

Chapter 5: Equipment

The marketplace of a large city teems with buyers and sellers of many sorts. In the largest cities, almost anything imaginable is offered for sale, from exotic spices and luxurious clothing to Transport Vehicles and advanced weaponry. For an adventurer, the availability of armor, weapons, adventuring gear, and similar goods is of paramount importance, since proper equipment can mean the difference between life and death in a dungeon or the untamed wilds. This section details the mundane and exotic merchandise that adventurers commonly find useful in the face of the threats that the worlds of the Orin's Gate.

Starting Equipment

When you create your character, you receive equipment based on a combination of your class and background. Alternatively, you can start with several Bekkr based on your class and spend them on items from the lists in this chapter. See the Starting Wealth by Class table to determine how much Bekkr you can spend. You decide how your character came by this starting equipment. It might have been an inheritance, or goods that the character purchased during his or her upbringing.

You might have been equipped with a weapon, armor, and a backpack as part of military service. You might even have stolen your gear. A weapon could be a family heirloom, passed down from generation to generation until your character finally took up the mantle and followed in an ancestor's adventurous footsteps. Members of the nobility trade either in legal rights, such as the rights to a mine, a spaceport, farmland, or Bekkr.

Money

Money in the Orin's Gate Universe is measured in Bekkr. Because this is a conversion system from the D&D system, the best way to break down what a Bekkr is worth in comparison to looking up the worth of an item from the Web for D&D, would be 1 Gold Piece, is 1 Bekkr. Comparing it to today is difficult because things have a strange scale within the Orin's Gate universe. Bekkr Pieces is not a minted and stamped currency. It is taken in its raw form. Because of its hardness, it is highly brittle, and tends to fall off in shavings or slivers. Each cubic centimeter weighs close enough to 1 ounce to be called as such. When purchasing items, people will use scales and put the Bekkr on that to equal out the volume needed.

In some countries, the possession of Bekkr is an offense, stating that only the governments may manage Bekkr. In these Counties, people will carry minted coins, typically the size of an American quarter. In these countries, a Gold piece equals 1 Bekkr Piece, and a Platinum piece equals 10 Gold Pieces. As discussed later, the average person working a normal day earns 1 Bekkr a day. This supplies them with enough money to live a modest life, without much in the way of frill or excess, but not living without meals or a roof over their heads.

Selling Treasures

Opportunities abound to find treasure, equipment, weapons, armor, and more in the areas you explore. Normally, you can sell your treasures and trinkets when you return to a spaceport or other settlement, if you can find buyers and merchants interested in your loot.

Arms, Armor, and Other Equipment. As a rule, undamaged weapons, armor, and other equipment fetch half their cost when sold in a market. Weapons and armor used by monsters are rarely in good enough condition to sell. What is more, you must think about how you will go about transporting it back to an area to sell it.

Empowered or Imbued Items. Selling these items is problematic. Finding someone to buy something empowered, depending on its level of complexity may not be too hard, but other items are out of the realm of most shop owners. Likewise, a force imbued item will be hard to find a buyer that will understand its rarity and worth. It can be done, but it is tricky.

Gems, Jewelry, and Art Objects. These items retain their full value in the marketplace, and you can either trade them in for coin or use them as currency for other transactions. For exceptionally valuable treasures, the DM might require you to find a buyer in a large town or larger community first.

Trade Goods. On the outer rim, many people conduct transactions through barter. Like gems and art objects, trade goods retain their full value in the market and can be used as currency.

Armor and Shields

Orin's Gate is a vast tapestry made up of many different cultures, each with its own technology level. For this reason, adventurers have access to a variety of armor types, ranging from leather armor to special material weaves, to costly plated armor, with several other kinds of armor in between. The Armor table collects the most commonly available types of armor found in the game and separates them into three categories: light armor, medium armor, and heavy armor. Some warriors supplement their armor with a shield.

The Armor item tab shows the cost, weight, and other properties of the common types of armor worn in the worlds. In this section, we will only cover the basics of armor. In a later section, there will be examples of more advanced equipment.

Armor Proficiency. Anyone can put on a suit of armor or strap a shield to an arm. Only those proficient in the armor's use know how to wear it effectively, however. Your class gives you proficiency with certain types of armor. If you wear armor that you lack proficiency with, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can't use Tech tools or powers.

