

Item	Cost	Weight (lbs)	Details
Arrows (20)	1 gp	3	Wooden shafts, goose feathers, and iron tips.
Arrows (20), Blunt	2 gp	3	Krush criticals replace Puncture criticals
Arrows (20), Flight	2 gp	3	+25% to Range brackets, -50% Concussion Hits
Arrows, Smoke	10 gp	0.25	Creates 5' cube of smoke on impact
Arrows (20), Whistling	2 gp	3	Creates a loud whistle during flight
Backpack	2 gp	2	Leather or canvas with wooden buckles. Holds 20 lbs. (1 cu').
Bedroll (light)	1 sp	4	Wool blanket and mat. Good for 2 seasons.
Bedroll (heavy)	2 sp	8	Wool and fur blankets and mat. Good for 4 seasons.
Blowgun Darts (10)	5 sp	0.25	Metal tips and feather fletching
Boots	2 gp	3	Leather with laces.
Brush (writing)	1 gp	0.25	Wooden shaft (4") with hair bristles. Leather cap for bristles.
Bucket	5 sp	2	Copper (with wooden handle). Holds 3 gallons.
Caltrops (5)	1 sp	2	Made of iron. Portable spike trap (each caltrop has 2" diameter).
Candle	1 cp	0.25	Wax or tallow. Lights d10' diameter. Burns approx. 2 hours.
Case	5 sp	1	Water-resistant. Leather with leather straps. 12" x 3" x 6".
Cask	2 sp	5	Wooden (with iron strapping). Holds up to 4 gallons.
Chain	30 gp	10	Iron links (3" diameter). 10' long length.
Chalk (10)	1 cp	0.25	White drawing tools. 5" long sticks.
Charcoal	2 cp	1	Creates a hot fire. Brick burns for 4 hours.
Chisel	5 sp	1	Iron tool (+5 to carving maneuvers). Attacks as -40 dagger.
Cloak	1 gp	2	Heavy linen or wool with tie clasp.
Climbing pick	3 gp	2	Iron tool (+5 to climbing maneuvers). Attacks as -15 war mattock.
Coat	2 gp	6	Leather or heavy linen (with buttons or wooden fasteners).
Crossbow bolts (10)	1 gp	1	Wooden shafts, goose feather fletching, and iron tips.
Crossbow Cartridge	1 gp	1	Enclosed cartridge with a full reload for a Repeating Crossbow
Fire-starting bow	5 sp	0.5	Simple fire-starting tool. Starts fire in 5 minutes.
Flint and steel	1 gp	0.5	Simple fire-starting tool. Starts fire in 3 minutes.
Framepack	50 gp	4	Wood, canvas, leather with wooden buckles. Holds 45 lbs. (2 cu').
Gloves	1 gp	0.5	Heavy leather. Lined with fur or linen.
Grappling hook	1 gp	1	Iron tool (+10 to climbing maneuvers - grip fails on a 02-03).
Hammer	5 sp	1	Iron tool. Attacks as a -30 mace (use mace breakage).
Hammock	1 sp	2	Rope with wood spreaders and iron hooks.
Harness	2 gp	4	Leather with iron fittings. Includes bit and reins.
Hat	1 gp	1	Leather head covering.
Hood	5 sp	0.5	Linen covering for head and shoulders.
Ink	8 gp	0.25	Black, 2 ounces. Non-soluble.
Ladder	2 sp	15	Wooden (10' long). Bears up to 400 lbs.
Lantern	7 gp	1	Made of copper & glass (wooden handle). Lights 4d10' diameter.
Lock pick kit	30 gp	0.5	Contains 2d10 tools (various construction). +5 skill bonus.
Mirror	10 gp	0.5	Silvered glass (6"x4").
Nails (20)	1 cp	0.5	Iron (3" long). BF = 1, Reliability = 95.
Oar	2 cp	5	Wooden (6'-8' long). BF = 1, Reliability = 85.
Oil flask	1 sp	1	Includes 1 pint oil (burns for 6 hours in a lantern).
