



here's a Game
in this Book
a Fantasy RPG

Quick Character Creation Packet

Quick Character Creation Packet
a Supplement for There's a Game in this Book
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Quick Character Creation Packet (v1.5)
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Dodeca System¹²

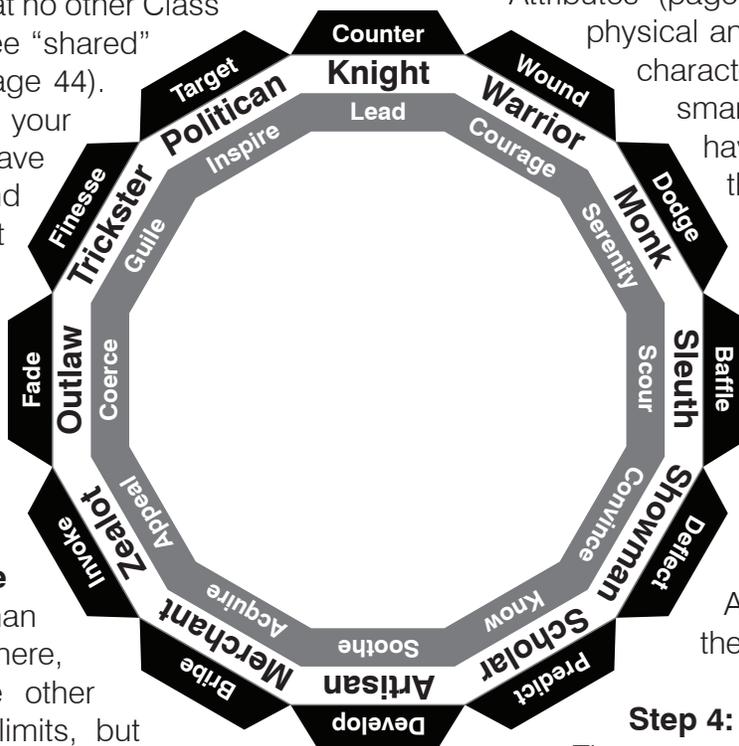
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Once Over the Sheet

For those that are new to the game, welcome. This quick reference sheet provides the basic points and information you need to get started and begin building a character following the There's a Game in this Book system. You will still need to reference the book in a few spots (and we provide those page numbers when needed) but this will allow you to quickly begin assigning points and getting everything ready fast and efficiently.

Step 1: Pick Your Class and Powers

There are twelve Classes in the game to choose from (center). Each Class has one Active Power specific to that Class (that no other Class can use), as well as three "shared" Latent Class Powers (page 44). Once you've chosen your Class and Powers, you have four (4) points to spend on those Powers, at least one (1) of which must go in the Active Power, and at least one (1) of which must go in a Latent Power (so no spending all four points on one stat).



Step 2: Choose a Race

By default you're a human -- humans are everywhere, and outnumber all the other Races. They have no limits, but they also have no race-specific bonuses either. You can, however, choose from a variety of other Races if you so desire (page 73). In a few moments (step 5 of this section) you will have the Finishing Points to spend to officially build your race (each Race is a combination of Bonuses, Powers, Advantages, and Disadvantages and, in general, cost Finishing Points to purchase), but we'll quickly list the Races now so you can begin preparing the character in your head (and be ready for the cost):

- Aerial: 5 points (page 74)
- Creature-Taur: 3 points (Page 76)
- Dreamer: 4 points (Page 78)
- Dryad: 7 points (Page 80)
- Dwarf: 6 points (Page 82)
- Elf: 3 points (Page 84)
- Half-Dwarf: 2 points (Page 86)
- Human: 0 points (Page 88)
- Lycanthrope: 2 points (Page 90)
- Merfolk: 6 points (Page 92)
- Vampire: 0 points (Page 94)
- Zombie: 0 points (Page 96)

Step 3: Assign Your Attributes

Attributes (page 27) compose the base physical and mental makeup of your character (their strength, their smarts, their flexibility). You have 20 points to spend on these stats, and you must have at least one dot on each Attribute.

