

Equipment

Main Inventory

Qty: 1 **Backpack**
 Qty: 1 **Climbing Kit**
 Qty: 1 **Mask (Fine)**
 Qty: 1 **Smoke Ball (Lesser)**

Qty: 1 **Brass Ear**
 Qty: 1 **Handwraps of Mighty Blows (+1)**
 Qty: 2 **Playing Cards**
 Qty: 1 **Thieves' Toolkit**

Backpack

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

Qty: 10 **Chalk**
 Qty: 1 **Grappling Hook**
 Qty: 1 **Rope**
 Qty: 1 **Thieves' Toolkit (Replacement Picks)**
 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

Brass Ear

Item 0

A brass ear is a short, flared tube with one end narrow enough to comfortably fit against the ear canal. When using it to listen through a door, window, thin wall, or similar barrier, if the barrier would normally increase the DC of your Perception check to hear sounds on the other side, the DC increases by only half as much as normal. It's not suitable for improving your hearing in general, a role better served by a hearing aid.

PC1

Chalk

Item 0

No description

PC1

Climbing Kit

Item 0

This satchel includes 50 feet of rope, pulleys, a dozen pitons, a hammer, a grappling hook, and one set of crampons. Climbing kits allow you to attach yourself to the wall you're Climbing, moving half as quickly as usual (minimum 5 feet) but letting you attempt a

DC 5 flat check whenever you critically fail to prevent a fall. You gain a +1 item bonus to Athletics checks to Climb while using an extreme climbing kit. A single kit has only enough materials for one climber; each climber needs their own kit. If you wear your climbing kit, you can access it as part of a Climb action.

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

Grappling Hook

Item 0

You can throw a grappling hook with a rope tied to it to make a climb easier. To anchor a grappling hook, make a ranged attack roll using your simple weapon proficiency against a DC depending on the target, typically at least DC 20. This attack has the secret trait. On a success, your hook has a firm hold, but on a critical failure, the hook seems like it will hold but actually falls when you're partway up.

PC1

Handwraps of Mighty Blows (+1)

Item 2

Invested

Magical

Transmutation

As you invest these embroidered strips of cloth, you must meditate and slowly wrap them around your hands. These handwraps have weapon runes etched into them to give your unarmed attacks the benefits of those runes, making your unarmed attacks work like magic weapons. For example, +1 striking handwraps of mighty blows would give you a +1 item bonus to attack rolls with your unarmed attacks and increase the damage of your unarmed attacks from one weapon die to two (normally 2d4 instead of 1d4, but if your fists have a different weapon damage die or you have other unarmed attacks, use two of that die size instead). You can upgrade, add, and transfer runes to and from the handwraps just as you would for a weapon, and you can attach talismans to the handwraps. Treat the handwraps as melee weapons of the brawling group with light Bulk for these purposes. Property runes apply only when they would be applicable to the unarmed attack you're using. For example, a property that must be applied to a slashing weapon wouldn't function when you attacked with a fist, but you would gain its benefits if you attacked with a claw or some other slashing unarmed attack. The entries below list the most typical combinations of fundamental runes.

[Pathbuilder - apply runes to your chosen unarmed attack in the weapons tab as necessary].

GMC

Mask (Fine)

Item 0

A mask helps you use the Impersonate action to pass yourself off as someone you aren't.

This well-crafted mask, suitable for a noble at a masquerade, is made with impeccable craftsmanship and expensive material, such as porcelain and gold filigree.

LO: GB

Playing Cards

Item 0

A standard deck of cards consists of 54 cards made from thick paper contained within a paper sleeve. The most common deck used for games and gambling is known as the Old Mage deck and features four suits themed with the four essences of magic, each with 13 cards, as well as two wildcards.

LO: PSG

Rations

Item 0

Rations for 1 week

PC1

Rope

Item 0

No description

PC1

Smoke Ball (Lesser)

Item 1

Alchemical

Consumable

With a sharp twist of this item, you instantly create a screen of thick, opaque smoke in a burst centered on one corner of your space. All creatures within that area are concealed, and all other creatures are concealed to them. The smoke lasts for 1 minute or until dispersed by a strong wind. The radius of the burst is 5 feet.

Activate [one-action] Manipulate

PC2

Soap

Item 0

No description

PC1

Thieves' Toolkit

Item 0

You need a thieves' toolkit to Pick Locks or Disable Devices (of some types) using the Thievery skill. An infiltrator thieves' toolkit adds a +1 item bonus to checks to Pick Locks and Disable Devices. If your thieves' toolkit is broken, you can repair it by replacing the lock picks with replacement picks appropriate to your toolkit; this doesn't require using the Repair action. If you wear your thieves' toolkit, you can draw and replace it as part of the action that uses it.

PC1

Thieves' Toolkit (Replacement Picks)

Item 0

If your thieves' toolkit is broken, you can repair it by replacing the lock picks with replacement picks appropriate to your toolkit;

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.

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.

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).

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.

Transmutation

Effects and magic items with this trait are associated with the transmutation school of magic, typically changing something's form.