

Equipment

Main Inventory

Qty: 1 **Backpack**Qty: 1 **Healing Potion (Minor)**Qty: 1 **Healer's Toolkit**Qty: 1 **Shield Augmentation**

Backpack

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

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

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 (Minor)

Item 1

Consumable	Healing	Magical	Potion	Vitality
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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***Leather**

Item 0

A mix of flexible and molded boiled leather, a suit of this type of armor provides some protection with maximum flexibility.

Rations

Item 0

Rations for 1 week

*PC1***Rope**

Item 0

No description

*PC1***Shield Augmentation**

Item 0

Uncommon

There are numerous methods to modify shields—snarling rods to catch weapons, bladed edges, padding for nonlethal strikes, and so on—but all share basic functionality. A shield augmentation can be etched with weapon runes, much like a shield boss or shield spikes, but doesn't otherwise alter your shield's statistics. A shield bearing an augmentation can't be combined with an attached weapon, like shield spikes.

A shield augmentation grants your shield one or more weapon traits, chosen when the augmentation is created. You can either choose to add the backswing or forceful trait, or you can choose two of the following weapon traits: disarm, nonlethal, shove, thrown 10 feet, trip, or versatile S. [Pathbuilder - use custom traits in Weapon Options as required]

*LO: GB***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

Wooden Shield

Item 0

Though they come in a variety of shapes and sizes, the protection offered by wooden shields comes from the stoutness of their materials. While wooden shields are less expensive than steel shields, they break more easily.

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.

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.

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.