Padded Undercoat	2 gp	3	Heavy linen or wool (generall worn under armor). Gives AT 2.
Paddle	2 cp	3	Wooden (4'-5'). BF = 3, Reliability = 80.
Padlock	20 gp	1	Iron locking device. Comes with 2 keys.
Pants	5 sp	2	Linen with a draw string at the waist.
Paper (10)	2 gp	0.25	Loose sheets (12"x6").

Item	Cost	Weight (lbs)	Details
<b>Parchment (10)</b>	4 gp	0.25	Loose sheets. 12"x6". Very durable.
<b>Pegs (10)</b>	1 sp	2	Wooden climbing assistance (+5). BF = 4, Reliability = 75.
<b>Pitons (10)</b>	1 gp	3	Iron climbing assistance (+5). BF = 2, Reliability = 85.
<b>Plank</b>	2 cp	12	Wooden (10'x6"x2"). Bears up to 350 lbs.
<b>Pole</b>	5 cp	10	Wooden (10' x 2" diameter). BF = 3, Reliability = 70.
<b>Pot (cooking)</b>	8 sp	3	Iron. Holds 2 gallons. Attacks as a -40 mace.
<b>Quill-pens (10)</b>	1 gp	0.25	Goose feathers.
<b>Quiver</b>	1 gp	0.5	Leather/wood. Holds 20 arrows/bolts. Has shoulder sling.
<b>Rope</b>	1 gp	10	Hemp (50' length, 1" diameter).
<b>Rope (superior)</b>	10 gp	5	Silk, reinforced with heavy cord (50' length, 0.5" diameter).
<b>Sack (50 lb)</b>	1 sp	3	Canvas (holds 50 lbs. and/or 3 cubic feet).
<b>Saddle</b>	10 gp	12	Leather, wood, iron. Includes stirrups and a saddle blanket.
<b>Saddle bag</b>	4 gp	4	Leather with wood/metal fittings (holds 15 lbs., 1.5 cubic feet).
<b>Saw</b>	4 cp	3	Iron blade (24"), wooden handle. Wood cutting tool.
<b>Scabbard (belt)</b>	1 gp	1	Leather with metal fittings. Holds one 1-handed weapon.
<b>Scabbard (shoulder)</b>	1 gp	1.5	Leather with metal fittings. Holds one 2-handed weapon.
<b>Shirt</b>	5 sp	1	Linen.
<b>Spade</b>	2 gp	4	Iron blade/wooden shaft. Digging tool.
<b>Sundial</b>	10 gp	1	Iron. Gives approximate time (on sunny days).
<b>Sunrod</b>	2 gp	1	Alchemical flare, burns for 6 hours, lights 30' diameter
<b>Surcoat</b>	2 gp	2	Loose linen outer garment.
<b>Tarp</b>	5 gp	4	Canvas (5' x 8').
<b>Tent</b>	15 gp	10	Canvas with metal fittings (5' x 8'; has poles). Two man.
<b>Tinderbox</b>	1 gp	0.25	Wooden box filled with tinder (enough for 7 fires).
<b>Torch</b>	1 cp	1	Wooden brand, one end pitch-coated. Lights 20' diameter (6 hrs).
<b>Vial</b>	1 gp	0.25	Glass with glass stopper. Holds 2 ounces.
<b>Waterskin</b>	1 gp	0.25	Leather patchwork. Holds 1 pint (approximately 0.5 lbs).
<b>Weapon belt</b>	1 gp	1	Leather with metal fittings. Holds 2 scabbards and/or 3 pouches.
<b>Wedge (staying)</b>	2 cp	1	Hardwood, triangular wedge of wood. Great as a door stop.
<b>Wedge (splitting)</b>	2 cp	3	Heavy iron wedge used in log-splitting.
<b>Wire (10 gauge)</b>	5 gp	3	Spool of 100' of iron wire.
<b>Whistle</b>	3 sp	0.5	About 4" long, made of wood and/or iron.