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Armor Class (AC). Armor protects its wearer from attacks. The armor (and shield) you wear determines your base Armor Class.

Heavy Armor. Heavier armor interferes with the wearer's ability to move quickly, stealthily, and freely. If the Armor table shows "Str 13" or "Str 15" in the Strength column for an armor type, the armor reduces the wearer's speed by 10 feet unless the wearer has a Strength score equal to or higher than the listed score.

Stealth. If the Armor table shows "Disadvantage" in the Stealth column, the wearer has disadvantage on Dexterity (Stealth) checks.

Shields. A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.

Light Armor

Made from supple and thin materials, light armor favors agile adventurers since it offers some protection without sacrificing mobility. If you wear light armor, you add your Dexterity modifier to the base number from your armor type to determine your Armor Class.

Padded Armor

Armor Proficiency: Light Armor

AC: 11+ Dexterity

Additional Information: Disadvantage on Stealth

Cost: 5 Bekkr

Leathers

Armor Proficiency: Light Armor

AC: 11+ Dexterity

Additional Information: None

Cost: 10 Bekkr

Studded Leathers

Armor Proficiency: Light Armor

AC: 12+ Dexterity

Additional Information:

Cost: 45 Bekkr

Medium Armor

Medium armor offers more protection than light armor, but it also impairs movement more. If you wear medium armor, you add your Dexterity modifier, to a maximum of +2, to the base number from your armor type to determine your Armor Class.

Hide

Armor Proficiency: Medium Armor

AC: 12+ Dexterity (Max DEX Mod Bonus of +2)

Additional Information:

Cost: 10 Bekkr

Chain Shirt

Armor Proficiency: Medium Armor

AC: 13+ Dexterity (Max DEX Mod Bonus of +2)

Additional Information: None

Cost: 50 Bekkr

Scale Mail

Armor Proficiency: Medium Armor

AC: 14+ Dexterity (Max DEX Mod Bonus of +2)

Additional Information: Disadvantage on Stealth

Cost: 50 Bekkr

Breastplate

Armor Proficiency: Medium Armor

AC: 14+ Dexterity (Max DEX Mod Bonus of +2)

Additional Information:

Cost: 400 Bekkr

Half Plate

Armor Proficiency: Medium Armor

AC: 15+ Dexterity (Max DEX Mod Bonus of +2)
Additional Information: Disadvantage on Stealth
Cost: 750 Bekkr

Heavy Armor

Of all the armor categories, heavy armor offers the best protection. These suits of armor cover the entire body and are designed to stop a wide range of attacks. Only proficient warriors can manage their weight and bulk. Heavy armor doesn't let you add your Dexterity modifier to your Armor Class, but it also doesn't penalize you if your Dexterity modifier is negative.

Ringmail

Armor Proficiency: Heavy Armor
AC: 14
Additional Information: Disadvantage on Stealth
Cost: 30 Bekkr

Chainmail

Armor Proficiency: Heavy Armor
AC: 16
Additional Information: Disadvantage on Stealth
Cost: 75 Bekkr

Splint

Armor Proficiency: Heavy Armor
AC: 17
Additional Information: Disadvantage on Stealth, requires a Strength of 15 to wear the armor.
Cost: 200 Bekkr

Plate

Armor Proficiency: Heavy Armor
AC: 18
Additional Information: Disadvantage on Stealth, requires a Strength of 15 to wear the armor.
Cost: 1500 Bekkr

Shields

Shields provide minor to major protection to the user, but it typically limits a free hand, and potentially stealth, as shields are typically only seen on wide scale battle-fronts.

Vambraces

Armor Proficiency: Shield
AC: +1 to AC
Additional Information: None
Cost: 100 Bekkr

Shield

Armor Proficiency: Shields
AC: +2 to AC
Additional Information: none
Cost: 750 Bekkr

Note about Armor

The time it takes to don or doff armor depends on the armor's category.

- Don. This is the time it takes to put on armor. You benefit from the armor's AC only if you take the full time to don the suit of armor.
- Doff. This is the time it takes to take off armor. If you have help, reduce this time by half.

Putting armor on times	Taking armor off times
Light: 1 Minute	1 Minute
Medium: 5 Minutes	1 Minute
Heavy: 10 Minutes	5 Minutes
Shield: 1 action	1 action

Weapons

Your class grants proficiency in certain weapons, reflecting both the class's focus and the tools you are most likely to use. Whether you favor a longsword or a longbow or a gun to attack at range, or an axe or dagger, your weapon and your ability to wield it effectively can mean the difference between life and death while adventuring.

