



Chapter Five- Equipment

Money

Sigil Prep uses the Gold Piece standard that is common through most of the planes, from Greyhawk to the Forgotten Realms and places beyond. As perhaps the most consistent monetary standard, a gold piece is a gold piece, and although some locations prefer you change your money to the local coinage, it's really the same from one plane to another. In most currency exchanges, a gold piece translates directly to a Krynnish steel piece or an Athasian ceramic piece. (Please note it is highly illegal per the Cosmic Balance Agreement to bring precious-metal-based currency to Athas.)

And you jerks from Modern Earth, listen up! We don't give a crap what gold is worth on your plane, you ain't taking a gold piece and turning it in for several hundred dollars US. That's not how it works! It's about equivalent buying power, not the value of raw minerals on your backwater plane. You're not getting several thousand dollars for your six gold pieces just because you're going home for the summer. Deal with it.

(Note: In the Character Creation chapter, we recommend that you just assume possession of school supplies and non-adventuring items. However, we realize there are times when having prices for certain items is useful, and thus this chapter. Also note that certain items, especially those listed in "Vehicles" are terribly useful, and PCs should always account for those items by spending gold.)

Gear

Text books

Text books are stupidly expensive. However, the school has a buy-back program where you can sell your textbooks back at the end of the academic year for 1/10th what you paid in the first place. It's a scam.

And then there's Fighter textbooks, which don't cost all that much at all. And you really don't need to buy it, because your professor is probably illiterate.

Textbook for academic classes	50 gp
Textbook for Cleric, Druid, Paladin, Monk classes	100 gp
Textbook for Fighter, Sorcerer classes	5 gp
Textbook for Rogue, Ranger, Warlock classes	75 gp
Textbook for Wizard, Bard classes	125 gp

School Supplies

3 ring binder	1 sp
Art kit, really good	5 gp
Bluebooks (per 5)	1 cp
Colored pencils (box of 24)	2 cp
Compass (circle-drawing type)	3 cp
Crayons (box of 16)	1 cp
Erasers (per 2)	1 cp

Glue (stick or bottle)	1 cp
Lab Kit, biology	10 gp
Lab Kit, chemistry	20 gp
Lab Kit, magic	25 gp
Paper, pack (200 sheets)	2 cp
Pencils (per 10)	1 cp
Pens (per 5)	2 cp
Protractor	2 cp
Scissors	5 gp
Sketchbook	2 sp
Spiral notebook	1 cp

Bluebooks: Bluebooks are tiny booklets of blank, lined pages used to write essays for exams. A fun thing to do with them is to write “2/2” on one, write the end of an essay on the first couple of pages, and turn that in. If you’re lucky, the professor will think they lost the first part of it and give you a good grade out of guilt.

Compass: Not that thing that points north. This kind of compass is a metal implement on a hinge. You put a pencil in one end, and put the pointy bit down so you can draw a perfect circle. The pointy end is stupidly sharp. You could probably murder a kobold with it. (*editor’s note: you could not*)

Glue: Let’s face it. “School supply” glue is pretty pathetic. You could pull apart anything adhered with it by making a STR check vs DC 10.

Stuff with the School Logo On

Some students just absolutely love the school logo and want to see it on everything. Somebody invented that market, and just ran away with it.

Backpack, school logo	2 gp
Bobble-head figure, school mascot	5 sp
Coffee mug (school logo)	1 sp
Keychain, school logo	2 cp
Pendant, school logo	3 cp
Shot glasses (set of 3)	1 gp
Stuffed bear with school logo	6 cp
sweatshirt, school logo	3 sp
sweatshirt, hooded with school logo	4 sp
t-shirt, school logo	2 sp
Tote bag, school logo	1 gp
Water bottle (school logo)	1 sp



Clothing

Whatever happened to pantaloons and tunics?

