

## Equipment

### Main Inventory

Qty: 16 <b>Arrows</b>	Qty: 1 <b>Backpack</b>
Qty: 1 <b>Brass Ear</b>	Qty: 1 <b>Climbing Kit</b>
Qty: 1 <b>Crafter's Eyepiece</b>	Qty: 1 <b>Crowbar</b>
Qty: 4 <b>Elixir of Life (Minor)</b>	Qty: 1 <b>Folding Ladder</b>
Qty: 1 <b>Healer's Toolkit</b>	Qty: 1 <b>Oil</b>
Qty: 1 <b>Oilskin Pouch</b>	Qty: 1 <b>Repair Kit</b>
Qty: 1 <b>Signal Whistle</b>	

### Backpack

Qty: 1 <b>Bedroll</b>	Qty: 10 <b>Chalk</b>
Qty: 1 <b>Flint and Steel</b>	Qty: 2 <b>Rations</b>
Qty: 1 <b>Rope</b>	Qty: 1 <b>Soap</b>
Qty: 5 <b>Torch</b>	Qty: 1 <b>Waterskin</b>

### Arrows

Item 0

No description

PC1

### 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***Crafter's Eyepiece**

Item 3

Invested Magical

This rugged metal eyepiece etched with square patterns is designed to be worn over a single eye. Twisting the lens reveals a faint three-dimensional outline of an item you plan to build or repair, with helpful labels on the component parts. You gain a +1 item bonus to Crafting checks. When you Repair an item, increase the Hit Points restored to 10 + 10 per proficiency rank on a success or 15 + 15 per proficiency rank on a critical success.

*GMC***Crowbar**

Item 0

When Forcing Open an object that doesn't have an easy grip, a crowbar makes it easier to gain the necessary leverage. Without a crowbar, prying something open takes a -2 item penalty to the Athletics check to Force Open. A levered crowbar grants you a +1 item bonus to Athletics checks to Force Open anything that can be pried open.

*PC1***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*

---

**Folding Ladder**

Item 0

This multi-hinged, 10-foot ladder is useful for climbing upward or across dangerous pits. You can fold or unfold the ladder with two total Interact actions, which don't need to be consecutive.

*LO: GB*

---

**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**

Item 0

You can use oil to fuel lanterns, but you can also set a pint of oil aflame and throw it. You must first spend an Interact action preparing the oil, then throw it with another action as a ranged attack. If you hit, it splatters on the creature or in a single 5-foot square you target. You must succeed at a DC 10 flat check for the oil to ignite successfully when it hits. If the oil ignites, the target takes 1d6 fire damage.

*PC1*

---

**Oilskin Pouch**

Item 0

Treated with oil and animal fats, the leather of this pouch is more resistant to water but is also stiffer. Many makers and travelers decorate their oilskin pouches with symbols of the ocean and sailing. Often used to store scrolls or other paper documents when a traveler knows they will be in an area of heavy rain or near water. While not entirely waterproof, an oilskin pouch seals with sturdy leather ties, allowing it to resist anything other than total submersion. Even completely underwater, it will protect its contents for up to 1 minute. An oilskin pouch can protect up to 1 Bulk of items.

*HotW*

---

**Rations**

Item 0

Rations for 1 week

*PC1*

---

**Repair Kit**

Item 0

A repair toolkit allows you to perform simple repairs while traveling. It contains a portable anvil, tongs, woodworking tools, a whetstone, and oils for conditioning leather and wood. You can use a repair toolkit to Repair items using the Crafting skill. A superb repair kit gives you a +1 item bonus to the check. You can draw and replace a worn repair toolkit as part of the action that uses it.

PC1

**Rope**

Item 0

No description

PC1

**Signal Whistle**

Item 0

When sounded, a signal whistle can be heard clearly up to half a mile away across open terrain.

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.

***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.

***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).

### ***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.