Chart #19

Armor, Barding, Shields, Treasure Items and Weapons

You will NOT start out with Armor, Barding, Shields, Treasure Items, or Weapons at level #1.
You will have to find or buy items through your adventures.

Note:
Concerning a starting weapon:
You can damage a foe, even if you don't have a dagger, sword, or other weapon. You can either use your bare fist to punch, or use your fangs and talons, if you have such an attack. You can use a weapon found or purchased from the Weapon Smith, or use your natural way of damaging a foe. Each form of natural attack is listed in the Weapons section of the character sheet.

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