

EQUIPMENT PACKS BY CLASS

FIGHTER PACK

If any character type should have a diverse pack, it's the fighter. Fighters nowadays are just supposed to hit things, but be a jack of all trades. Plus, they are the one strong enough to carry all the heavy equipment!

Item	Cost	Weight
Rucksack	10 gp	5 lb.
Bedroll	1 gp	7 lb.
Caltrops, 20	1 gp	2 lb.
Crowbar	2 gp	5 lb.
Hammer	1 gp	3 lb.
Journeybread	10 gp	1/2 lb
Lantern, Hooded	5 gp	2 lb.
Oil Flask	1 sp	1 lb.
Pitons, 10	5 sp	2 lb.
Rope	1 gp	10 lb.
Tinderbox	5 sp	1 lb.
Waterskin	2 sp	5 lb. (full)

Rucksack A cloth & silk sack that is carried on one's back and secured with two straps that go over the shoulders and one that is tied around the waist. These backpacks are larger than a normal and much more durable than a normal adventurer's pack. The average dimensions of a rucksack are 23" x 25" x 8" and can hold up to 120 lbs.

Bedroll A basic sleeping bag made of a square blanket or quilt sown together at the bottom and along one side, which enables user to get into the bag and then pull it over themselves. The outside has a very thin layer of leather, making it waterproof. It can be rolled up tightly and slung over one's back or fastened to a backpack.

Caltrops An area denial weapon, the caltrop is made up of two or more sharp nails or spines arranged in such a manner that one of them always points upward from a stable base (for example, a tetrahedron).

Crowbar A heavy, iron bar with a bent end, usually 1-2 ft. in length.

Hammer A small hammer used to secure pitons.

Journeybread A specially designed biscuit that fills the stomach and provides all necessary nutrients with only a few small bites, so you can carry food for a long journey without weighing yourself down. The bard pack includes 2 pieces of journeybread.

Lantern, Hooded A lantern that is approximately 10-12 inches in height will burn for 6 hours. It will cast bright light in a 30-foot radius and dim light for an additional 30 feet. A small leather covering (the hood) can be lowered over the lantern, reducing the light to dim light in a 5-foot radius.

Oil Flask A clay container that can hold up to 1 pint of oil.

Pitons A small metal spike that can be driven into a rock or ice surface with a small hammer. It serves as a support for someone climbing and is usually used in conjunction with rope.

Rope 50 ft. of hempen rope.

Tinderbox This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire.

Waterskin. A container that is made from the bladder of a cow or goat, it can hold up to 4 pints of liquid.

CLERIC PACK

Item	Cost	Weight
Backpack	2 gp	5 lb.
Holy Symbol	5 gp	-
Prayer Book	2 gp	1/2 lb.
Holy Water (flask)	25 gp	1 lb.
Healer's Kit	5 gp	3 lb.
Bedroll	1 sp	1 lb. (full)
Journeybread	10 gp	1/2 lb.
Waterskin	2 sp	5 lb. (full)

Backpack A cloth or leather sack that is carried on one's back and secured with two straps that go over the shoulders. They can vary in size and shape, but all standard backpacks hold one cubic foot and up to 30 lb.

Holy Symbol The physical representation of your god. Players (or the DM) can choose from the following options as their holy symbol.

Item	Cost	Weight
Small handheld item	1 gp	1 lb.
Necklace (with symbol attached)	5 gp	2 lb.
Trinket Box (symbol inside)	5 gp	2 lb.
Symbol affixed to shield/armor	10 gp	2 lb.
Symbol engraved in shield/armor	25gp	-

Prayer Book. A small book containing the daily prayers of the owner's god. Used for nightly prayer and when besieging one's god for intervention.

Holy Water. A flask, usually made from glass, that contains water blessed by a high priest in the name of your god. As an action, you can splash the contents of this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. In either case, make a ranged attack against a target creature, treating the holy water as an improvised weapon. If the target is a fiend or undead, it takes 2d6 radiant damage.

The cleric may create additional holy water by performing a special ritual. The ritual takes 1 hour to perform, uses 25 gp worth of powdered silver, and requires the caster to expend a 1st-level spell slot.