Letter jacket	1 gp
Sneakers/trainers	5 sp
sweatshirt	2 sp
sweatshirt, hooded	3 sp

t-shirt, corny catchphrase	5 cp
t-shirt, pop culture/band	1 sp

Miscellaneous College Junk

Calendar, plain	2 cp
Calendar, cheesecake/beefcake	4 cp
Calendar, pop culture	3 cp
Collectible card game booster pack	2 sp
Collectible card game deck	1 gp
Comic book	2 sp
Cork board, wall-mounted	2 sp
Dry erase board with pens	1 sp
Magazine, dirty	1 sp
Magazine, fashion	5 cp
Magazine, sports	4 cp
Newspaper, School	free
Newspaper, local	1 cp
Posters, cheesecake/beefcake	3 cp
Posters, pop culture/band	3 cp
Posters, sports	4 cp

Collectible card game: These things are expensive. And also addictive. If you pick one up at the comic book store out of curiosity, just plan on figuring it into your budget from now on.

Snacks

Portable snacks you can buy at the corner store or the school bookstore:

Candy bar	1 cp
Chips, bag	1 cp
Soft drink, bottle	1 cp
Soft drink, 12-pack	5 cp

Take out or eat-in

Fast food meal (sandwich and fries)	5 cp
Hamburger (or similar sandwich)	3 cp
Nachos	3 cp
Pizza (various toppings)	1 sp
Delivery extra	2 cp
Tacos (3)	3 cp

Sporting Gear

College kids love sports. Or enough of them do to keep the local sports center in business and the football team earning 75% of the university's budget. Go Planewalkers!

Baseball	1 cp
Baseball (or softball) bat	2 sp
Baseball mitt	1 sp
Basketball	5 cp
Football	5 cp
Football protective gear	30 gp
Hockey puck, pack of 3	2 cp
Hockey stick	2 sp
Soccer ball	5 cp
Softball	1 cp
Tennis racket	3 sp
Tennis balls, pack of 3	1 cp

Baseball bat: If used as a weapon, this is in all ways treated as a club

Football protective gear: When worn, this has the same protective value as studded leather armor (AC 12 + DEX modifier) and counts as light armor.

LARP weapons

Several simulated combat games are popular on campus, and are detailed in the *Student Life at Sigil Prep* book under "Recreation." All of these weapons do no real damage but do LARP damage when students are playing one of these games.

Foam dart wars

Foam dart hand crossbow	1d6	3 gp
Ammunition (15/60); holds 1 shot; loading		
Foam dart heavy crossbow	1d10	8 gp
Ammunition (20/80); holds 1 shot; loading		
Foam dart repeating crossbow	1d10	15 gp
Ammunition (20/80); holds 6 shots; loading		
Foam dart light crossbow	1d8	5 gp
Ammunition (15/60); holds 1 shot; loading		

Live-Action Role-playing

Hard foam weapon	damage as weapons	6 gp
------------------	-------------------	------

Paintball

Paintball gun	1d10	25 gp
Ammunition (100/400); holds 10 shots; loading		

Water wars

Monster soaker gun	2d10	20 gp
Ammunition (range 15/60); holds 25 shots; loading		
Soaker gun	1d10	5 gp
Ammunition (range 15/60); holds 20 shots; loading		
Water balloon (10)	1d6	5 cp
Thrown (20/60); one-use; splash damage		
Water pistol	1d4	5 sp
Ammunition (range 10/40); holds 10 shots; loading		

Vehicles

Sometimes a carriage is impractical, and you can't always afford stabling for your horse, so you need a more personal and less hungry means of transportation.

Bicycle	25 gp
Bicycle, racing	75 gp
Roller skates, inline	8 gp
Roller skates, quad	6 gp
Skateboard	8 gp

Bicycle: A standard bicycle has a speed of 50 ft. Racing bikes can reach 60 ft.

Roller skates: Either style of skate adds +5 to your movement speed. Because you are still using your own movement, Monks can roller skate anywhere they can run (up surfaces, etc.) If you aren't proficient with roller skates, you must make a Dexterity check to stand up and to start moving (DC 10), or fall prone. If you roll a 1 on a Dexterity check while moving, you fall and suffer 1d2 damage.

Skateboard: All rules for Roller skates apply, except the bonus to movement is +10, and damage from falling while moving is 1d4.

Accessories

Bicycle lock	5 sp
Bicycle lock, good	1 gp

Bicycle lock: The DC to pick a bicycle lock is 10. To pick a good bicycle lock is 15. Let's not kid ourselves. Even a barely competent thief is getting in there if he wants your bike.