

Equipment

Main Inventory

Qty: 1 Backpack	Qty: 20 Blowgun Darts
Qty: 1 Climbing Kit	Qty: 1 Grappling Hook
Qty: 5 Marbles	Qty: 1 Smoke Ball (Lesser)
Qty: 1 Thieves' Toolkit (Replacement Picks)	

Backpack

Qty: 1 Bedroll	Qty: 10 Chalk
Qty: 1 Flint and Steel	Qty: 2 Rations
Qty: 1 Rope	Qty: 1 Soap
Qty: 1 Thieves' Toolkit	Qty: 5 Torch
Qty: 1 Waterskin	

Backpack

Item 0

A backpack holds up to 4 Bulk of items, and the first 2 Bulk of these items don't count against your Bulk limits. If you're carrying or stowing the pack rather than wearing it on your back, its Bulk is light instead of negligible.

PC1

Bedroll

Item 0

No description

PC1

Blowgun Darts

Item 0

No description

PC1

Chalk

Item 0

No description

PC1

Climbing Kit

Item 0

This satchel includes 50 feet of rope, pulleys, a dozen pitons, a hammer, a grappling hook, and one set of crampons. Climbing kits allow you to attach yourself to the wall you're Climbing, moving half as quickly as usual (minimum 5 feet) but letting you attempt a DC 5 flat check whenever you critically fail to prevent a fall. You gain a +1 item bonus to Athletics checks to Climb while using an extreme climbing kit. A single kit has only enough materials for one climber; each climber needs their own kit. If you wear your climbing kit, you can access it as part of a Climb action.

Flint and Steel

Item 0

Flint and steel are useful in creating a fire if you have the time to catch a spark, though using them is typically too time-consuming to be practical during an encounter. Even in ideal conditions, using flint and steel to light a flame requires using at least 3 actions, and often significantly longer.

PC1

Grappling Hook

Item 0

You can throw a grappling hook with a rope tied to it to make a climb easier. To anchor a grappling hook, make a ranged attack roll using your simple weapon proficiency against a DC depending on the target, typically at least DC 20. This attack has the secret trait. On a success, your hook has a firm hold, but on a critical failure, the hook seems like it will hold but actually falls when you're partway up.

PC1

Marbles

Item 0

These tiny round balls are made of polished stone and colorful glass, and come in a bag of 200. You can pour marbles in an empty square adjacent to you with an Interact action. The first creature that moves into that square must succeed at a DC 13 Acrobatics check or Reflex save (its choice) or fall prone. Once a creature enters a space with marbles, enough marbles are scattered that other creatures moving into that space don't need to attempt a roll to avoid falling.

LO: GB

Rations

Item 0

Rations for 1 week

PC1

Rope

Item 0

No description

PC1

Smoke Ball (Lesser)

Item 1

Alchemical

Consumable

With a sharp twist of this item, you instantly create a screen of thick, opaque smoke in a burst centered on one corner of your space. All creatures within that area are concealed, and all other creatures are concealed to them. The smoke lasts for 1 minute or until dispersed by a strong wind. The radius of the burst is 5 feet.

Activate [one-action] Manipulate

PC2

Soap

Item 0

No description

*PC1***Thieves' Toolkit**

Item 0

You need a thieves' toolkit to Pick Locks or Disable Devices (of some types) using the Thievery skill. An infiltrator thieves' toolkit adds a +1 item bonus to checks to Pick Locks and Disable Devices. If your thieves' toolkit is broken, you can repair it by replacing the lock picks with replacement picks appropriate to your toolkit; this doesn't require using the Repair action. If you wear your thieves' toolkit, you can draw and replace it as part of the action that uses it.

*PC1***Thieves' Toolkit (Replacement Picks)**

Item 0

If your thieves' toolkit is broken, you can repair it by replacing the lock picks with replacement picks appropriate to your toolkit;

*PC1***Torch**

Item 0

A torch sheds bright light in a 20-foot radius (and dim light to the next 20 feet) for 1 hour. It can be used as an improvised weapon that deals 1d4 bludgeoning damage plus 1 fire damage.

*PC1***Waterskin**

Item 0

When it's full, a waterskin contains roughly 1 day's worth of water for a Small or Medium creature.

*PC1***Equipment Traits*****Alchemical***

Alchemical items are powered by reactions of alchemical reagents. Unless otherwise noted, alchemical items aren't magical and don't radiate a magical aura. Alchemical creatures are partially powered by alchemical reactions.

Consumable

An item with this trait can be used only once. Unless stated otherwise, it's destroyed after activation. Consumable items include alchemical items and magical consumables such as scrolls and talismans. When a character creates consumable items, they can make them in batches of four.