Healer's Kit. A Cleric with a healer's kit is more powerful than a regular healer's kit. It is a leather pouch containing bandages, salves, antidotes, chemicals, needles, and splints. As an action, you can expend one use of the kit to stabilize a creature that has 0 hit points, without needing to make a Medicine (Wisdom) check.

A cleric healer's kit also has the potential to cure disease. As an action, the cleric may use 2 uses from the kit on a person inflicted with a disease in an attempt to cure them. The cleric must make a DC 10 Medicine (Wisdom) check and if successful, the inflicted person is fully cured. A failed save and the person is still diseased. In both cases, both uses from the kit are expended.

Each kit has 10 uses before the supplies must be replaced, and these kits can only be refilled by trained personnel at their god's temple.

Bedroll A basic sleeping bag made of a square blanket or quilt sown together at the bottom and along one side, which enables user to get into the bag and then pull it over themselves. The outside has a very thin layer of leather, making it waterproof. It can be rolled up tightly and slung over one's back or fastened to a backpack.

Journeybread The cleric's journeybread can be provided to him/her at a temple of their deity. It can be any small piece of food that is blessed by the high priest. This food will never go bad and provides the cleric with all the nutrition they need for a 24 hour period. Only the cleric who have been given the journeybread will be able to use its and gain the effects.

Waterskin. A container that is made from the bladder of a cow or goat, it can hold up to 4 pints of liquid.

BARBARIAN PACK

The Barbarian pack has a limited amount of items. Since they are usually the front line fighter for the party, there is no reason for a barbarian to be weighed down by equipment. This slimmed down set of equipment can be carried in a variety of ways, as specified below.

Item	Cost	Weight
Belt	3 sp	-
Satchel	1 gp	2 lb.
Waterskin	2 sp	5 lb. (full)
Journeybread	10 gp	1/2 lb.
Hunting Knife	2 gp	1 lb.
Whetstone	1 cp	1 lb.

Belt. Normally a belt is constructed out of leather or the hide of an animal. A person wearing a belt can hang up to 10 lbs. of weight from it.

Satchel. A satchel is a bag, often with a strap that is often worn so that it diagonally crosses the body, with the bag hanging on the opposite hip, rather than hanging directly down from the shoulder. The back of a satchel extends to form a flap that folds over to cover the top and fastens in the front. Traditionally made from leather, a satchel is 11 in. high, 15 in. wide and 4.5 in. deep. It can hold up to 15 lbs.

Waterskin. A container that is made from the bladder of a cow or goat, it can hold up to 4 pints of liquid.

Journeybread. A specially designed biscuit that fills the stomach and provides all necessary nutrients with only a few small bites, so you can carry food for a long journey without weighing yourself down. The barbarian pack includes 2 pieces of journeybread.

Hunting Knife. A large sharp knife, usually with a handle shaped to fit a firm grip and a blade with a slight curve toward the tip, that is primarily used to skin and cut up game. The blade length is 5 inches and the total length 11½ inches. It includes a leather sheath.

Whetstone. A small flat stone used to sharpening edged tools or knives.

BARD PACK

A diverse pack for a diverse class, the bard's pack has a variety of items included with it. The most expensive of all the packs, a bard should be able to find in it what he or she needs for most situations that they may find themselves in.

Item	Cost	Weight
Satchel	1 gp	1 lb.
Disguise/Makeup Kit	25 gp	3 lb.
Notebook	2 gp	1 lb.
Ink & Pen	10 gp	—
Instrument Supplies	1 sp	1 lb.
Flask	2 sp	1 lb. (full)
Journeybread	10 gp	1/2 lb.
Bedroll	1 gp	7 lb.
Torches	2 cp	1/5 lb.

Satchel. A satchel is a bag, often with a strap that is often worn so that it diagonally crosses the body, with the bag hanging on the opposite hip, rather than hanging directly down from the shoulder. The back of a satchel extends to form a flap that folds over to cover the top and fastens in the front. Traditionally made from leather, a satchel is 11 in. high, 15 in. wide and 4.5 in. deep. It can hold up to 15 lbs.

