



RPG BASED ON THE SONGS OF ABNEY PARK
CHARACTER GENERATION CHEAT SHEET

VERSION 1

Compiled by Nestor D. Rodriguez

CULTURE

Choose one

NEOBEDOUIIN

Suitable Backgrounds	Modifiers	Starting Cash
Artist, Beast Dancer, Gadgeteer, Hunter, Musician, Outrider, Shaman, Showman/woman, Trader	<i>Attributes:</i> Fortitude +1, Resolve +1	5 Helios

NEOVICTORIAN

Lower Class

Suitable Backgrounds	Modifiers	Starting Cash
Agitator, Criminal, Factory Worker, Gadgeteer, Inventor, Prostitute	<i>Attributes:</i> Fortitude -1	1 Helios

Servant Class

Suitable Backgrounds	Modifiers	Starting Cash
Agitator, Air Marine, Air Saliar, Chuno Ggun, Criminal, Gadgeteer, Inventor, Prostitute, Servant	<i>Attributes:</i> Fortitude -1	2 Helios

Upper Class

Suitable Backgrounds	Modifiers	Starting Cash
Academic, Administrator, Agitator, Air Navy Officer, Artist, Chuno Ggun, Clergyman, Criminal, Dilettante, Doctor, Inventor, Marine Commander, Vigilante, Writer	<i>Attributes:</i> Fortitude -1	10 Helios

Automaton

Suitable Backgrounds	Modifiers	Starting Cash
Agitator, Autocrat, Criminal, Factory Worker (Drone), Ganger, Peeler, Prostitute (Doll), Servant (Servitor)	Varies (see below)	0 Helios

Automaton Modifiers

Automaton	Modifiers
All	<i>Talents:</i> Mere Flesh Wounds <i>Complications:</i> Mechanical
Autocrat	<i>Attributes:</i> Strength +2, Dexterity -1, Wits +1 <i>Talents:</i> Eidetic Memory
Doll	<i>Attributes:</i> Strength +1, Dexterity +1, Presence +1 <i>Talents:</i> Rock Your World 2
Ganger	<i>Attributes:</i> Strength +3, Dexterity -1, Wits -2 <i>Talents:</i> Ham-fisted
Peeler	<i>Attributes:</i> Strength +2, Dexterity -1, Resolve +1 <i>Talents:</i> Night Vision <i>Equipment:</i> Built-in needlepistol in arm

Misbegotten

Suitable Backgrounds	Modifiers	Starting Cash
Agitator, Chuno Ggun, Criminal, Factory Worker, Prostitute	<i>Attributes:</i> Resolve +2 <i>Talents:</i> Can buy Mutation, if desired <i>Complications:</i> Distinctive Features, Enemy (if Chuno Ggun)	1 Helios

SKYFOLK

Suitable Backgrounds	Modifiers	Starting Cash
Academic, Administrator, Air Marine, Air Sailor, Air Navy Officer, Artist, Criminal, Dilettante, Doctor, Gadgeteer, Inventor, Marine Commander, Mercenary, Musician, Pirate/Privateer, Prostitute, Trader, Showman/woman, Writer	<i>Attributes:</i> Dexterity +1, Wits +1 <i>Skills:</i> Ad-Hoc Repair +1, Sky Lore +1	7 Helios

ATTRIBUTES

All Attributes start at +1. Apply Culture modifiers. Add 3 additional points; no more than two on any one Attribute. If desired, take one point off two Attributes and add them to one or two other Attributes.

MAIN ATTRIBUTES

Strength	Dexterity	Fortitude
Presence	Wits	Resolve

DERIVED ATTRIBUTES

Initiative	Dexterity + Wits + Perception Skill
Health	Fortitude + 2
Move	Dexterity + 5 yards
Sneak	(Dexterity + 5) / 2 yards
Run	(Dexterity + 5) x 3 yards
Swim	Dexterity + 5 yards
Leap H.	Dexterity + 1 yards
Leap V.	(Dexterity + 1) / 2 yards

ATTRIBUTE LEVELS

-3	Crippled
-2	Feeble
-1	Weak
0	Average
1	High Average
2	Talented
3	Impressive
4-5	Gifted
6-8	Superior
9+	Incredible

BACKGROUNDS

Choose one as allowed by Culture.

Background Skills are sorted Common first, then Specialty.