Also note that, before any other modifications you may make later, all players start off with 30 points in Honor and 30 points in Looks (these are the meters below the Attributes on the front of the sheet).

Step 4: Assign Your Skills

These are traits your character has learned and practiced over time (page 33). You have 30 points to spend on your Skills, and they can be spent any way you see fit. If you choose a race with bonus Skills, the 30 points can be used adding additional points to these racial Skills as well as buying normal Skills.

Step 5: Spend Your Finishing Points

Finishing points grant you additional points you can use to tweak and adjust your newly created character (page 59). You have 20 points to spend

on your various stats as you see fit:

- Attributes: 3 points per dot
- Skills: 2 points per dot
- Main Class Powers: 5 points per dot
- Off-Class Powers: 8 points per dot
- Affinities: 5 points per dot

Bear in mind that while you will eventually be able to earn and spend Experience points to further adjust stats (page 127), Finishing Points spend at a much cheaper rate -- if there are tweaks you simply must have, this is the time to buy them.

Also remember that all characters must have at least one Disadvantage (page 61). You can have as many Advantages and Disadvantages as you want but at least one Disadvantage is required. If you choose a Race to play other than Human, that Race will have at least one Disadvantage built in (which counts for this requirement).

Step 6: Get Your Character Approved by GOD

Once your character is completed, you should hand it to the GOD for final approval. This assists them in knowing not only what kind of character you're thinking of playing (so that they can create dangers appropriate for your skill-set) but also to see what kind of background information you may have provided (do you have a Nemesis, are you an Officer of the Law, and so on).

The GOD, at this point, may pull you aside for a quiet conversation about the character, possibly to get more information or to make additional suggestions for where the character could go. It is also at this point where they may (but are not required to) give you more Finishing Points to spend on the character (if they had suggestions for the character, this is a good time to spend those points and adjust accordingly).

Step 7: Buy Your Equipment

With your character approved (and all points spent), you're now ready to buy equipment (page 4 of this supplement or page 111 in the main book). Without any Advantages or Disadvantages to modify otherwise, you will start with 500 Cash to spend on your equipment.

And then you're ready to take your character into the game world and see everything that's available, both in town as well as on the field of battle (page 117).



Shopping Montage

Welcome to the Shopping Montage, your one-stop-shop for everything you could ever need. Here you will find a variety of weapons, armors, items, clothings, and just about anything else you may want to buy. Ever. Seriously, if it could exist in a game, it'll probably be here.

Everything here is available for sale in most any store you'd find in a normal game world. Some items may not be readily available, and if that's the case your GOD will let you know (maybe steel is scarce, or hasn't been invented yet, and you're stuck with bronze items -- it could happen). If you ever have a question about if an item might be available, check with your GOD for clarification.

What Isn't Included?

Very little isn't available to most characters right from the start. Certainly the most glaring omission would seem to be magical items -- none are included in this appendix. However, there's a clear reason for that: magical items are rare. Really, really rare. Even if we could list them here (which, we suppose we could, but we haven't), they would be so prohibitively expensive that you wouldn't be able to buy them anyway.

No, the best way to get magical items is to earn them in game. It'll save you money, and you might just get something better than whatever we could imagine (we aren't that creative).

You also won't find poisons on this list. Poisons are hard to come by, only because they're hard to make (especially if you want the good ones). They're also, by and large, illegal, so having an open market for them would run counter to most game worlds.

If you want poisons, work with your GOD on the possibilities of finding and crafting them in game, or buying them from a shady dealer (there's always a shady dealer -- that's how game worlds work).

And it's by that same reasoning a few other items you may be looking for aren't listed. Gems, especially magical ones, are out. Spell-books (which very few of you would need anyway) are crafted by the mages that use them, so they wouldn't be available here. You can also scratch anything of an alchemical nature (since the alchemists horde all they can get).

Really, if it's truly rare and valuable, it's unlikely to be listed here (you can't afford it anyway, so don't lament the loss).

What Should You Buy?

