

Equipment

Main Inventory

Qty: 1 **Backpack** Qty: 1 **Basic Corrective Lenses**
 Qty: 1 **Bioluminescent Stripes** Qty: 20 **Bolts**
 Qty: 1 **Musical Instrument (Handheld)** Qty: 5 **Sack**

Backpack

Qty: 1 **Bedroll** Qty: 10 **Chalk**
 Qty: 1 **Flint and Steel** Qty: 6 **Healing Potion (Minor)**
 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

Bioluminescent Stripes

Item 1

Graft Invested Light Magical

A line of glands embedded in your skin secretes a chemical that glows when it interacts with the air. As a single action, you can activate your bioluminescent stripes to glow with a bright light in a 20-foot radius and dim light for the next 20 feet. While you are glowing, you can't be undetected and you take a -4 item penalty to Stealth checks to Hide and Sneak. You can Dismiss the glow as a free action.

HotW

Bolts

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***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***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

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.

Graft

An item that has the graft trait is a living tissue sample that has been implanted into a host. It's permanently a part of the subject's body and reduces the number of items that creature can invest per day by 1. Each graft has the invested trait to indicate this limitation—a graft is like an invested item that the host creature has no choice but to invest. If a creature gets a new graft when their limit on invested items has already been reduced to zero, the host body rejects the graft. Once fully implanted, a graft cannot take damage separately.

If a graft is ever severed from the host body, it can be reattached by any effect that can typically reattach limbs or organs, such as the regenerate spell. A grafter can remove a graft using the same process required to implant one, though this does not necessarily restore any organs replaced by the graft initially. Grafts typically require specialized storage conditions, such as alchemical tanks, to remain viable outside of a host. Grafts can usually be upgraded into their greater versions by having a grafter apply additional surgeries, mutagenic development, or similar medical procedures

Healing

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

Invested

A character can invest only 10 magical items that have the invested trait. None of the magical effects of the item apply if the character hasn't invested it, nor can it be activated, though the character still gains any normal benefits from wearing the physical item (like a hat keeping rain off their head).

Light

Light effects overcome non-magical darkness in the area, and can counteract magical darkness. You must usually target darkness magic with your light magic directly to counteract the darkness, but some light spells automatically attempt to counteract darkness.

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.