Background	Requisite Culture	Skills
Academic	Neovictorian Upper Class males Skyfolk	Bull, General Knowledge, One of [Academic (any), Engineer (any), Legal Matters, Medicine, or Science (any)], Conversation, Research
Administrator	Neovictorian Upper Class males Skyfolk	Bull, Intimidate, Leadership, Appraisal, Business, Research
Agitator	Neovictorian any	Act, Bull, Hide & Sneak, Perception, Streetwise, Art (Any), Conversation, Disguise
Air Marine	Neovictorian Servant Class males Skyfolk	Dodge, Firearms, Fisticuffs, Improvised Weapon, Intimidate Swordplay
Air Sailor	Neovictorian Servant Class males Skyfolk	Dodge, Firearms, Fisticuffs, Improvised Weapon, Gunnery, Sky Lore
Air Navy Officer	Neovictorian Upper Class males Skyfolk	Etiquette, Firearms, Leadership, Pilot, Swordplay, Fashion, Sky Lore, Tactics
Artist	Neobedouin Neovictorian Upper Class Skyfolk	Bull, Charm, Perception, Art (any two), Craft (any), Culture (own)
Autocrat	Neovictorian Automaton	Charm, General Knowledge, Perception, Business, Research
Beast Dancer	Neobedouin	Athletics, Dance, Dodge, Hide & Sneak, Martial Arts (Beast Dancing), Specialized Weapons (Claws, Arm-Blades), Survival, Tracking
Chuno Ggun	Neovictorian Servant Class males Upper Class males Misbegotten males	Athletics, Dodge, Firearms, Hide & Sneak, Improvised Weapon. Intimidate, Swordplay, Interrogation, Martial Arts (Baritsu), Tracking
Clergyman	Neovictorian Upper Class males	Charm, Empathy, Etiquette, Academic (Theology), Conversation, Performance (Sermons)
Criminal	Neovictorian any Skyfolk	Bull, Fisticuffs, Hide & Sneak, Intimidate, Leadership, Might, Streetwise, Pick Locks, Pick Pockets
Dilettante	Neovictorian Upper Class Skyfolk	Etiquette, six other "hobby" skills of your choice
Doctor	Neovictorian Upper Class males Skyfolk	Charm, Empathy, Etiquette, Perception, Medicine, Science (any two medically related)
Factory Worker	Neovictorian Lower Class Automaton Misbegotten	Fisticuffs, Might, Streetwise, Craft (any), Gambling

Background	Requisite Culture	Skills
Gadgeteer	Neobedouin Neovictorian Lower Class Servant Class Skyfolk	Drive, Perception, Pilot, Ad Hoc Repair, Craft (Any), Engineer (any)
Ganger	Neovictorian Automaton	Dodge, Fisticuffs, Intimidate, Perception, Might
Hunter	Neobedouin	Dodge, Firearms, Hide & Sneak, Perception, Riding, Archery, Survival, Tracking
Inventor	Neovictorian any Skyfolk	Ad Hoc Repair, Craft (any two), Engineer (any two), Research
Marine Commander	Neovictorian Upper Class males Skyfolk	Etiquette, Firearms, Fisticuffs, Intimidate, Leadership, Swordplay, Tactics
Mercenary	Skyfolk	Athletics, Blunt Weapons, Bull, Firearms, Fisticuffs, Swordplay, Business, Gunnery, Specialized Weapon (any), Tactics
Musician	Neobedouin Skyfolk	Empathy, Fashion, Instrument, (any three), Performance (any)
Outrider	Neobedouin	Athletics, Dodge, Drive, Firearms, Fisticuffs or Martial Arts (Beast Dancing), Perception, Riding, Animal Handling, Survival, Tracking
Peeler	Neovictorian Automaton	Blunt Weapon, Firearms, Intimidate, Interrogation, Tracking
Pirate/Privateer	Skyfolk	Dodge, Firearms, Fisticuffs, Pilot, Swordplay, Gunnery, Medicine, Navigation
Prostitute	Neovictorian Lower Class Servant Class Misbegotten Automaton Skyfolk	Act, Charm, Dance, Empathy, Streetwise, Fashion, Seduction
Servant	Neovictorian Servant Class Automaton	Bull, Empathy, Etiquette, Craft (any three)
Shaman	Neobedouin	Charm, Dance, Empathy, General Knowledge, Leadership, Medicine, Performance (Ceremony), Teaching
Showman/woman	Neobedouin Skyfolk	Act, Charm, Fashion, Performance (any three)
Trader	Neobedouin Skyfolk	Bull, Charm, Streetwise, Appraisal, Bribery, Business, Culture (two others)
Vigilante	Neovictorian Upper Class	Athletics, Blunt Weapons, Conceal, Hide & Sneak, Swordplay, Martial Arts (Baritsu)
Writer	Neovictorian Upper Class Skyfolk	Bull, Empathy, General Knowledge, Perception, Art (Writing)

SKILLS & TALENTS

Spent 20 Character Points on Background skills, then another 10 points on any Skills or Talents.

