

Equipment

Main Inventory

Qty: 1 **Backpack**Qty: 1 **Basic Corrective Lenses**Qty: 1 **Musical Instrument (Handheld)**Qty: 5 **Sack**

Backpack

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

Sack

Qty: 5 **Caltrops**Qty: 5 **Marbles**

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

Basic Corrective Lenses

Item 0

A set of corrective lenses might take the form of eyeglasses or specialized goggles. You can don or remove your corrective lenses as an Interact action.

LO: GB

Bedroll

Item 0

No description

PC1

Caltrops

Item 0

These four-pronged metal spikes can damage a creature's feet. You can scatter caltrops in an empty square adjacent to you with an Interact action. The first creature that moves into that square must succeed at a DC 14 Acrobatics check or take 1d4 piercing damage and 1 persistent bleed damage. A creature taking persistent bleed damage from caltrops takes a -5-foot penalty to its Speed. Spending an Interact action to pluck the caltrops free reduces the DC to stop the bleeding. Once a creature takes damage from caltrops, enough are ruined that other creatures moving into the square are safe. Deployed caltrops can be salvaged and reused if no creatures took damage from them. Otherwise, enough are ruined that they can't be salvaged.

PC1

Chalk

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

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

Musical Instrument (Handheld)

Item 0

Handheld instruments include bagpipes, a small set of chimes, small drums, fiddles and viols, flutes and recorders, small harps, lutes, trumpets, and similarly sized instruments. The GM might rule that an especially large handheld instrument (like a tuba) has greater Bulk. Heavy instruments such as large drums, a full set of chimes, and keyboard instruments are less portable and generally need to be stationary while being played. A virtuoso instrument is more finely made and gives a +1 item bonus to Performance checks using that instrument.

PC1

Rations

Item 0

Rations for 1 week

PC1

Rope

Item 0

No description

PC1

Sack

Item 0

A sack can hold up to 8 Bulk worth of items. A sack containing 2 Bulk or less can be worn on the body, usually tucked into a belt. You can carry a sack with one hand, but must use two hands to transfer items in and out.

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