]
Combat Reflexes {p. B43}	[15]
Enhanced Block 1 {p. B51}	[5]
Enhanced Parry (<i>Two-Handed Sword</i>) 1 {p. B51}	[5]
Extra Attack 1 {p. B54, P49}	[25]
Extra Hit Points 5 (Affects HP, +0%) {p. B16} Description: The Extra Hit Points advantage allows you to take extra levels of the attribute which you can then apply enhancements and limitations to. The "Affects displayed score" modifier causes the Extra Hit Points advantage to affect the displayed attribute score. If you don't wish this advantage to affect the displayed score remove that modifier.	[10]
Extra ST 2 (Affects ST, +0%) {p. B14} Description: The Extra ST advantage allows you to take extra levels of the attribute which you can then apply enhancements and limitations to. The "Affects displayed score" modifier causes the Extra ST advantage to affect the displayed attribute score. If you don't wish this advantage to affect the displayed score remove that modifier.	[20]
Fearlessness 1 {p. B55}	[2]
Fit {p. B55}	[5]
Hard to Kill 1 {p. B58}	[2]
Hard to Subdue 1 {p. B59}	[2]
High Pain Threshold {p. B59} Roll to ignore pain: 13 (Will+3)	[10]

ADVANTAGES (continued)	
Name	Pts
Luck {p. B66, P59}	[15]
Reputation (<i>Hafenviertel</i>) 1 (Free, *0; All the time, *1; Small class, *1/3) {p. B27}	[0]
Slayer Swing at Skull (<i>Two-handed Sword</i>) {p. DF11:13}	[5]
Weapon Master (<i>Two-Handed Sword</i>) (one specific weapon) {p. B99}	[20]

PERKS	
Name	Pts
Quick-Sheathe (<i>Two-Handed Sword</i>) {p. MA51}	[1]
Sacrificial Parry {p. DF15:21}	[1]
Shield Wall Training {p. DF11:11}	[1]
Suit Familiarity (<i>Layered Armor from Armor Mastery</i>), cat (<i>Style Perks - Realistic</i>), cost(1), page(MA52), syslevels(0), tl(), usernotes(), familiarities(), basedon(Suit Familiarity), baselevel(1), level(1), premodspoints(1.0), needscheck(-1), taboofailed(0), syslevels(0), needscheck(-1), taboofailed(0), syslevels(0), needscheck(-1), taboofailed(0), syslevels(0), needscheck(-1), taboofailed(0) 0 (Free, *0)	[0]

DISADVANTAGES	
Name	Pts
Code of Honor (<i>Chivalry</i>) {p. B127}	[-15]
Honesty (12 or less, *1) {p. B138}	[-10]
Obsession (<i>Slay Drago the Dragon</i>) (12 or less, *1) {p. B146}	[-5]
Sense of Duty (<i>Adventuring companions</i>) {p. B153}	[-5]

QUIRKS	
Name	Pts
Dislikes Imba	[-1]
Doesn't like being in water Usernotes: Roll 17-18	[-1]
Greed (<i>Better Dragonslaying Equipment</i>) Usernotes: Roll 12	[-1]
Horrible Hangovers {p. B165}	[-1]
ODH (<i>Pessimistic</i>) {p. B163} Usernotes: 1d -> 5-6 -1 to reactions	[-1]

