

Equipment

The Sigil Prep setting takes place in a universe more akin to the modern day than the pseudo-medieval setting of most D&D worlds, and as a result, many sorts of equipment are available that aren't in most games.

During character creation, your character gets an assortment of equipment determined by class and background. In addition, you get a *card of money transference* with 500 gp on it.

Currency

The Gold Piece standard is common in most worlds connected to New Sigil, with the notable exception of Earth, which just does its own thing. A gold piece is effectively the same on any given world, and when trading in planar metropolises or large cities with extraplanar contact, you can spend one world's currency on another world freely.

As is standard in traditional D&D, one gold equals 10 silver piece, and one silver is worth 10 copper. However, few people actually carry gold coins; some may have never even held one. In New Sigil, paper notes are printed in the following denominations:

- 5 silver
- 1 gold
- 5 gold
- 10 gold
- 20 gold
- 50 gold
- 100 gold

Silver and copper coins are in circulation. Most people, however, have a *card of money transference*. This is a plastic card which represents the amount of money you have in the bank, credit union, or financial institution of your choice, and when presented to a merchant or service provider, the appropriate sum of money is transferred from your account to theirs.

Armor

Armor in the Sigil Prep setting is cosmetically unlike armor in standard D&D games, but mechanically the same. The same armor types (at the same gold piece value) are available, but largely resemble more modern styles of armor. The exact description is up to you. Your light armor may be a Flak jacket, or your heavy armor may be riot gear. You may also describe it as a hybrid between fantasy and modern armors: perhaps your chain shirt is chain mesh in the form of a motorcycle jacket.

You are, of course, welcome to wear traditional fantasy armor, if you wish.

Weapons

In most worlds, firearms are available. The treatment of them is different from world to world, however. In New Sigil, firearms require a permit to carry (although not to possess). They are legal in Faerun, but adventuring culture highly frowns on their use. No such taboo exists on Krynn or Eberron. Meanwhile, on the world of Greyhawk, technology is not as advanced, and some firearms (automatic pistols and automatic rifles) aren't available there.

Firearms are listed here for pricing purposes, but are described in the *Dungeon Masters Guide*.

Martial weapons

Pistol, automatic	300 gp
Revolver	300 gp
Rifle, hunting	500 gp
Rifle, automatic	750 gp
Shotgun	500 gp

Ammunition

Bullets (100)	15 gp
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Data Devices

Data devices are devices that... they're computers. And phones. But maaagic! In fact, yes, electronic devices in Sigil Prep have a magic component, and data transference is done

through the ethereal and astral planes. These devices aren't capable as everything a real world phone or computer can do (see individual descriptions), but they do allow for a level of communication not available in most D&D settings.

All data devices have ethereal transfer. If used to communicate, you can talk to anyone (who also has a device, the number of which you know), so long as that person is on the same plane or world as you. A few devices have astral transfer, and can talk to anyone anywhere in the Astral network (which is all the worlds you know about), but you *have to be in an Astral hotspot* to initiate contact (the receiver doesn't have to be in a hotspot). Astral hotspots are stationary areas and portable astral transfer devices do not create their own hotspots.

Phones and other devices from Earth are not magical, and any function that requires Internet or cell service just doesn't work anywhere besides earth.

Ether phone	200 gp
Astral phone	300 gp
Portable device	500 gp
Desktop device	500 gp

Phones. Phones are small, handheld devices that allow both verbal and text communication. A person you wish to communicate with must have their own phone, and you must know that phone's number. Verbal communication requires the receiver to answer the device in real time. Text communication can be read and responded to at a later time. (The receiver's device tells the receiver who is calling, so they can ignore you if they wish). Both parties must be on the same plane or world. Astral enabled phones require a hotspot to contact someone on another plane.

Some functions (telling the time, mobile games) may be allowed, but phones are not as functional as real world phones and thus cannot be used to aid in History or Investigation checks as larger devices can.

Portable device. Portable devices can take the form of a tablet or laptop, and have a variety of uses (word processing, playing games, balancing your finances, etc.). Further, when in an Astral hotspot, the portable device can access the astralnet, a font of knowledge and also useless time wasting. When using a portable device connected to the Astralnet to make History, Religion or Nature check to recall a piece of knowledge, or to make an Investigation check, you have advantage to the roll.

Desktop device. Desktop devices have the same functionality as portable devices, but they require time to set up and are thus generally left in place. Desktop devices, however create their own astral hotspots once fully set up. A desktop device is composed of multiple components (core device, monitor, keyboard, etc.) and weigh roughly 10 lbs. altogether. It takes 10 minutes to set up.

Transportation

While various forms of transportation exist from world to world, within New Sigil itself, the most convenient form of transportation is the intricate trolley system, which extends throughout the city with trains available at regular intervals. This will be detailed in the document on New Sigil. It should be noted there are no roads, just rails and the walkways used by pedestrians. Large personal vehicles are, therefore, unable to be used here. However, some smaller forms of transportation are available.

Roller skates	20 gp
Skateboard	25 gp
Bicycle	50 gp
Motorcycle	800 gp

Roller skates. Roller skates are wheeled footwear that allow the wearer to add 10 ft. to their movement rate. For game purposes, there is no mechanical difference between inline and traditional skates. Anything a character can do while running can be done on skates.

Skateboard. A wheeled board which is ridden in a standing position. A skateboard adds 15 ft. to the character's movement rate. It can also be used as a club, but if a critical hit is rolled, the user must make a Strength saving throw or the board breaks.

Bicycle. A two-wheeled vehicle powered by pedaling. Bicycles have a speed of 50 ft. A second rider can perch on the handlebars or behind the primary rider on the seat, but if a second rider is present, any checks to control the vehicle are at disadvantage.

Motorcycle. Although strictly speaking, motorcycles are not allowed on New Sigil's pathways, that hasn't stopped some people. A motorcycle is a somewhat larger, motorized bicycle, powered by magically tapping into the quasi-elemental plane of lightning. It can run for up to 8 hours before its energy reserve is depleted, regaining an hour's energy after a short rest or full energy after a long rest. It has a combat speed of 80 ft, and a maximum overland speed of 100 miles per hour.

Earth motorcycles run on gasoline.
Earth is the only place where there's gasoline.