

# Kits, Chance for a shop to have:

The following are lists of provisional equipment Kits that are pre-packed for specific events. The price of each will be to the right of "Kit types". Only check for Kits in Castles, Cities, Towns, and Villages if there is a provisions shop present. If there is not, do not do checks for Kits. Kits will make it easy for the players and the G.M. to keep the game flowing. The following prices are for common, ordinary, items. The quality of the items in each kit will determine if the price will increase or decrease (this will be up to the discretion of the G.M.):

# Castle

%Roll needed to have:		# of Kits available:	
<u>Kit types:</u>	<u>Price:</u>	<u>Weight:</u>	
05+   Fortnight Journey	44 W.G.	47 LBS.	2-D100
04+   Short Journey	6 W.G.	23 LBS.	3-D100

City	%Roll	needed	# of Kits
<u>to have:</u>	<u>Kit types:</u>	<u>Price:</u>	<u>Weight:</u>
10+	Fortnight Journey	44 W.G.	47 LBS.
09+	Short Journey	6 W.G.	23 LBS.

Town				
%Roll needed		# of Kits		
<u>to have:</u>	<u>Kit types:</u>	<u>Price:</u>	<u>Weight:</u>	<u>available:</u>
20+	Fortnight Journey	44 W.G.	47 LBS.	1-D10
18+	Short Journey	6 W.G.	23 LBS.	1-D12

# Village

%Roll

needed

<u>to have:</u>	<u>Kit types:</u>	<u>Price:</u>	<u>Weight:</u>	<u># of Kits available:</u>
70+	Fortnight Journey	44 W.G.	47 LBS.	1-D4
65+	Short Journey	6 W.G.	23 LBS.	1-D6