

# Equipment

## Main Inventory

Qty: 1 Backpack

Qty: 20 Bolts

Qty: 1 Formula Book (Blank)

## Backpack

Qty: 1 Bedroll

Qty: 10 Chalk

Qty: 1 Flint and Steel

Qty: 2 Rations

Qty: 1 Rope

Qty: 1 Snare Kit

Qty: 1 Soap

Qty: 5 Torch

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*

## Bolts

Item 0

---

No description

*PC1*

Chalk Item 0

---

No description

*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*

Formula Book (Blank) Item 0

---

A formula book holds the formulas necessary to make items other than the common equipment from this chapter; characters of the alchemist class (Player Core 2) typically get one for free. Each formula book can hold the formulas for up to 100 different items. Formulas can also appear on parchment sheets, tablets, and almost any other medium; there's no need for you to copy them into a specific book as long as you can keep them on hand to reference them.

*PC1*

Rations Item 0

---

Rations for 1 week

*PC1*

Rope Item 0

---

No description

*PC1*

Snare Kit

Item 0

---

This kit contains tools and materials for creating snares. A snare kit allows you to Craft snares using the Crafting skill. A specialist snare kit gives you a +1 item bonus to the check.

*CRB*

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*