

## Equipment

### Main Inventory

Qty: 1 <b>Backpack</b>	Qty: 1 <b>Basic Corrective Lenses</b>
Qty: 20 <b>Bullets (10 rounds)</b>	Qty: 1 <b>Darkvision Scope</b>
Qty: 1 <b>Healer's Toolkit (Expanded)</b>	Qty: 1 <b>Large Bore Modifications</b>

### Backpack

Qty: 1 <b>Bedroll</b>	Qty: 10 <b>Chalk</b>
Qty: 1 <b>Clothing (Cold-weather)</b>	Qty: 1 <b>Doll</b>
Qty: 1 <b>Firearm Cleaning Kit</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>	

### 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*

### 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 (Expanded)**

Item 3

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*

**Large Bore Modifications**

Item 5

Uncommon

These modifications include a heavier stock and larger replacement barrel designed to increase the stopping power of firearms. Large bore modifications can only be applied to firearms with the kickback or scatter traits, and attaching large bore modifications takes 1 hour, though this time can overlap with the standard time required to maintain and clean your firearm to prevent misfires.

When you attach large bore modifications to a weapon with the kickback trait, the bonus to damage granted by the kickback trait increases from 1 to 2 additional damage and the Strength modifier requirement to fire the weapon without penalty increases to +4. When you attach large bore modifications to a weapon with the scatter trait, the radius of the scatter effect increases by 5 feet, but the weapon imposes a –2 penalty on attack rolls if the wielder’s Strength modifier is less than +2. If the weapon has both the kickback and scatter traits, apply both sets of modifications with the Strength modifier requirement raised to +4 to avoid penalties when firing.

*GNG Remastered***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

### *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.

### *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.