

# Equipment

## Main Inventory

Qty: 20 **Arrows**

Qty: 1 **Dueling Cape**

Qty: 1 **Backpack**

Qty: 1 **Healer's Toolkit**

## Backpack

Qty: 1 **Bedroll**

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

Qty: 1 **Flint and Steel**

Qty: 4 **Healing Potion (Minor)**

Qty: 1 **Rope**

Qty: 5 **Torch**

Qty: 10 **Chalk**

Qty: 1 **Doll**

Qty: 4 **Healing Potion (Lesser)**

Qty: 2 **Rations**

Qty: 1 **Soap**

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

### Doll

Item 0

Dolls are found in a wide variety of forms. Among the most common are miniature painted figurines, plush animals crafted from fur and stuffed with cotton, porcelain dolls with fine clothing and silky hair, fabric hand puppets, and elaborate marionettes.

*LO: GB*

### Dueling Cape

Item 0

You can pull a dueling cape you're wearing from your shoulder and wrap it around your arm with an Interact action. While wielding the dueling cape this way, the cape uses that arm and hand, and you can't hold anything else in that hand. While you do so, you can spend an action to hold it in a protective position, giving you a +1 circumstance bonus to AC and to Deception checks to Feint until the start of your next turn.

*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*

### Healer's Toolkit

Item 0

This kit of bandages, herbs, and suturing tools is necessary for Medicine checks to Administer First Aid, Treat Disease, Treat Poison, or Treat Wounds. Expanded healer's toolkits provide a +1 item bonus to such checks. If you wear your healer's toolkit, you can draw and replace them as part of the action that uses them.

*PC1*

### Healing Potion (Lesser)

Item 3

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 2d8+5 Hit Points.

*GMC*

### 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.