Well, that's entirely up to you. Every item has its up-side and its down side (mostly the downsides are price). Choose wisely for your character and buy the items you think would be appropriate for he journey ahead.

Remember, all characters start with 500 Cash by default (without any Advantages or Disadvantages affecting that). You're free to do with your Cash as you see fit, so go wild and buy the items you want.

And if this whole appendix is too much, you can always flip back to the Equipment chapter (~~page blah~~) and grab one of the pre-made kits instead. They're there for ease of use, so take the opportunity if this all seems to be too much effort.

All that being said, let's get to shopping. There's a whole market full of items that aren't going to buy themselves.



Knives & Daggers

Small Blades	Cost	Size	Damage		Degrade
Stiletto	5	XS	1-2pts	1/6d12	2
Shiv (Hand-made)	3	XS	1-2pts	1/6d12	1
Shiv (Sharpened)	6	XS	1-3pts	1/4d12	2
Knife (Butter)	3	XS	1-2pts	1/6d12	2
Knife (Steak)	5	XS	1-3pts	1/4d12	2
Knife (Chef Quality)	15	S	1-6pts	1/2d12	5
Knife (Tanners)	5	XS	1-3pts	1/4d12	3
Knife (Switchblade)	10	XS	1-4pts	1/3d12	2
Knife (Butterfly)	10	XS	1-4pts	1/3d12	3
Bayonet (For Crossbows)	10	S	1-4pts	1/3d12	3
Dagger (Basic)	8	S	1-4pts	1/3d12	5
Dagger (Fine)	12	S	2-5pts	1/3d12+1	5
Dagger (Shiny)	16	S	1-6pts	1/2d12	7
Dirk (Basic)	10	S	1-4pts	1/3d12	7
Dirk (Fine)	15	S	2-5pts	1/3d12+1	7
Dirk (Shiny)	20	S	1-6pts	1/2d12	10
Push Dagger (Basic)	20	S	1-6pts	1/2d12	5
Push Dagger (Fine)	35	S	2-7pts	1/2d12+1	7
Push Dagger (Shiny)	50	S	1-8pts	2/3d12	10
Ballistic (Projectile) Knife (Basic)	25	S	1-4pts	1/3d12	3
Ballistic (Projectile) Knife (Fine)	40	S	2-5pts	1/3d12+1	3
Ballistic (Projectile) Knife (Shiny)	60	S	1-6pts	1/2d12	5



Swords

Bladed Weapons	Cost	Size	Damage		Degrade
Short Sword (Basic)	10	S	1-4pts	1/3d12	5
Short Sword (Fine)	30	S	1-6pts	1/2d12	5
Short Sword (Shiny)	60	S	2-7pts	1/2d12+1	5
Baselard	8	S	1-4pts	1/3d12	3
Gladius	30	S	2-7pts	1/3d12+1	5
Hunting Sword	15	S	1-6pts	1/2d12	3
Poignard (Parrying Blade)	30	S	1-6pts	1/2d12	5
Seme (Wood-Handled)	8	S	1-4pts	1/3d12	3
Sword (Basic)	15	M	2-5pts	1/3d12+1	5
Sword (Fine)	45	M	3-8pts	1/2d12+2	5
Sword (Shiny)	90	M	2-9pts	2/3d12+1	7
Cutlass	40	M	2-7pts	1/3d12+1	5
Falchion	50	M	3-8pts	1/2d12+2	7
Machete	30	M	2-7pts	1/2d12+1	3
Scimitar	50	M	3-8pts	1/2d12+2	5
Broad Sword	130	L	3-10pts	2/3d12+2	7
Flamberge	180	XL	1-12pts	1d12	10
Kilij	200	XL	2-13pts	1d12+1	10
Long Sword	160	XL	1-12pts	1d12	7
Ogre's Sword	250	XL	3-14pts	1d12+3	10
Spatha	90	L	2-9pts	2/3d12+1	5
Sword of Justice	90	L	3-10pts	2/3d12+2	3
Sword of Questionable Parentage	150	L	3-10pts	2/3d12+2	7
Talwar	200	XL	2-13pts	1d12+1	10
Viking Sword	90	L	2-9pts	2/3d12+1	3
Epee	30	M	3-8pts	1/2d12+2	3
Foil	10	M	2-5pts	1/3d12+1	2
Rapier	60	M	2-9pts	2/3d12+1	3

