

Equipment

Main Inventory

Qty: 1 **Backfire Mantle**
 Qty: 1 **Climbing Kit**
 Qty: 1 **Cookware**
 Qty: 1 **Folding Ladder**

Qty: 1 **Backpack**
 Qty: 1 **Compass**
 Qty: 1 **Crowbar**
 Qty: 1 **Healing Potion (Lesser)**

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**

Backfire Mantle

Item 3

Abjuration Invested Magical

This vivid red cloak of sturdy fabric is favored by aggressive battle alchemists and mages, as well as those cautious warriors who need to advance into the fray ahead of the blast-happy back line. The mantle interposes to protect you from your own and allies' magic, granting you a circumstance bonus to Reflex saves against your own spells, as well as those of your allies. You also gain resistance to splash damage from your own alchemical items and those of your allies. The mantle grants a +1 circumstance bonus and resistance 3.

SoM

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.

*PC1***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***Healing Potion (Lesser)**

Item 3

Consumable	Healing	Magical	Potion	Vitality
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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

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

Abjuration

Effects and magic items with this trait are associated with the abjuration school of magic, typically involving protection or wards.

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.

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.