

Equipment

Main Inventory

Qty: 1 **Backpack**Qty: 1 **Compass**Qty: 1 **Crowbar**Qty: 1 **Climbing Kit**Qty: 1 **Cookware**Qty: 1 **Folding Ladder**

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

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

Compass

Item 0

A compass helps you Sense Direction or navigate, provided you're in a location with uniform magnetic fields. Without a compass, you take a -2 item penalty to these checks (similar to using a shoddy item). A lensatic compass gives you a +1 item bonus to these checks.

Cookware

Item 0

No description

PC1

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

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

Rations

Item 0

Rations for 1 week

PC1

Rope

Item 0

No description

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