

# Non-magical Items (N.M.I)

There will be LEATHER, STEEL AND WOOD items found in this section.

To know the specifics for each item, look up the following subjects:

“Leather qualities” in the L section of the “Basic Rules Book”

“Steel alloys” in the S section of the “Basic Rules Book”

“Wood types” in the W section of the “Basic Rules Book”

## Notes:

The armors have all that you need to roll up complete sets (leather qualities, steel alloys and wood types included).

If you roll up a weapon, use the "Weapons, Magical" section to roll it up.

Roll on the "General Items Table" for specifics on each item found:

%Roll: General Items Table:

01-14: Armors	Go to <b>“Armor, Magical”</b> in this book and roll up the armor you have gotten (it will be class-0 (non-magical)).
15-17: Boats and supplies	Roll on the “Boats and supplies” chart
18-30: Camping equipment	Roll on the “Camping equipment” chart
31-40: Clothing	Roll on the “Clothing” chart
41-50: Horse equipment	Roll on the “Horse equipment” chart
51-54: Instrument, Musical	Roll on the “Instrument, Musical” chart
55-60: Jewelry	Roll on the “Jewelry” chart
61-65: Liquor	Roll on the “Liquor” chart
66-75: Medical supplies	Roll on the “Medical supplies” chart
77-80: Miscellaneous	Roll on the “Miscellaneous” chart
81-84: Religious	Roll on the “Religious” chart
85-90: Tools: <u>%Roll: Tool types:</u>	
01-10: Black Smithing	
11-20: Carpentry	
21-30: Farming	
31-40: Leather Worker	
41-50: Lock Smith	
51-60: Lumberjack	
61-70: Mining	
71-80: Sailor	
81-90: Seamstress	
91-00: Stone Mason	
91-00: Weapons	Go to <b>“Weapons, Magical”</b> in this book and roll up the weapon you have gotten (it will be rank-0 (non-magical)).