

## Starting Gold 3.5

Core Class	Dice	Average	Source
Adept	2d4x10 gp	50,0	DMG
Aristocrat	6d8x10 gp	270,0	DMG
Barbarian	4d4x10 gp	100,0	PHB
Bard	4d4x10 gp	100,0	PHB
Cleric	5d4x10 gp	125,0	PHB
Commoner	5d4 gp	12,5	DMG
Druid	2d4x10 gp	50,0	PHB
Expert	3d4x10 gp	75,0	DMG
Favored Soul	5d4x10 gp	125,0	MH
Fighter	6d4x10 gp	150,0	PHB
Healer	4d4x10 gp	100,0	MH
Hexblade	6d4x10 gp	150,0	CW Errata
Marshal	5d4x10 gp	125,0	MH
Monk	5d4 gp	12,5	PHB
Ninja	4d4x10 gp	100,0	CV
Paladin	6d4x10 gp	150,0	PHB
Ranger	6d4x10 gp	150,0	PHB
Rogue	5d4x10 gp	125,0	PHB
Samurai	2d4x10 gp	50,0	CW Errata
Scout	5d4x10 gp	125,0	CV
Shugenja	3d4x10 gp	75,0	OA
Sorcerer	3d4x10 gp	75,0	PHB
Spellthief	4d4x10 gp	100,0	CV
Spirit Shaman	4d4x10 gp	100,0	OA
Swashbuckler	6d4x10 gp	150,0	CW Errata
Warlock	4d4x10 gp	100,0	Made up
Warmage	3d4x10 gp	75,0	MH
Warrior	3d4x10 gp	75,0	DMG
Wizard	3d4x10 gp	75,0	PHB
Wu Jen	3d4x10 gp	75,0	Made up

<b>CV</b>	Complete Adventurer
<b>CW Errata</b>	Complete Warrior Errata
<b>DMG</b>	Dungeon Master's Guide
<b>MH</b>	Miniatures Handbook
<b>OA</b>	Oriental Adventures
<b>PHB</b>	Player's Handbook