No Skill can start higher than 4.

Skills marked with a "*" are modified by Culture.

Group skills list sample specializations.

COMMON SKILLS

Skill	Attribute	Skill	Attribute
Act	Presence	Fisticuffs	Dexterity
Athletics	Dexterity	General Knowledge *	Wits
Blunt Weapons	Dexterity	Hide & Sneak	Dexterity
Bull	Presence	Improvised Weapon	Dexterity
Charm	Presence	Intimidate	Presence/Strength
Conceal	Wits	Leadership	Presence
Dance *	Dexterity	Might	Strength
Dodge	Dexterity	Perception	Wits
Drive	Wits	Pilot	Wits
Empathy	Presence	Riding	Dexterity
Etiquette *	Wits	Streetwise *	Presence
Firearms	Dexterity	Swordplay	Dexterity
		Throwing	Dexterity

SPECIALTIES

Skill	Attribute	Specializations
Academic	Wits	Criminology, Geography, History, Philosophy, Politics, Theology
Ad Hoc Repair	Wits	
Animal Handling	Wits	
Appraisal	Wits	
Archery	Dexterity	
Art *	Presence	Musical Composition, Painting, Playwright, Photography, Sculpture, Writing
Boating	Dexterity	
Bribery	Presence	
Business *	Wits	
Conversation *	Presence	
Craft	Strength/Wits	Carpenter, Cook, Gunsmith, Jeweler, Metalworker, Musical Instrument Maker, Tailor, Steamsmith
Culture	Wits	Automatons, Misbegotten, Neobedouin, Neovictorian, Skyloft (by city)
Demolition	Wits	
Disguise	Wits	
Engineer	Wits	Clockwork, Construction, Electrical, Internal Combustion Engine, Steam
Fashion *	Presence	
Forgery	Wits	
Gambling	Wits	
Gunnery	Wits	
Instrument	Dexterity	Accordion, Bass Guitar, Drums, Guitar, Jug, Mandolin, Steam-piano, etc.
Interrogation	Presence	
Language	Wits	French, German, Latin, Mandarin Chinese, Navajo, Spanish, etc.

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Additional material submitted by JohnK and Stibbons

Skill	Attribute	Specializations
Legal Matters *	Wits	
Martial Arts	Dexterity	Baritsu, Beast Dancing, Boxing, Dirty Fighting, etc.
Medicine	Wits	
Navigation	Wits	
Performance	Presence	Fire Eating, Juggling, Mime, Singing, Ventriloquist, etc.
Pick Locks	Wits	
Pick Pockets	Dexterity	
Research	Wits	
Science	Wits	Biology, Botany, Chemistry, Electricity, Mathematics, Natural History, Pharmacy, Phrenology, Physics, Robotics, Temporal Physics, Veterinary Science
Seduction	Presence	
Sleight of Hand	Dexterity	
Sky Lore	Wits	
Specialized Weapons	Dexterity	
Survival	Wits	
Tactics	Wits	
Teaching	Presence	
Tracking	Wits	

TALENTS

Talents marked with a "" can be taken more than once.*

Talent	Cost	Description
Acute Sense *	3	One of your five senses is sharper than normal
Ambidexterity	4	You can use tools and weapons in either hand without penalty
Animal Empathy	5	Animals like you
Agility	3	You are naturally very agile
Angel Face	3	You have a naturally sweet demeanor
Assassin's Law *	3	You do more damage with a specific weapon or fighting style
Backstabber *	3	You can launch a surprise attack with greater accuracy or damage
Beautiful/Dashing *	3	You are breathtakingly good looking, making social interactions easier
Blind Fighting	3	You ignore penalties for poor lighting in combat
Clothes Horse *	3	Your excellent fashion sense makes social interactions easier
Combat Sense *	3	You react to danger quickly
Contortionist *	3	You have the ability to manipulate your body to fit in tight spaces and escape from bonds
Deadly Shot *	3	You do more damage with a type of ranged attack
Direction Sense	3	You have an innate sense of direction and rarely get lost.
Double Tap	3	You can shoot your handgun more quickly
Drink Like a Fish *	3	You can drink more alcohol than most people of your build
Eidetic Memory	3	You remember everything you've seen or read
Expert	3	You are a genius in one particular skill
Feign Death	3	You can make it hard to tell whether you're dead or not.
Flashing Blade	5	You can disarm opponents when in swordplay