Disguise/Makeup Kit. This pouch of contains two sets of cosmetics, one for changing one's appearance, the other to enhance the user's existing appearance. It also includes hair dyes and props like a normal disguise kit, along with a fine comb, small makeup brushes and a tiny mirror. Proficiency with the disguise kit lets you add your proficiency bonus to any ability checks you make to create a visual disguise.

Notebook. A small notebook made up of 20 pages of fine parchment bound together with a strong adhesive.

Ink & Pen. A small metal vial containing one ounce of black ink. The pen is of simple construction, with the shaft being made of wood and the nib made of copper.

Instrument Kit. These instruments are primarily to keep the Bard's instrument in excellent condition. Other items can be used to repair or replace broken equipment.

Instrument	Equipment
Lute, guitar, mandolin	10 strings, 3 tuning pegs, small carving knife.
Woodwind Instruments	Cleaning brush, 4 reeds, 2 springs, key pads.
Violin, Viola	1 wooden bow, bow hair, 5 strings, 2 tuning pegs.
Harp	12 strings, small carving knife.
Drum	2 drum sticks, leather patch and adhesive.

Flask. A small metal container that will hold up to 1 pint of liquid. Hip flasks can vary in shape, although they are usually contoured to match the curve of the wearer's hip or thigh for comfort and discretion.

Journeybread. A specially designed biscuit that fills the stomach and provides all necessary nutrients with only a few small bites, so you can carry food for a long journey without weighing yourself down. The bard pack includes 2 pieces of journeybread.

Bedroll. A basic sleeping bag made of a square blanket or quilt sown together at the bottom and along one side, which enables user to get into the bag and then pull it over themselves. The outside has a very thin layer of leather, making it waterproof. It can be rolled up tightly and slung over one's back or fastened to a backpack.

Torches. Constructed of a wooden stave with one end wrapped in a material which was soaked in a flammable substance. Certain torches are made of sulfur mixed with lime and will not be extinguished when submerged in water.

DRUID PACK

Being one with nature, the druid's pack focuses on items that would help you outdoors and with animals. The druid would probably have a backpack, but could also have a satchel.

Item	Cost	Weight
Backpack	2 gp	5 lb.
Herbalism Kit	20 gp	15 lb.
Material Component pouch	2 gp	2 lb.
Bandolier	2 sp	1 lb.
Waterskin	2 sp	5 lb. (full)
Journeybread	10 gp	1/2 lb.
Bedroll	1 gp	7 lb.

Backpack A cloth sack that is carried on one's back and secured with two straps that go over the shoulders. They can vary in size and shape, but all standard backpacks hold one cubic foot and up to 30 lb.

Herbalism Kit A wooden accordion box, approximately 1 cubic foot or smaller. Inside is a large drawer, divided into compartments for herbs and other components. There is also the following equipment: mortar and pestle, vials, small scissors, clippers, tweezers, measuring tools, small tinderbox, gloves and a small notebook. Players can roll on the chart below to see what material components would come with the herbalism kit, or the DM can decide. The cost of the components is included in the cost of the kit.

Roll	Component
01	Hummingbird Feathers
02-10	Vial of Honey
11-20	Sprig of Mistletoe
21-30	Two Vials of Water
31-40	Yew Leaves
41-50	Twigs from an Oak Tree
51-60	Tuft of Animal Fur
61-70	Brimstone
71-80	Incense
81-90	Sulfur
91-99	Small piece of Granite
00	Small Sunstone

Material Component Pouch A belt pouch is crafted of soft cloth or leather. They typically hold up to 5 lb. or 1/10 cubic ft. of items.

Bandolier This leather belt is worn over one shoulder and runs diagonally across the chest and back. It has small loops or pouches for holding eight objects the size of a vial or small dagger. You can wear up to two bandoliers at the same time.

Waterskin. A container that is made from the bladder of a cow or goat, it can hold up to 4 pints of liquid.

Bedroll A basic sleeping bag made of a square blanket or quilt sown together at the bottom and along one side, which enables user to get into the bag and then pull it over themselves. The outside has a very thin layer of leather, making it waterproof. It can be rolled up tightly and slung over one's back or fastened to a backpack.

Journeybread A specially designed biscuit that fills the stomach and provides all necessary nutrients with only a few small bites, so you can carry food for a long journey without weighing yourself down. The bard pack includes 2 pieces of journeybread.