SKILLS			
Name	Level	Relative	Pts
Armoury/TL3 (Body Armor) {p. B178}	12	IQ+2	[8]
Armoury/TL3 (Melee Weapons) {p. B178}	9	IQ-1	[1]
Bow {p. B182}	13	DX-1	[1]
Brawling {p. B182}	15	DX+1	[2]
Description: Notes: Calculated damage takes into account bonuses from Teeth, Weak Bite, Claws, and skill level. You may add the modifier "Has Gauntlets/Brass Knuckles" or "Has Boots" to apply the +1 damage to Punch or Kick, as appropriate. Parry: 11			
Carousing {p. B183}	13	HT+0	[1]
Climbing {p. B183}	13	DX-1	[1]
Connoisseur (Weapons) {p. B185}	11	IQ+1	[4]
Crossbow {p. B186}	14	DX+0	[1]
Fast-Draw (Potions) {p. B194}	15*	DX+1	[1]
Fast-Draw (Two-Handed Sword) {p. B194}	15*	DX+1	[1]
First Aid/TL3 (Human) {p. B195}	10†	IQ+0	[1]
Forced Entry {p. B196}	14	DX+0	[1]
Gambling {p. B197}	9	IQ-1	[1]
Gesture {p. B198}	10	IQ+0	[1]
Heraldry {p. B199}	9	IQ-1	[1]
Hiking {p. B200}	12	HT-1	[1]
Intimidation {p. B202}	9‡	Will-1	[1]
Knife {p. B208}	14	DX+0	[1]
Parry: 10			
Leadership {p. B204}	11§	IQ+1	[1]
Observation {p. B211}	9	Per-1	[1]
Savoir-Faire (High Society) {p. B218}	10	IQ+0	[1]
Scrounging {p. B218}	10	Per+0	[1]
Shield (Shield) {p. B220}	16	DX+2	[4]
Block: 13			
Sling {p. B221}	12	DX-2	[1]
Spearg {p. B208}	16	DX+2	[8]
Parry: 12			
Stealth {p. B222}	14	DX+0	[2]

SKILLS (continued)			
Name	Level	Relative	Pts
Strategy (Land) {p. B222}	11 §	IQ+1	[2]
Streetwise {p. B223}	9	IQ-1	[1]
Tactics {p. B224}	11 §	IQ+1	[2]
Throwing {p. B226}	13	DX-1	[1]
Thrown Weapon (Axe/Mace) {p. B226}	14	DX+0	[1]
Thrown Weapon (Spear) {p. B226}	16	DX+2	[4]
Two-Handed Sword {p. B209}	22 †	DX+8	[32]
Parry: 16			
Wrestling {p. B228}	14	DX+0	[2]
Parry: 11			
* +1 from 'Combat Reflexes'	‡ Cond. -1 from 'Reputation (Hafenviertel)' when your reputation works against you	¶ Enhanced Parry (Two-Handed Sword)	
† Cond. +1 from 'First Aid Kit'	§ +2 from 'Born War-Leader'		

MELEE ATTACKS								
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Brawling: Punch <small>Skill used: Brawling</small>	15	11	2d-2 cr	C	-	-	-	
Brawling: Bite <small>Skill used: Brawling</small>	15	-	2d-2 cr	C	-	-	-	
Brawling: Kick <small>Skill used: Brawling-2</small>	13	-	2d-1 cr	C,1	-	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Katana: 1H Swing <small>Skill used: Two-Handed Sword-3</small>	19	14	3d+10(2) cut	1,2	11	5	4	
Katana: 1H Thrust <small>Skill used: Two-Handed Sword-3</small>	19	14	2d+5(2) imp	1	11	5	4	
Katana: 2H Swing <small>Skill used: Two-Handed Sword+1</small>	23	16	3d+11(2) cut	1,2	10†	5	4	
Katana: 2H Thrust <small>Skill used: Two-Handed Sword+1</small>	23	16	2d+5(2) imp	1	10†	5	4	
Large Iron Shield of Warding: Bash <small>Skill used: Shield (Shield)</small>	16	-	2d-1 cr	1	-	37.5	4	[2,4]
Large Iron Shield of Warding: Rush <small>Skill used: Shield (Shield)</small>	16	-	slam+3 cr	1	-	37.5	4	[2,4]
Large Knife: Swing <small>Skill used: Knife</small>	14	10	3d-2 cut	C,1	6	1	4	
Large Knife: Thrust <small>Skill used: Knife</small>	14	10	1d+2 imp	C	6	1	4	[1]
Spear: 1H Thrust <small>Skill used: Spear+1</small>	17	12	2d+2 imp	1*	9	4	4	[1]
Spear: 2H Thrust <small>Skill used: Spear+1</small>	17	12	2d+3 imp	1,2*	9†	4	4	

Reach "1": The weapon is awkward and requires a Ready maneuver to change reach; e.g. between 1 and 2.