Talent	Cost	Description
Gambler *	3	You're lucky at games of chance
Glib *	3	You are a smooth liar
Greasy Thumbs *	3	You have a natural aptitude for mechanics
Haggler	3	You can lower the price of objects you haggle for
Ham-Fisted	3	You do more damage with your fists
Hawk-eyed Aim *	3	You can use ranged weapons farther with accuracy
Inspiration *	4	Something, or someone, inspires you to exceed your limitations
Iron Grip *	3	You're better at grabbing and squeezing things
Iron Will *	3	You're better at resisting coercion or torture
Juggernaut *	3	You're tougher than others
Knock 'em Dead	3	You know how to dazzle a crowd with your performance
Light Sleeper	3	You wake up at the slightest sound or touch
Local Expert (Urban) *	3	You know a particular urban area really well.
Local Expert (Wilderness) *	3	You know a particular wilderness area well
Lunge	3	You can execute a lunge when engaged in swordplay
Marksman *	5	You're more effective at aiming
Mere Flesh Wounds *	4	Reduce damage taken
Mutation (Misbegotten) *	3	As a Misbegotten, your mutation has granted you an unusual trait
Natural Charisma *	4	You are better at overcoming difficulties in social interactions
Night Vision	3	You can see in all but absolute darkness
Perfect Pitch *	3	You are better at music
Point Shooter	3	You aim guns at short range instinctively
Polyglot *	3	You are naturally adept at foreign languages
Powerful Charge	3	When charging, your attack does more damage
Pugilist *	3	You know how to use your fists effectively
Quick Draw *	3	You can draw and attack with a specific weapon type without penalty
Rapid Healer	5	You recover from damage quicker
Rock Your World *	3	You are an expert in the art of seduction and love making
Time Sense *	4	You always know the time of day or how much time has elapsed
Weapon Master *	3	You are an expert with one particular type of weapon

COMPLICATIONS

You can take a maximum of three Complications, and only one may be a Mental Complication.

First Complication grants 5 Skill points, the second grants 3 and the third 2.

Complications marked with a "" denote a Mental Complication.*

Complication	Description
Absent-Minded *	You sometimes forget important things, even if they have only recently happened
Addiction *	You overindulge in drugs, alcohol, or some other addictive behavior.
Airsickness *	You are often beset by nausea when flying
Amnesia *	You have long-term amnesia
Annoying Shipmate	One of the crew is a constant source of annoyance to you
Autograph Hunter	You have an avid supporter who often turns up at the most inopportune times
Bad Reputation	You are frequently recognized as a notorious criminal and traitor
Blackmailed	Someone knows something harmful about you and demands money to keep quiet about it
Black Sheep	The crew are uneasy around you and may disown you if given a reason
Code of Honor *	You have a personal code of honor that you will not break
Criminal	You've a known lawbreaker, and not just to Neovictorians
Dependents	You have people who at times need your protection and help
Distinctive Features	You stand out in a crowd and attract the notice of passers-by
Disaffected	You are alienated and angry
Enemy	Somebody out there is gunning for you
Evil Twin	You were separated at birth from your identical twin whose bad reputation affects you
Exalted Twin	Your twin is an upstanding member of society, who you can never live up to
Family Feud	Your family is locked in a bitter feud
Glass Jaw	You are easy to knock out in a fight
Illiterate	You cannot read or write at all
Jealousy *	You are jealous to the extreme
Kleptomania *	You are a compulsive thief
Klutzy	You are extremely clumsy
Late Starter	You are a lot older than the other characters but no more skilled
Lecherous *	You can't help harassing somebody you find attractive
Malodorous	You stink
Mechanical	You are an Automaton
Missing Eye	You have lost an eye
Missing Limb	You have lost a body part
Narcissist *	You are obsessed with your good looks
Odious Personal Habits	People can't stand your annoying habit
Paranoia *	You have trouble trusting anyone
Party Animal *	You love partying and you party hard
Personality Flaw *	You have a personality trait that, at times, causes you to act against all sense
Phobia *	You have an excessive fear of some common thing
Port Suspicion	You are subject to harmful rumors
Policy of Truth *	It's hard for you to not blurt out the truth
Proper Sensibilities *	You dislike uncouth behavior
Public Figure	You are especially famous
Rage *	You are always irritable and often angry
Sins of the Father	You are directly descended from someone who is hated by your colleagues
Shy *	You dislike socializing with others