Axes & Polearms

Hand Blades and Polearms	Cost	Size	Damage		Degrade
Hand Axe (Basic)	10	S	1-4pts	1/3d12	5
Hand Axe (Fine)	30	S	1-6pts	1/2d12	5
Hand Axe (Shiny)	60	S	2-7pts	1/2d1+1	5
Hammer Axe	75	M	1-8pts	2/3d12	5
Lumber Axe (Basic)	15	M	1-6pts	1/2d12	3
Lumber Axe (Dwarven)	100	M	3-8pts	1/2d12+2	None
Pickaxe (Miner)	40	M	1-6pts	1/2d12	4
Pickaxe (Dwarven)	100	M	3-8pts	1/2d12+2	None
Sickle	15	S	1-6pts	1/2d12	3
Two-Handed Axe (Basic)	25	L	2-5pts	1/3d12+1	5
Two-Handed Axe (Fine)	55	L	2-7pts	1/2d12+1	5
Two-Handed Axe (Shiny)	120	L	1-8pts	2/3d12	7
Battle Axe	75	L	2-7pts	1/2d12+1	7
Maul	55	L	2-7pts	1/2d12+1	5
Pitchfork	40	L	2-7pts	1/2d12+1	2
Scythe	80	XL	3-8pts	1/2d12+2	5
Trident	60	L	2-7pts	1/2d12+1	5
Spear (Basic)	15	XL	1-4pts	1/3d12	5
Spear (Fine)	40	XL	1-6pts	1/2d12	5
Spear (Shiny)	80	XL	2-7pts	1/2d12+1	5
Fauchard (Curved Blade)	50	XL	1-6pts	1/2d12	7
Glave (Sword-Tip)	95	XL	2-7pts	1/2d12+1	10
Halberd (Axe-Tip)	170	XL	2-9pts	2/3d12+1	10
Pike	30	XL	1-6pts	1/2d12	2



Bashing

Bashing Weapons	Cost	Size	Damage		Degrade
Wooden Staff (Basic)	10	M	1-3pts	1/4d12	3
Wooden Staff (Hardened)	30	M	2-4pts	1/4d12 +1	5
Wooden Staff (Enforced)	60	M	2-5pts	1/3d12 +1	7
Club	10	M	1-3pts	1/4d12	3
Mace (Basic)	25	M	1-4pts	1/3d12	5
Mace (Spiked)	50	M	1-6pts	1/2d12	5
Baton	15	M	1-3pts	1/4d12	5
Billy Club	30	M	2-4pts	1/4d12 +1	5
Bat	10	M	1-3pts	1/4d12	3
Board with a Nail	7	M	1-3pts	1/4d12	2
Boat Oar	20	M	2-4pts	1/4d12 +1	3
Crowbar	20	M	1-3pts	1/4d12	7
Paddle	7	M	1-3pts	1/4d12	3
Shillelagh	30	M	2-4pts	1/4d12 +1	5
Swagger Stick	15	M	1-3pts	1/4d12	5
Training Sword	7	M	1-3pts	1/4d12	2
Hammer (Basic)	10	M	1-3pts	1/4d12	3
Hammer (Hardened)	25	M	1-4pts	1/3d12	5
Hammer (Quality)	50	M	1-6pts	1/2d12	5
War Hammer (One-Handed)	55	M	1-6pts	1/2d12+1	5
War Hammer (Two-Handed)	75	L	2-7pts	1/2d12+1	5
Cat-o-Nine-Tails	30	M	2-4pts	1/4d12 +1	5
Crop	15	M	1-3pts	1/4d12	5
Scourge	30	M	2-4pts	1/4d12 +1	5
Bull Whip	55	L	2-7pts	1/2d12+1	5
Ruler	7	S	1-3pts	1/4d12	2
Switch	7	S	1-3pts	1/4d12	2