ST "†": The weapon requires two hands. If you have at least 1.5 times the listed ST (round up), you can use a weapon like this in one hand, but it becomes *unready* after you attack with it. If you have at least twice the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it *always* requires two hands, regardless of ST.

RANGED ATTACKS												
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC	Notes
Large Knife: Thrown <small>Skill used: DX-4</small>	10	2d-1 imp	-	16 yd / 30 yd	1	T(1)	6	-2	-	1	4	
Spear: Thrown <small>Skill used: Thrown Weapon (Spear)+1</small>	17	2d+3 imp	2	20 yd / 30 yd	1	T(1)	9	-3	-	4	4	

Shots "T": The weapon is a *thrown weapon*.

SLAM TABLE									
Mvmt.	1	2	3	4-5	6-7				
Dmg.	1d-3	1d-2	1d-1	1d	2d				

PARRY	PARRY	BLOCK	DODGE	OTHER
11*	11*	13†	9/10*	
Wrestling	DX	Shield (Shield)	Light	

Loc.	DR	DBHP	Loc.	DR	DBHP	Loc.	DR	DBHP
Eyes	0	0+4-3	Torso	2*+9	0+4-	Legs	2*+9	0+413
Neck	6/4*	0+4-	Groin	2*+2*+9	0+4-	Feet	2*+6	0+4-9
Skull	2*+6/4*+2	0+4-	Arms	2*+9	0+413			
Face	6	0+4-	Hands	2*+7	0+4-9			

* +1 from 'Combat Reflexes'

† +1 from 'Combat Reflexes', +1 from 'Enhanced Block'

FP	0 FP
13 12 11 10 9	0 -1 -2 -3 -4
8 7 6 5 4	-5 -6 -7 -8 -9
3 2 1	-10 -11 -12

FP loss effects are cumulative with each other and any effects suffered from HP loss.

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.

0 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.

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

NOTES
2x Diamanten -6FP

ENCUMBRANCE TABLE					
Name	None	« Light »	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	80 lb	160 lb	240 lb	480 lb	800 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	6 yd	4 yd	3 yd	2 yd	1 yd
Dodge	10	9	8	7	6

TECHNIQUES			
Name	Level	Relative	Pts
Slayer Training (Two-handed Sword Swing/Skull) {p. MA68}	19	def+4	[0]

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
25 24 23 22 21	0 -1 -2 -3 -4	25 26 27 28 29	50 51 52 53 54	75 76 77 78 79	100 101 102 103 104
20 19 18 17 16	-5 -6 -7 -8 -9	30 31 32 33 34	55 56 57 58 59	80 81 82 83 84	105 106 107 108 109
15 14 13 12 11	-10 -11 -12 -13 -14	35 36 37 38 39	60 61 62 63 64	85 86 87 88 89	110 111 112 113 114
10 9 8 7 6	-15 -16 -17 -18 -19	40 41 42 43 44	65 66 67 68 69	90 91 92 93 94	115 116 117 118 119
5 4 3 2 1	-20 -21 -22 -23 -24	45 46 47 48 49	70 71 72 73 74	95 96 97 98 99	120 121 122 123 124

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).

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

-1xHP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0.

-5xHP or less: Immediate death.