Complication	Description
Social Chameleon *	You always do your best to fit in and be liked by those around you
Spy	Your first loyalty is not to your ship, but to another faction
Stalker	You have an obsessive fan
Stubborn *	You can't stand losing an argument
Superstitious *	You are especially prone to superstitious behavior
Time-sick	Time-travel affects you more than others
Unlucky	You have a reputation as a jinx
Vow	You have made a promise you must keep, come what may
Watched	There is a group keeping an eye on you

AIRSHIP SKILLS

Select three of the following skills and add a point to each.

Coordinate with the other players so that the crew has all listed skills.

Firearms	Leadership	Perception	Pilot	Swordplay	Ad Hoc Repair
Gunnery	Medicine	Navigation	Sky Lore	Tactics	

AIRSHIP SCHTICKS

The players select, as a group, one (or more) Schtick(s) for their crew.

Select three skills from the chosen Schtick and add a point to each.

Schtick	Skills
Accountants	Bull, Etiquette, Perception, Academic (accountancy), Appraisal, Bribery, Business, Forgery, Legal Matters, Research, Science (Mathematics)
Bordello	Act, Charm, Dance, Empathy, Etiquette, Fisticuffs, Intimidate, Streetwise, Appraisal, Fashion, Gambling, Medicine, Seduction, Sleight of Hand
Church	Act, Charm, Empathy, Etiquette, Fisticuffs, Intimidate, Academic (theology), Culture (any), Language (Latin), Medicine, Musical Instrument, Perform (singing and sermon)
Circus	Act, Athletics, Bull, Charm, Disguise, Streetwise, Animal Handling, Craft (costims, stage set, etc.), Instrument (any), Martial Arts (baritsu, beast dancing), Performance (fire-eating, juggling, clowning, conjuring, mime, tight-rope walking, trapeze, etc.), Sleight of Hand
Mercenaries	Athletics, Ad Hoc Repair, Blunt Weapons, Dodge, firearms, Fisticuffs, Hide & Sneak, Improvised Weapon, Intimidate, Leadership, Swordplay, Throwing, Business, Demolition, Engineer (fortifications, weapons), Medicine
Musicians	Act, Charm, Dance, Art (compose music, write song, etc.), Craft (costume, stage set, etc.), Instrument (any), Performance (any)
School	Etiquette, General Knowledge, Intimidate, Perception, Throwing, Academic (any 2), Language (any), Science (any), Research, Teaching
Scientific	Academic (Any), Appraisal, Craft (Pick two), Culture (Pick one), Drive, Language (Pick one), Legal Matters, Perception, Research, Science (Any)
Salvagers	Ad Hoc Repairs, Appraisal, Bribery, Business, Conversation, Craft (Any), Demolitions, Drive, Legal Matters, Might, Perception, Pick Locks, Engineering (Any)
Tavern	Blunt Weapon, Empathy, General Knowledge, Streetwise, Academic (philosophy), Business, Conversation, Craft (cook or brewing), Culture (any)
Theater	Act, Charm, Art (writing), Craft (costume, stage set, etc.), Disguise, Instrument (any), Performance (any)
Traders	Bull, Charm, Etiquette, Streetwise, Academic (accounting), Appraisal, Business, Culture (other); Conceal if also smugglers