Ranged

Throwing Weapons	Cost	Size	Damage		Range	Degrade
Knife (Basic)	10	S	1-3pts	1/4d12	20ft	3
Knife (Fine)	20	S	2-4pts	1/4d12+1	25ft	3
Knife (Shiny)	50	S	2-5pts	1/3d12+1	40ft	3
Throwing Axe (Basic)	20	S	1-3pts	1/4d12	20ft	5
Throwing Axe (Fine)	40	S	2-5pts	1/3d12+1	25ft	5
Throwing Axe (Shiny)	75	S	3-6pts	1/3d12+2	40ft	5

Bows	Cost	Size	Range		Point Blank		Degrade
			Archer	Sniper	Range	Multiplier	
Bow (Basic)	60	L	125ft	200ft	10ft	x2	3
Bow (Flexible)	120	L	150ft	300ft	20ft	x2	5
Bow (Durable)	180	L	175ft	400ft	30ft	x2	5
Composite Bow	120	L	150ft	300ft	20ft	x2	5
Long Bow	220	L	200ft	450ft	30ft	x3	7
Recurve Bow	200	L	175ft	400ft	25ft	x3	7
Reflex Bow	150	L	150ft	300ft	20ft	x3	7
Self Bow	30	L	100ft	150ft	10ft	x2	2
Crossbow (Basic)	40	M	75ft	*	5ft	x2	3
Crossbow (Hardened)	100	M	100ft	*	10ft	x2	5
Crossbow (Enforced)	150	M	125ft	*	15ft	x2	5
Hand Crossbow	30	S	50ft	*	5ft	x2	3
Heavy Crossbow	175	L	100ft	175ft	20ft	x3	7
Longstock Crossbow	200	L	150ft	250ft	30ft	x2	7
Recurve Crossbow	150	M	125ft	*	15ft	x2	5

Arrows	Cost	Damage		Degrade
Wooden	1	1-4pts	1/3d12	2
Iron	3	1-6pts	1/2d12	5
Steel	10	1-8pts	2/3d12	7

Crossbow Bolts	Cost	Damage		Degrade
Wooden	1	1-3pts	1/4d12	2
Iron	2	1-4pts	1/3d12	5
Steel	4	1-6pts	1/2d12	7

Armor

Body Armor	Weight	Cost	Points	Degrade
Leather (Basic)	Light	30	5	3
Leather (Fine)	Light	45	7	3
Leather (Quality)	Light	80	8	3
Chain (Basic)	Medium	100	10	5
Chain (Fine)	Medium	120	12	5
Chain (Quality)	Medium	145	13	5
Plate (Basic)	Heavy	175	15	7
Plate (Fine)	Heavy	225	17	7
Plate (Quality)	Heavy	275	18	10
Bronze Cuirass	Heavy	130	15	3
Brigandine	Heavy	100	14	3
Ring Mail	Medium	110	11	5
Scale Mail	Medium	80	12	3
Splint Mail	Medium	160	16	5

Helm	Weight	Cost	Points	Degrade
Helm (Basic)	Medium	25	3	5
Helm (Quality)	Medium	50	5	5
Casque	Heavy	60	5	7
Great Helm	Heavy	110	8	10
Iron Pot	Medium	17	2	3
Kettle Helm	Medium	20	3	3
Skull Cap	Light	10	1	2

Legs	Weight	Cost	Points	Degrade
Guard (Leather)		8	2	2
Guard (Chain)		20	4	3
Greaves (Basic)		15	3	5
Greaves (Fine)		25	4	7

Shield	Cost	Points	Degrade
Buckler	15	3	2
Leather Shield	25	5	3
Wood Shield	40	6	3
Bronze Shield	75	8	5
Iron Shield	100	10	5
Steel Shield	125	11	7
Adarga	8	2	2
Heater Shield	140	12	7
Kite Shield	170	13	10
Rondache	30	6	5
Scutum	150	13	10
Wrist Guard	10	2	3