LOAD-OUTS			
Qty	« Combat »	Cost	Weight
1	Combat Contents - Cost: 24811, Weight: 143.88 lb	24811	143.88 lb
1	Face Mask (TL3; DR1 Armory Master, +0; ~Fortify (All) (+1), +50; ~Lighten (All) (x3/4), +100) {p. B284} Description: TL:3 LC:3 DR:4 Locations: face Location: face	250	1.5 lb
1	Heavy Gauntlets (TL3; DR 1 Armory Master, +0; ~Fortify (All) (+1), +50; ~Lighten (All) (x3/4), +100) {p. B284} Description: TL:3 LC:3 DR:5 Locations: hands Location: hands	400	1.88 lb
1	Heavy Plate Arms (TL3; DR 1 Armory Master, +0; ~Fortify (All) (+1), +50; ~Lighten (All) (x3/4), +100) {p. B283} Description: TL:3 LC:3 DR:7 Locations: arms Location: arms	1650	15 lb
1	Heavy Plate Legs (TL3; DR 1 Armory Master, +0; ~Fortify (All) (+1), +50; ~Lighten (All) (x3/4), +100) {p. B283} Description: TL:3 LC:3 DR:7 Locations: legs Location: legs	1750	18.75 lb
1	Heavy Steel Corsetlet (TL3; DR 1 Armory Master, +0; ~Fortify (All) (+1), +50; ~Lighten (All) (x3/4), +100) {p. B283} Description: TL:3 LC:3 DR:7 Locations: torso, groin Location: torso, groin	2450	33.75 lb
1	Katana (TL3; Weapon Master Damage Bonus, +0; Balanced, +4 CF; Fine, +3 CF; ~Penetrating Weapon (+1), +5000) {p. B271, B274} Description: TL:3 LC:4, [Mode:two-handed swing Dam:sw+2 cut Reach:1,2 Parry:0 ST:10† Skill:Two-Handed Sword Notes: Requires two hands.], [Mode:two-handed thrust Dam:thr+1 imp Reach:1 Parry:0 ST:10† Skill:Two-Handed Sword Notes: Requires two hands.], [Mode:one-handed swing Dam:sw+1 cut Reach:1,2 Parry:0 ST:11 Skill:Broadsword], [Mode:one-handed thrust Dam:thr+1 imp Reach:1 Parry:0 ST:11 Skill:Broadsword]	10200	5 lb
1	Large Iron Shield of Warding (TL3; Increased Cost (+1900), +1900; ~Deflect (All) (+1), +100; ~Fortify (All) (+1), +50; ~Lighten (All) (x3/4), +100) {p. B273, B287} Description: TL:3 LC:4 DB:3 Dam:thr or Reach:1 Parry:No ST:-- DR:12 HP:120 Skill:Shield (Shield) Notes: [2,4] Can be used offensively with a shield bash (see the Melee Weapon Table p. B273) or shield rush (see Slam, p. B371). At TL2+, you can give your small, medium, or large shield a spike to increase damage: add \$20 and 5 lbs. At TL3+, iron shields are available but uncommon: x5 cost, x2 weight, +3 DR, and x2 HP. At TL7+ plastic riot shields (made of Lexan, etc.) have x1/2 weight but otherwise identical statistics. Shield composition never affects DB. Notes: [2,4]	2600	37.5 lb
1	Potion Belt {p. DF1:25} Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 2400, Weight: 4 lb Description: Notes: Belt with four slots, each of which can carry one 'grenade' bottle or two potion vials. Wearer can reach them with Ready or Fast-Draw. Padding removes risk of accidental breakage and gives containers +2 DR vs. deliberate attacks.	2460	5 lb
4	Major Healing Potion (Drinkable) {p. DF1:29} Per Unit - Cost: 350, Weight: 8 oz Description: Heals 2d HP.	1400	2 lb
4	Strength Potion (Drinkable) {p. DF1:29} Per Unit - Cost: 250, Weight: 8 oz Description: +1d ST (but no extra HP!) for 1 hour.	1000	2 lb
1	Sollerets (TL3; DR 1 Armory Master, +0; ~Fortify (All) (+1), +50; ~Lighten (All) (x3/4), +100) {p. B284} Description: TL:3 LC:3 DR:4 Locations: feet Location: feet	300	5.25 lb
1	Spear (TL0; Meteoric, +19 CF; Silver-coated, +2 CF; Balanced, +4 CF; Fine, +2 CF) {p. B273, B276} Description: TL:0 LC:4, [Mode: thrown Dam:thr+3 imp Acc:2 Range:ST*1/ST*1.5 RoF:1 Shots:T(1) ST:9 Bulk:-3], [Mode:one-handed thrust Dam:thr+2 imp Reach:1* Parry:0 ST:9 Skill:Spear Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)], [Mode:two-handed thrust Dam:thr+3 imp Reach:1,2* Parry:0 ST:9† Skill:Spear Notes: Requires two hands.] Notes: [1]]	1120	4 lb

