

Equipment

Main Inventory

Qty: 1 **Backpack**
 Qty: 1 **Bioluminescent Stripes**
 Qty: 1 **Entertainer's Lute**
 Qty: 1 **Wayfinder**

Qty: 1 **Basic Corrective Lenses**
 Qty: 1 **Dancing Scarf**
 Qty: 1 **Healer's Toolkit**

Backpack

Qty: 1 **Bedroll**
 Qty: 1 **Flint and Steel**
 Qty: 2 **Rations**
 Qty: 1 **Soap**
 Qty: 1 **Waterskin**

Qty: 10 **Chalk**
 Qty: 6 **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

Bioluminescent Stripes

Item 1

Graft Invested Light Magical

A line of glands embedded in your skin secretes a chemical that glows when it interacts with the air. As a single action, you can activate your bioluminescent stripes to glow with a bright light in a 20-foot radius and dim light for the next 20 feet. While you are glowing, you can't be undetected and you take a -4 item penalty to Stealth checks to Hide and Sneak. You can Dismiss the glow as a free action.

HotW

Chalk

Item 0

No description

PC1

Dancing Scarf

Item 3

| | | |
|----------|---------|--------|
| Invested | Magical | Visual |
|----------|---------|--------|

This long and billowing scarf is typically woven of silk or sheer fabric and adorned with bells or other jangling bits of shiny metal. It grants a +1 item bonus to Performance checks to dance.

Activate [one-action] Swirling Scarf (manipulate) **Requirements** On your most recent action, you succeeded at a Performance check to dance; **Effect** You become concealed until the beginning of your next turn.

GMC

Entertainer's Lute

Item 4

| | | | |
|------|-------------|--------|-------|
| Coda | Enchantment | Occult | Staff |
|------|-------------|--------|-------|

This lustrous lute has a polished body that changes to show whatever decorations or carvings you find most appealing, or which best reinforce the story of the song you're currently playing (as a free action). Its frets are inlaid with mother of pearl. With its mix of enchantment and illusion magic, it's favored by many traveling minstrels. While playing the lute, you gain a +1 item bonus to Diplomacy and Performance checks.

Activate Cast a Spell; **Effect** You expend a number of charges from this instrument to cast a spell from its list.

Craft Requirements Supply one casting of all listed levels of all listed spells.

- **Cantrip** *infectious enthusiasm*
- **1st** *bless, ventriloquism*

TV

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 (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***Wayfinder**

Item 2

| | | |
|----------|----------|---------|
| Uncommon | Invested | Magical |
|----------|----------|---------|

Access faction requirement

This compact compass repurposes ancient technology to draw fantastic powers from the mysterious magical items called aeon stones. It serves as a badge of office for agents of an adventuring society and as a status symbol among adventurers of any stripe. A wayfinder functions as a compass. An indentation in the middle of the wayfinder can hold a single aeon stone. Placing an aeon

stone in this indentation provides you all the benefits of having the aeon stone orbiting your head, but it protects the stone from being noticed or stolen as easily. You invest a wayfinder and the aeon stone within it simultaneously, and they count as only one item toward your investiture limit. An invested aeon stone slotted in a wayfinder also grants its resonant power. If you have more than one wayfinder with an invested aeon stone on your person at a given time, destructive interference from their resonance prevents you from gaining benefits from any of them. You can still benefit from additional aeon stones orbiting your head, just not in wayfinders.

Activate [one-action] **Light** (concentrate) **Effect** The wayfinder is targeted by a 1st-rank light spell.

GMC

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.

Enchantment

Effects and magic items with this trait are associated with the enchantment school of magic, typically involving mind control, emotion alteration, and other mental effects.

Graft

An item that has the graft trait is a living tissue sample that has been implanted into a host. It's permanently a part of the subject's body and reduces the number of items that creature can invest per day by 1. Each graft has the invested trait to indicate this limitation—a graft is like an invested item that the host creature has no choice but to invest. If a creature gets a new graft when their limit on invested items has already been reduced to zero, the host body rejects the graft. Once fully implanted, a graft cannot take damage separately.

If a graft is ever severed from the host body, it can be reattached by any effect that can typically reattach limbs or organs, such as the regenerate spell. A grafter can remove a graft using the same process required to implant one, though this does not necessarily restore any organs replaced by the graft initially. Grafts typically require specialized storage conditions, such as alchemical tanks, to remain viable outside of a host. Grafts can usually be upgraded into their greater versions by having a grafter apply additional surgeries, mutagenic development, or similar medical procedures

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).

Light

Light effects overcome non-magical darkness in the area, and can counteract magical darkness. You must usually target darkness magic with your light magic directly to counteract the darkness, but some light spells automatically attempt to counteract darkness.

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.

Occult

This magic comes from the occult tradition, calling upon bizarre and ephemeral mysteries. Anything with this trait is magical.

Potion

A potion is a magical liquid activated when you drink it.

Staff

This magic item holds spells of a particular theme and allows a spellcaster to cast additional spells by preparing the staff.

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.

Visual

A visual effect can affect only creatures that can see it. This applies only to visible parts of the effect, as determined by the GM.

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.