Small Armors	Cost	Points	Degrade
Girdle	15	3	2
Cup	12	2	5
Cod Piece	10	1	2
Protective	20	4	5

Light Outerwear	Cost	Points	Degrade
Brassard	15	3	3
Gauntlet	15	2	5
Manica	10	2	5
Mantle (Basic)	12	3	2
Mantle (Fancy)	20	4	3
Surcoat (Knight)	10	2	2
Surcoat (Royal)	18	3	2

Riding Apparel

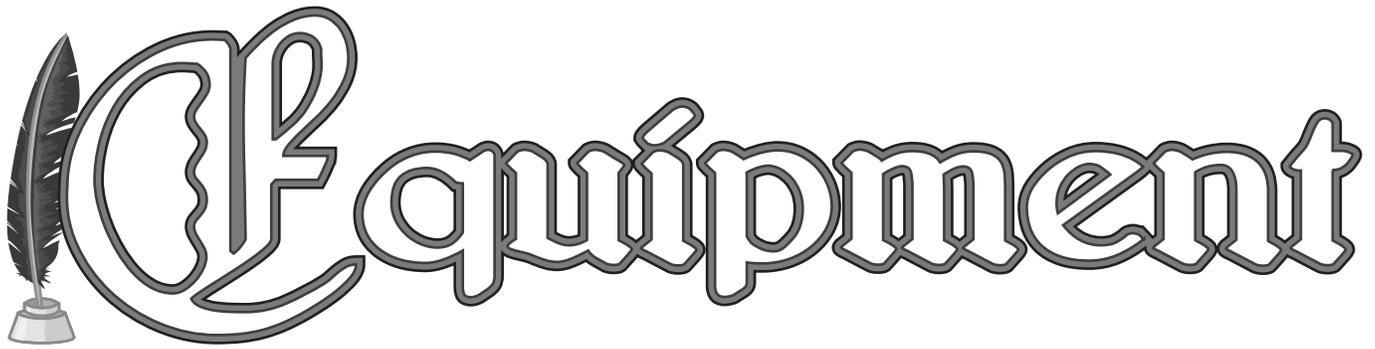
Riding Weapons	Cost	Size	Damage		Degrade
Cavalry Sword (Basic)	15	M	2-5pts	1/3d12+1	5
Cavalry Sword (Fine)	45	M	3-8pts	1/2d12+2	5
Cavalry Sword (Shiny)	90	M	2-9pts	2/3d12+1	5
Flail (Basic)	12	M	1-4pts	1/3d12	5
Flail (Spiked)	35	M	1-6pts	1/2d12	5
Flail (Shiny)	70	M	2-7pts	1/2d12+1	5
Lance (Basic)	25	L	2-5pts	1/3d12	5
Lance (Hardened)	55	L	2-7pts	1/2d12	7
Lance (Enforced)	120	L	1-8pts	2/3d12	7

Riding Bows	Cost	Size	Range	Point Blank		Degrade	Steeds	Cost
				Range	Multiplier			
Bow (Basic)	50	M	75ft	5ft	x2	5	Boar	15
Bow (Flexible)	100	M	100ft	10ft	x2	5	Camel	10
Bow (Durable)	175	M	125ft	15ft	x3	7	Dolphin	415
							Donkey	10

Barding	Cost	Points	Degrade	Steed Accessories		Cost	
Leather (Basic)	45	7	3	Caparison, Fine	30	Eagle, Giant	950
Leather (Fine)	80	8	3	Caparison, Royal	75	Elephant	400
Leather (Quality)	110	9	3	Animal Blanket	2	Horse, Draft	75
Chain (Basic)	120	12	5	Bit and Bridle	5	Horse, Riding	100
Chain (Fine)	145	13	5	Crop, Riding	2	Horse, War	120
Chain (Quality)	165	14	5	Harness	7	Jungle Cat	475
Plate (Basic)	225	17	7	Pennant	2	Mule	7
Plate (Fine)	275	18	7	Saddle (Riding)	5	Ox	20
Plate (Quality)	320	20	10	Saddle (War)	7	Pony	50
				Saddle (Water)	12	Pony, Dwarven	525
						Wolf	290
						Wolf, Dire	875