EQUIPMENT LISTS

RANGED WEAPONS

Weapon	Skill	Damage (d)	Range (yds)	Cost (He)
Blunderbuss	Firearms	8	20	1.10
Bow, yew	Archery	6	200	2
Cannon, small	Gunnery	10	200	20
Cannon, large	Gunnery	15	300	40
Crossbow	Archery	6	125	1.50
Grappling Hook Launcher	Gunnery	6	25	20
Harpoon	Archery	8	50	3
Heat Ray, steam	Firearms	10	10	12
Lightning Gun, mounted	Gunnery	12	100	80
Lightning Gun, portable	Firearms	9	30	10
Machine Gun, portable clockwork	Firearms	20	150	40
Mammoth Gun	Firearms	20	100	40
Needlepistol	Firearms	5	25	5
Needlerifle	Firearms	7	80	8
Pistol, small	Firearms	5	20	5
Revolver	Firearms	6	30	6
Rifle	Firearms	8	100	8
Shotgun	Firearms	12	50	6
Steam Gatling	Firearms	20	150	80
Steamrifle	Firearms	9	75	10
Steampistol	Firearms	6	15	7

MELEE WEAPONS

Weapon	Skill	Damage (d)	Cost (He)
Arm Blades	Specialized Weapons (Arm Blades)	8	8
Ax, Large	Improvised Weapon or Specialized Weapons (Ax)	8	0.10
Ax, Small	Improvised Weapon or Specialized Weapons (Ax)	6	0.30
Beast Claws	Specialized Weapons (Beast Claws)	8	10
Brass Knuckles	Fisticuffs	+2	0.15
Cane, Sword	Swordplay	4	2
Cane, Weighted	Blunt Weapons	3	1
Chain	Improvised Weapons or Specialized Weapons (Chain)	4	0.20
Cutlass	Swordplay	7	1
Kick	Fisticuffs	+2	-
Knife, Small	Swordplay	4	0.05
Knife, Large	Swordplay	5	0.10
Machete	Improvised Weapons or Specialized Weapons (Machete)	6	0.10
Night Stick/Cosh	Blunt Weapons	4	0.10
Punch	Fisticuffs	+1	-
Quarterstaff	Blunt Weapons	5	0.10
Spear	Swordplay	6	0.20
Sword, Collapsible	Swordplay	4	0.30
Sword, Military	Swordplay	7	1
Whisk, Peeler's	Specialized Weapons (Whisk)	6	NA

ARMOR

Item	Def (AP)	Cost (He)
Corset, Armored	1	0.90
Corset, Fine Quality	2	1.80
Cuirass	3	20
Greatcoat	1	1.06
Greatcoat, Fine Quality	2	2.12
Improvised Armor	2 AP	1 or free
Leathers	3	4
Waistcoat, Leather	1	0.75
Winter Coat	1	4

CLOTHING

Item	Cost (He)
Bloomers of Concealment	0.25
Boots	1.10
Corset	0.25 - 0.90
Crinoline Frame	0.20
Crinoline Frame, Patent Collapsible	1
Diving Dress	20
Dress	He1.00 - 5.00+
Goggles	He0.25
Hat	0.25 - 0.50
Money Belt	1.4
Purse	0.10
Robes	1 - 3
Shirt/Blouse	0.15
Shoes	0.50+
Silk Stockings	0.10
Skirt	0.15
Suit	1.50+
Tie/Cravat	0.10
Trousers	0.25
Waistcoat	0.25+

KITS

Item	Cost (He)
Actor's/Disguise Kit	0.80
Basic Tool Kit	2.10
Camping Kit	8.10
Clockwork Repair Kit	1.20
Mechanic's Kit	3
Meteorology Kit	2
Navigator's Kit	4
Photography Kit	5
Recording Kit	10.10
Science Kit	5.1

MEDICAL PROVISIONS

Item	Cost (He)
Doctor's Bag	1.20
First Aid Kit	0.60
Healer's Kit	NA

TOOLS

Item	Cost (He)
Animal Trap	0.01 - 0.50
Autophrenometer	5
Compass	0.10
Difference Engine	5.00+
Goggles, Multi-lens	0.75
Goggles, Crepuscular	1.25
Heliograph	0.25
Ladder, Collapsible	0.18
Lantern, Clockwork	0.15
Lantern, Hurricane	0.06
Rope (50 ft.)	0.10
Tent, Self-erecting	2
Telescope	1+
Telescopic Sights	0.90

GENERAL EQUIPMENT

Item	Cost (He)
Carpet Bag	0.10
Cane, Spyglass	5
Grog Dispenser, Mechanical	1
Musical Instruments	0.20 - 6
Phonograph	2
Pocket Watch	1.10+
Pocket Watch, Talking	2.20
Rucksack	1.10
Tea or Coffee Dispenser	1.5
Trunk	0.6