

## Equipment

### Main Inventory

Qty: 1 **Backpack**  
 Qty: 1 **Blazons of Shared Power**  
 Qty: 40 **Bullets (10 rounds)**  
 Qty: 1 **Healer's Toolkit**

Qty: 1 **Basic Corrective Lenses**  
 Qty: 1 **Bracers of Missile Deflection**  
 Qty: 1 **Darkvision Scope**

### Backpack

Qty: 1 **Bedroll**  
 Qty: 1 **Clothing (Cold-weather)**  
 Qty: 1 **Firearm Cleaning Kit**  
 Qty: 4 **Healing Potion (Lesser)**  
 Qty: 2 **Rations**  
 Qty: 1 **Soap**  
 Qty: 1 **Waterskin**

Qty: 10 **Chalk**  
 Qty: 1 **Doll**  
 Qty: 1 **Flint and Steel**  
 Qty: 4 **Healing Potion (Minor)**  
 Qty: 1 **Rope**  
 Qty: 5 **Torch**

### 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

### Blazons of Shared Power

Item 3

Invested  Magical

These brass emblems come in a variety of designs, usually customized to the purchaser to reflect the heraldry of a family or guild. *Blazons of shared power* come in sets of three. When you invest the blazons, you wear one of the three on your chest, and you attach the others to a pair of one-handed weapons, choosing one as the primary weapon and one as the secondary weapon. These weapons can be either melee weapons or ranged weapons. As long as you're wielding both the primary weapon and the secondary weapon, the secondary weapon gains the benefit of the fundamental runes on the primary weapon. A weapon can only have a single blazon of shared power attached to it at a time.

**Bracers of Missile Deflection**

Item 3

Invested Magical

These bracers are made from plates of durable dawnsilver and gleam like the summer sun.

**Activate** [reaction] (manipulate); **Frequency** once per day; **Trigger** A ranged weapon attack hits you but doesn't critically hit; **Requirements** You are aware of the attack and not off-guard; **Effect** The bracers send the missile off-course. You gain a +2 circumstance bonus to AC against the triggering attack. If this would cause the attack to be a failure, the attack misses you.

GMC

**Bullets (10 rounds)**

Item 0

Uncommon

10 rounds for use with firearms. See weapon details for information on the price of rounds.

GNG Remastered

**Chalk**

Item 0

No description

PC1

**Clothing (Cold-weather)**

Item 0

No description

PC1

**Darkvision Scope**

Item 5

Magical

These scopes, popular with snipers and other sneaky sharpshooters who ply their trade in the dead of night, incorporate clouded crystals with magical properties into their design. While relatively useless under normal lighting conditions, these crystals can help bring things into focus when used in dim light. The scope is then given an enchantment to enhance these properties for use in darkness. The scope grants you a +1 item bonus to Perception checks involving sight in areas of dim light visible through the scope (as well as in areas of darkness, if the scope has been activated).

**Activate** [one-action] See Through Night (manipulate) **Effect** You gain darkvision until the beginning of your next turn, as long as you continue to look through the scope.

GNG Remastered

**Doll**

Item 0

Dolls are found in a wide variety of forms. Among the most common are miniature painted figurines, plush animals crafted from fur and stuffed with cotton, porcelain dolls with fine clothing and silky hair, fabric hand puppets, and elaborate marionettes.

*LO: GB*

### Firearm Cleaning Kit

Item 0

This kit contains cleaning cloth, oil, small steel brushes, and other minor tools necessary for proper cleaning and maintenance of a firearm. Without a firearm cleaning kit, you can't perform the necessary tasks during your daily preparations to ensure that your firearm isn't at risk of misfiring under normal use conditions.

*GNG Remastered*

### 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 (Lesser)

Item 3

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 2d8+5 Hit Points.

*GMC*

### 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*

**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***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.

**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.

**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.