Clothing

Clothes	Cost	Looks	Boots and Shoes	Cost	Looks	Weird Stuff	Cost	Looks
Outfit, Basic	1	1	Boots, Explorers	2	1	Bowler	2	1
Outfit, Fine	3	2	Boots, Platform	3	2	Cap	3	1
Outfit, Formal	4	4	Boots, Fancy	3	2	Clown Nose	3	1
Outfit, Royal	20	10	Boots, Work	1	1	Hair Net	1	1
Outfit, Scary	4	2				Hood, Death	5	2
Toga	1	1	Shoes, Basic	2	1	Mask, Bandit	2	1
			Shoes, Fancy	3	2	Mask, Plague	4	1
Cap	1	1	Shoes, Running	5	1	Top Hat	3	2
Crown, Royal	40	15						
Crown; Showy	30	10	High Heels	2	1	Bathrobe	2	1
Hat, Floppy	2	1	High Heels, Fancy	10	5	Corset, Sultry	6	4
Mask, Party	2	1	Sandals	1	1	Lab Coat	3	1
Tiara, Fancy	25	10	Slippers, Fuzzy	2	0	Shirt, Puffy	4	2
			Other Outfits	Cost	Looks	T-Shirt, Logo	3	1
Bodice	3	2	Boots, Superhero	4	2	Tunic, Mesh	4	1
Doublet	2	1	Cloak, Superhero	3	2			
Surcoat	2	1	Mask, Superhero	2	1	Gloves, Cartoon	5	2
Tunic, Basic	1	1	Tights, Superhero	3	2	Gloves, Surgical	3	1
Tunic, Formal	2	1	Tunic, Superhero	4	2	Mittens	1	1
Vest	2	1						
			Hat, Jester	3	2	Chaps	5	1
Kilt	3	1	Shoes, Jester	2	1	Skirt, Mini	3	2
Tights, Basic	1	1	Tights, Jester	6	3	Skirt, Poodle	5	2
Tights, Formal	2	1				Skirt, Schoolgirl	4	2
Tights, Royal	4	2	Uniform, Barrel	2	1	Tights, Mesh	5	1
			Uniform, Burlap	2	1			
Cloak, Basic	2	1	Uniform, Guard	6	3	Undies, Basic	3	1
Cloak, Formal	5	2				Undies, Fancy	6	3
Cloak, Royal	10	5	Leotard	3	2	Undies, Inviting	10	5
Cloak, Winter	4	1	Seven Veils Outfit	10	5	Undies, Long	5	1
			Shoes, Dancing	2	1			
Gloves, Formal	5	2	Tights, Dancing	2	1	Bikini	3	2
Gloves, Riding	2	1	Veils, Dancing	2	1	Swim Trunks	4	2