LOAD-OUTS (continued)			
Qty	« Combat »	Cost	Weight
1	Combat	24811	143.88 lb
1	Mail Coif (TL2; DR 1 Armory Master, +0; Elven, +3 CF; Fine, +9 CF; Thieves, +3 CF; ~Fortify (All) (+1), +50; ~Lighten (All) (x3/4), +100) {p. B284} Description: TL:2 LC:3 DR:4/2* Locations: skull, neck Notes: [3] Split DR: use the lower DR against crushing attacks. Notes: [3] Location: skull, neck	1030	2.25 lb
1	Cloth Armor (TL1; ~Fortify (All) (+1), +50) {p. B283} Description: TL:1 LC:-- DR:1* Locations: torso, groin Notes: [1] Concealable as or under clothing. Notes: [1] Location: torso, groin	80	6 lb
1	Cloth Cap (TL1; ~Fortify (All) (+1), +50) {p. B284} Description: TL:1 LC:-- DR:1* Locations: skull Notes: [1] Concealable as or under clothing. Notes: [1] Location: skull	55	-
1	Cloth Gloves (TL1; ~Fortify (All) (+1), +50) {p. B284} Description: TL:1 LC:-- DR:1* Locations: hands Notes: [1] Concealable as or under clothing. Notes: [1] Location: hands	65	-
1	Cloth Sleeves (TL1; ~Fortify (All) (+1), +50) {p. B283} Description: TL:1 LC:-- DR:1* Locations: arms Notes: [1] Concealable as or under clothing. Notes: [1] Location: arms	70	2 lb
1	Leather Pants (TL1; ~Fortify (All) (+1), +50) {p. B283} Description: TL:1 LC:-- DR:1* Locations: legs, groin Notes: [1] Concealable as or under clothing. Notes: [1] Location: groin, legs	90	3 lb
1	Shoes (TL1; ~Fortify (All) (+1), +50) {p. B284} Description: TL:1 LC:-- DR:1* Locations: feet Notes: [1] Concealable as or under clothing. Notes: [1] Location: feet	90	2 lb
1	Large Knife (TL0; Increased Cost (+110), +110) {p. B272, B276} Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc:0 Range:ST*0.8/ST*1.5 RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-2 cut Reach:C,1 Parry:-1 ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C Parry:-1 ST:6 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]] Usernotes: Elfenbein	150	1 lb
1	Lanyard, Leather (TL0) {p. B289} Description: TL:0 Notes: Lets you retrieve a dropped weapon on a DX roll. Each attempt requires a ready maneuver. Can be cut: -6 to hit, DR2, HP 2.	1	-
Totals:		24811	143.88 lb
Qty	Rucksack	Cost	Weight
1	Backpack, Frame (TL1) {p. B288} Per Unit - Cost: 100, Weight: 10 lb Contents - Cost: 3974, Weight: 71.7 lb Description: TL:1 Notes: Holds 100 lbs. of gear.	4074	81.7 lb
1	Blanket (TL1) {p. B288} Description: Notes: A warm bedroll.	20	4 lb
1	Canteen {p. DF1:23} Description: Notes: Canteen. Miniature wooden barrel on a strap. Won't shatter in combat! Holds 1 quart of liquid (2 lbs. if water).	10	3 lb
1	Climbing Gear (TL2) {p. B288} Description: TL:2 Notes: Hammer, spikes, carabiners.	20	4 lb
1	First Aid Kit {p. DF1:24} Description: Notes: A complete kit for treating wounds. +1 to First Aid skill.	50	2 lb
1	Grapple {p. DF1:25} Description: Throw to STx2 yards. Supports 300 lbs.	80	2 lb
1	Group Basics (TL0) {p. B288} Description: TL:0 Notes: Basic equipment for Cooking and Survival skill for a group. Cook pot, rope, hatchet, etc., for 3-8 campers.	50	20 lb
1	Lantern {p. DF1:24} Description: Notes: Eliminates darkness penalties in a two-yard radius. Requires a hand. Burns for 24 hours on 1 pint of oil.	20	2 lb
1	Oil (per pint) {p. DF1:24} Description: Notes: For lanterns. Not useful as a flaming weapon.	2	1 lb
1	Personal Basics (TL0) {p. B288} Description: Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox, and flint and steel.	5	1 lb
1	Whetstone {p. DF1:24} Description: For sharpening weapons	5	1 lb

