

COMMON TOOLS AND CONSUMABLES

This is a list of Common items that exist. While still requiring specialists to make them, these are items that can most likely be found at any town. These items vary in utility from adventuring specific purposes to simple day-to-day uses. Note that when it comes to the types of healing items in this section, they only work when the injury is still fresh. If a battle is over they will require proper rest or a specialist to heal.

ADVENTURE TOOLS

Torch - d4, hand, Fire, awkward
Lantern - discreet, Fire
Grappling Hook - +1 to Traverse Tasks.
Pauldron - +1 to Shove Tasks.
Straps - +1 to Position Tasks.
Gloves - +1 to Finesse Tasks.
Crest - +1 to Command Tasks.
Sash - +1 to Convince Tasks.
Eyeglass - +1 to Investigate Tasks.
Trackers Belt - +1 to Analyze.
Compass - +1 to Navigate Tasks.
Specs - +1 to Discern Task.
Binoculars - +1 to Navigate Tasks.
Bell - discreet, loud.
Wind Glider - Can float slowly down preventing Harm from falling.
Tool Kit - Can be used to repair damaged armor or Weapons with a Wits task.
Giant's Bracers - +1 to Strength Tasks.
Alacrity Ring - +1 to Agility Tasks.
Silver Circlet - +1 to Influence Tasks.
Feathered Hat - +1 to Wits Tasks.

COMBAT TOOLS

Fist Wraps - +1 Harm to unarmed fist attacks, does not stack.
Combat Gloves - +2 Harm to unarmed fist attacks, does not stack.
Bracers - +1 to Guard & Parry Tasks.
Buckler - d4+1 (Unarmed), +1 Evasion, +1 to Parry Tasks.
Shield - d6 (Unarmed), +1 Harm Reduction, +1 to Guard Tasks, clunky
Bulwark - d6+1 (Unarmed), +2 Harm Reduction, +1 to Guard Tasks, restrictive, heavy

Boomerang - d4, tool, close, chaining.
Bombs - d10, reload, loud, area, close, puncture, fire
Medical kit - d4, heal Finesse Task, on a miss deal d4 in Harm, on 13+ increase heal by 2.
Potion kit - Perform an Arcane Task to remove a status, on a miss make Status Severe, on 13+ give +1 Forward.
Luring Bait - Forces Monsters to perform an **Analyze** task. On a miss, they will eat it.
Tool Kit - Perform a Craft action to repair an item with the **Broken** Tag

COMMON CONSUMABLES

Tier 1 (1 Coin)

Bandage: Heal 2 Health.
Smoke Bomb: Obscures vision of anyone in its radius.
Bait: Force a Wits task on a viable creature. Upon a miss or partial success, the Monster will be drawn to it.
Rope: Give +1 on Traversal tasks. Must be placed at the other end and can extend up to 50 ft.

Tier 2 (2 Coin)

Gauze - Heal 4 Health.
Meals - +1 Natural Healing when in the Wilderness
Firecracker - 1d4 Fire Harm close, loud.
Leaf Tarps - makes your camp harder to find.
Banner - makes your camp easier to find.
Alarm Bell - set up at camp and be warned of ambushes.
Padding - +2 Armor from the first instance of damage. Breaks upon use.
Bolas - 1d4 Harm, close, 11+ prone.
Snaptrap - 1d6 Harm, reload, prone, stick, trap.
Tripwire - stick, close, prone, trap.
Rope Trap - forces an Agility task on a creature that passes over it. On failure the creature is pruned.

Tier 3 (3 Coin)

Glitter Bomb - dazzling lights disrupts the flow of magic in a small area (~2 Ongoing all Casting).
Sparklers - 1d6 Fire Harm thrown, loud, light
Emergency Kit: Heal 1 Health from the Dying state, can use in the Dying State.
Dart Trap - 1d6 Harm, close, reload, stick.
Nets - Force a saving Agility throw on a target, on failure restrain the Target, they must be Large or smaller.

*Note: Something missing? Fret not, for GM's can create their own or add anything they deem necessary!