Equipment

Hunting Animals	Cost	Bags and Storage	Cost	Artisan Supplies	Cost
Dog, Hunting	10	Cart, Very Small	10	Ink, Black (1 vial)	1
Falcon	2 000	Wagon, Small	15	Ink, Color (1 vial)	2
Eagle	3 000	Wagon, Large	25	Paint, Black (1 vial)	1
Hawk	1 250			Paint, Color (1 vial)	5
Phoenix, Trained	150 000	Backpack	2	Paint, White (1 vial)	3
Other Animals	Cost	Fanny Pack	1	Paint, Gold (1 vial)	10
Alpaca	20	Sack	2		
Bat	5	Saddle Bags	4	Canvas (5ft)	2
Buffalo	75			Paper (1 sheet)	1
Cat, Domestic	2	Barrel, Small	10	Papyrus (2 sheets)	1
Chicken	3	Barrel, Large	15	Parchment (3 sheets)	1
Cow	50	Basket	2	Book, Blank	10
Cow, Man Eating	225	Bucket	1		
Dog, Domestic	5	Cask	8	Bagpipes	15
Duck	3	Chest, Small	6	Cello	50
Ferret	4	Chest, Large	9	Drum, Bass	25
Goat	10	Work Tools	Cost	Drum, Snare	10
Goose	2	Anvil	20	Flute	25
Guinea Pig	2	Forge, Portable	35	Flute, Pan	6
Llama	20	Glassware(Set of 3)	15	Harp, Travel	50
Mongoose	15	Tools, Alchemical	12	Lute, Cheap	2
Ostrich	45	Tools, Blacksmithing	8	Saxophone	35
Parrot	25	Tools, Carpentry	5	Spoons, Musical	5
Peacock	15	Tools, Farming	4	Trombone	55
Phoenix, Domestic	125 000	Tools, Jeweler	6	Trumpet	30
Pig	15	Tools, Masonry	5	Violin	35
Rabbit	2				
Rat	2	Iron, Bar (1lb)	3	Brushes, Painting	1
Sheep	12	Silver, Bar (1lb)	10	Chalk (for 3)	1
Snake, Exotic	25	Stone, Granite (3' x 3' x 3')	4	Pen, Calligraphy	5
Swan	5	Stone, Marble (3' x 3' x 3')	10	Pottery Wheel	15
Turkey	5	Wood, Pine (2' x 4' x 12')	2	Quill	2
Yak	60	Wood, Oak (2' x 4' x 12')	4	Tools, Sculpting	5



Lodging

Camping Equipment	Cost	Security Equipment	Cost	Lodging, Per Day	Cost
Blanket, Thin	1	Rope (per 20ft)	4	Inn (Flea Bag)	2
Blanket, Winter	2	Rope, Silk (per 20ft)	20	Inn (Basic)	3
Sleeping Bag	2	Chain, Basic (per 10ft)	5	Inn (Decent)	5
		Chain, Strong (per 10ft)	12	Inn (Fancy)	8
Tent, Small	3			Inn (Sumptuous)	15
Tent, Large	6	Lock, Basic	1		
Tent, Pompous	15	Lock, Fine	2	Bed & Breakfast (Nice)	3
Tent, Royal	30	Lock, Shiny	4	Bed & Breakfast (Quaint)	6
		Lock Picks, Basic	2	Bed & Breakfast (Fancy)	10
Cookware, Camping	5	Lock Picks, Fine	3		
Cup, Camping	2	Lock Picks, Shiny	5	Stables (Basic)	4
Dish Ware, Camping	3			Stables (Good)	6
Stein, Ale (Pewter)	5	Manacles, Basic	2	Stables (Pampered)	15
Stein, Ale (Fancy)	8	Manacles, Shiny	5	Food, Per Serving	Cost
Salt (8oz bag)	2	Manacles, Very Kinky	7	Meal (Bread and Water)	1
		Ales and Wines	Cost	Meal (Stew)	3
Fishing Net	3	Ale, Mug, Flat	1	Meal (2-Course)	7
Fishing Rod and Hook	2	Ale, Mug, Good	2	Meal (3-Course)	10
Fishing, Tackle Box	2	Ale, Mug, Fine Stout	3		
		Ale, Mug, Artisanal	5	Bread, Loaf, Basic	2
Candle, Basic	1			Bread, Loaf, Fine	3
Candle, Ceremonial	3	Ale, Cask, Flat	5		
Flint and Steel	1	Ale, Cask, Good	10	Cheese, Course	6
Matches	3	Ale, Cask, Fine Stout	15	Cheese, Wheel	10
Torch	2	Ale, Cask, Artisanal	25		
				Meat, Salted	2
Crowbar (Basic)	2	Wine, Cup, Dreadful	1	Meat, Olive Loaf	1
Grappling Hook	2	Wine, Cup, Decent	2	Steak, Chewy	2
Hourglass	1	Wine, Cup, Fine	5	Steak, Grass Fed	4
Mirror	2				
Quiver	3	Wine, Cask, Dreadful	5	Rations, Food-ish	1
Wax, Sealing	3	Wine, Cask, Decent	10	Rations, Edible	2
Whistle, Signal	1	Wine, Cask, Fine	25	Rations, Exceptional	5

