

# NDC Standard Issue (Starting Equipment)

All members of the [New Dusk Conclave's](#) various military forces are assigned the same basic starting kit. From there, they specialize based on the unique needs of their [Occupation](#).

Members of the military are allowed to customize their equipment to a certain extent, so long as their basic kit is present. Customizations that make it hard to tell their role or loyalty, or impede their ability to fulfill the needs of their occupation, are not acceptable.

## Basic Kit




Image	Item Description
	Dog tags
	Tank Top, Black
	Jeans, Red





Image	Item Description
	Socks, Black
	Boots, Combat Leather, Black
	NDC Enlisted Dress Uniform
	NDC Exercise Uniform

Image	Item Description
	"Mithril" Military Bodysuit
	BW-CP "Shade" compact 10mm Pistol
	S6-Long Combat Knife "Cross"

Wiki Code

Characters starting within the NDC's various military branches begin with:

```
**Clothing**
* 1x NDC dog tags with I.D. number and name, metal-tungsten
* 2x NDC black tank tops
* 2x Red jeans
* 8x Black socks
* 1x Black steel-toed boots
* Standard Issue Uniforms (NDC)
  * 1x [[corp:bwe:clothing:ndc_dress_uniform|NDC Dress Uniform]]
  * 1x [[corp:bwe:clothing:ndc_exercise_uniform|NDC Workout Uniforms]]
```

```
* 1x [[corp:conclave_ship_works:uniforms:mithril]]
```

### **\*\*Weapons & Gear\*\***

```
* [[corp:bwe:guns:shade|]]  
* [[corp:bwe:melee:bw-lck_cross]]
```

### **\*\*Augmentations\*\***

```
* [[faction:ndc:technology:geist_implant_2.0|]]  
* [[wip:faction:ndc:equipment:aegle|]]
```

## Occupation-specific Gear

If your character's [NDC Military Occupations](#) provides additional starting equipment, the Occupation's page will specify it.

## Independents

Independent characters within the NDC should select their own starting gear. Keep in mind that most characters should not be particularly wealthy, so please keeping your gear limited to something reasonable. A [G1-N2 "Geist" Advanced Interfacing Implant 2.0](#) is recommended and is available for free to any of the NDC's civilians.

Regardless of occupation, your GM should help you understand what you might need. As a general rule, we don't manage inventory or wealth, so think of these as 'RP helpers'.

## OOO Notes

[Whisper](#) created this article on 2020/12/08 07:30.

□ This article is a work-in-progress. Is it not currently approved.

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