

Modern Equipment by Larry Babb

Players in fantasy RPGs have a huge list of equipment from which to choose. And for good reason - the dungeons they explore will be miles from civilization. They need to take anything they might conceivably need for days or weeks - - and enough pack mules to tote it around! We're talking about everything from torches to 10' poles.

I am routinely disappointed at the comparatively little attention that is given to equipment in the modern game settings. Whether the game is pulp-era adventure, Lovecraftian horror, or cold-war espionage, you still need practical gear. When the GM asks you to write down the equipment your character is taking along, you will want to list more than a gun and a flashlight. Chance favors the prepared, as the saying goes.

The next page is a laundry list of the stuff I try to pack. Print it out and leave it in your gaming notebook. Some of the items may not be available in the early 20th century and the GM may override some of it, but it doesn't hurt to ask. This is not an exhaustive list, but most of the items tend to be fairly common, lightweight, and versatile in application. You'll notice lots of items that produce flame - I'm a firm believer in the age-old RPG adage, "If all else fails, set something on fire!"

