

Equipment

Main Inventory

Qty: 1 Backpack	Qty: 25 Bullets (10 rounds)
Qty: 1 Elemental Ammunition (Lesser)	Qty: 1 Elixir of Life (Minor)
Qty: 1 Healer's Toolkit	Qty: 1 Oil of Potency
Qty: 1 Potency Crystal	Qty: 3 Scroll of Soothe

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

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

Bullets (10 rounds)

Item 0

Uncommon

10 rounds for use with firearms. See weapon details for information on the price of rounds.

GNG Remastered

Chalk

Item 0

No description

PC1

Elemental Ammunition (Lesser)

Item 1

Alchemical	Consumable	Splash	Fire
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When activated, the reservoir of alchemical reagents in elemental ammunition atomizes on impact, dealing persistent acid, cold, electricity, fire, or poison damage to the target and splash damage in addition to the damage the attack normally deals. Each

damage type requires a different formula, and the ammunition gains a trait matching the damage type.

The ammunition deals 1 persistent damage and 1 splash damage.

Activate [one-action] Interact

TV

Elixir of Life (Minor)

Item 1

Alchemical Consumable Elixir Healing

Elixirs of life accelerate a living creature's natural healing processes and immune system. Upon drinking this elixir, you regain the listed number of Hit Points and gain an item bonus to saving throws against diseases and poisons for 10 minutes.

The elixir restores 1d6 Hit Points, and the bonus is +1.

Activate [one-action] Manipulate

PC2

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

Oil of Potency

Item 2

Consumable Magical Oil

When you apply this thick, viscous oil to a weapon or suit of armor, that item immediately becomes magically potent. If the item is a weapon, it temporarily becomes a *+1 striking weapon*, or, if it's armor, it temporarily becomes *+1 resilient armor*. This lasts for 1 minute.

GMC

Potency Crystal

Item 1

Consumable Magical Talisman

Activate [free-action] (concentrate) **Trigger** You make an attack with the affixed weapon, but you haven't rolled yet. This fluorite crystal glows with a strange phosphorescence. When you activate the crystal, the weapon becomes a +1 striking weapon on the Strike and until the end of this turn, gaining a +1 item bonus to the attack roll and increasing the damage to two weapon damage dice.

GMC

Rations

Item 0

Rations for 1 week

PC1

Rope

Item 0

No description

PC1

Scroll of Soothe

Item 1

Consumable	Magical	Scroll	Concentrate	Emotion	Healing	Manipulate	Mental
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Casting 2 actions**Range** 30 feet; **Targets** 1 willing creature**Duration** 1 minute

You grace the target's mind, boosting its mental defenses and healing its wounds. The target regains 1d10+4 Hit Points when you Cast the Spell and gains a +2 status bonus to saves against mental effects for the duration.

Heightened (+1) The amount of healing increases by 1d10+4.

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

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.

Concentrate

An action with this trait requires a degree of mental concentration and discipline.

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.

Elixir

Elixirs are alchemical liquids that are used by drinking them.

Emotion

This effect alters a creature's emotions. Effects with this trait always have the mental trait as well. Creatures with special training or that have mechanical or artificial intelligence are immune to emotion effects.

Fire

Effects with the fire trait deal fire damage or either conjure or manipulate fire. Those that manipulate fire have no effect in an area without fire. Creatures with this trait consist primarily of fire or have a magical connection to that element. Planes with this trait are composed of flames that continually burn with no fuel source. Fire planes are extremely hostile to non-fire creatures.

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.

Manipulate

You must physically manipulate an item or make gestures to use an action with this trait. Creatures without a suitable appendage can't perform actions with this trait. Manipulate actions often trigger reactions.

Mental

A mental effect can alter the target's mind. It has no effect on an object or a mindless creature.

Oil

Oils are magical gels, ointments, pastes, or salves that are typically applied to an object and are used up in the process.

Scroll

A scroll contains a single spell you can cast without a spell slot.

Splash

Most bombs also have the splash trait. When you use a thrown weapon with the splash trait, you don't add your Strength modifier to the damage roll. If an attack with a splash weapon fails, succeeds, or critically succeeds, all creatures within 5 feet of the target (including the target) take the listed splash damage. On a critical failure, the bomb misses entirely, dealing no damage. Add splash damage together with the initial damage against the target before applying the target's resistance or weakness. You don't multiply splash damage on a critical hit.

Talisman

A talisman is a small object affixed to armor, a shield, or a weapon (called the affixed item). You must be wielding or wearing an item to activate a talisman attached to it. Once activated, a talisman burns out permanently.

Uncommon

Something of uncommon rarity requires special training or comes from a particular culture or part of the world. Some character choices give access to uncommon options, and the GM can choose to allow access for anyone. Less is known about uncommon creatures than common creatures. They typically can't be summoned. The DC of Recall Knowledge checks related to these creature is increased by 2.