

Equipment

Main Inventory

Qty: 20 **Arrows**

Qty: 1 **Backpack**

Backpack

Qty: 1 **Bedroll**

Qty: 10 **Chalk**

Qty: 1 **Clothing (Cold-weather)**

Qty: 1 **Flint and Steel**

Qty: 1 **Healing Potion (Minor)**

Qty: 2 **Rations**

Qty: 1 **Rope**

Qty: 1 **Soap**

Qty: 5 **Torch**

Qty: 1 **Waterskin**

Arrows

Item 0

No description

PC1

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

Chalk

Item 0

No description

PC1

Clothing (Cold-weather)

Item 0

No description

PC1

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

Healing Potion (Minor)

Item 1

Consumable Healing Magical Potion Vitality

A healing potion is a vial of a ruby-red liquid that imparts a tingling sensation as the drinker's wounds heal rapidly. When you drink a healing potion, you regain the listed number of Hit Points.

The potion restores 1d8 Hit Points.

GMC

Rations

Item 0

Rations for 1 week

PC1

Rope

Item 0

No description

PC1

Soap

Item 0

No description

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

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.

Healing

A healing effect restores a creature's body, typically by restoring Hit Points, but sometimes by removing diseases or other debilitating effects.

Magical

Something with the magical trait is imbued with magical energies not tied to a specific tradition of magic. A magical item radiates a magic aura infused with its dominant school of magic. Some items or effects are closely tied to a particular tradition of magic. In these cases, the item has the arcane, divine, occult, or primal trait instead of the magical trait. Any of these traits indicate that the item is magical.

Potion

A potion is a magical liquid activated when you drink it.

Vitality

Effects with this trait heal living creatures with energy from the Forge of Creation, deal vitality energy damage to undead, or manipulate vitality energy.