The Weapons table shows the most common weapons used in the multiverse, their price and weight, the damage they deal when they hit, and any special properties they possess. Every weapon is classified as either melee or ranged. A melee weapon is used to attack a target within 5 feet of you, whereas a ranged weapon is used to attack a target at a distance.

Weapon Proficiency

Your race, class, and feats can grant you proficiency with certain weapons or categories of weapons. The two categories are simple and martial. Most people can use simple weapons with proficiency. These weapons include clubs, maces, and other weapons often found in the hands of commoners. Martial weapons, including swords, axes, and polearms, require more specialized training to use effectively. Most warriors use martial weapons because these weapons put their fighting style and training to best use.

Proficiency with a weapon allows you to add your proficiency bonus to the attack roll for any attack you make with that weapon. If you make an attack roll using a weapon with which you lack proficiency, you do not add your proficiency bonus to the attack roll.

Weapon Properties

Many weapons have special properties related to their use, as shown in the Weapons table.

Ammunition. You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. Drawing the ammunition from a quiver, case, or other container is part of the attack. At the end of the battle, you can recover half your expended ammunition by taking a minute to search the battlefield. If you use a weapon that has the ammunition property to make a melee attack, you treat the weapon as an improvised weapon (see "Improvised Weapons" later in the section). A sling must be loaded to deal any damage when used in this way.

Firearm: Firearm weapons deal piercing damage and do a great deal of damage.

Finesse. When making an attack with a finesse weapon, if you have the feat "Weapon Finesse" you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls. Weapons that have the Finesse tag are the only weapons that Sneak Attack can apply on.

Heavy. Small creatures have disadvantage on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a Small creature to use effectively.

Light. A light weapon is small and easy to handle, making it ideal for using your Dexterity to strike, or used when fighting with two weapons. See the rules for two-weapon fighting in chapter 9.

Loading. Because of the time required to load this weapon, you can fire only one piece of ammunition from it when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make.

Range. A weapon that can be used to make a ranged attack has a range shown in parentheses after the ammunition or thrown property. The range lists two numbers. The first is the weapon's normal range in feet, and the second indicates the weapon's maximum range. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.

Reach. This weapon adds 5 feet to your reach when you attack with it.

Special. A weapon with the special property has unusual rules governing its use, explained in the weapon's description (see "Special Weapons" later in this section).

Thrown. If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a handaxe, you use your Strength, but if you throw a dagger, you can use either your Strength or your Dexterity, since the dagger has the finesse property.

Two-Handed. This weapon requires two hands to use.

Versatile. This weapon can be used with one or two hands. A damage value in parentheses appears with the property; the damage when the weapon is used with two hands to make a melee attack.

Improvised Weapons

Sometimes characters don't have their weapons and must attack with whatever is close at hand. An improvised weapon includes any object you can wield in one or two hands, such as broken glass, a table leg, a frying pan, a wagon wheel, or a dead goblin. In many cases, an improvised weapon is

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like an actual weapon and can be treated as such. For example, a table leg is akin to a club. At the DM's option, a character proficient with a weapon can use a similar object as if it were that weapon and use his or her proficiency bonus.

An object that bears no resemblance to a weapon deals 1d4 damage (the DM assigns a damage type appropriate to the object). If a character uses a ranged weapon to make a melee attack or throws a melee weapon that does not have the thrown property, it also deals 1d4 damage. An improvised thrown weapon has a normal range of 20 feet and a long range of 60 feet.

Enhanced or Imbued Weapons

Some monsters that have immunity or resistance to weapons that are not enhanced or imbued. Cautious adventurers invest extra Bekkr to plate their weapons with DME. You can DME a single weapon or ten pieces of ammunition for 100 Bekkr. This cost represents not only the price of the tinkering, but the time and expertise needed to add enhancements to the weapon without making it less effective.

Other Weapon Examples

Weapons with special rules are described here.

Lance. You have disadvantage when you use a lance to attack a target within 5 feet of you. Also, a lance requires two hands to wield when you aren't mounted.

Net. A Large or smaller creature hit by a net is restrained until it is freed. A net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net. When you use an action, bonus action, or reaction to attack with a net, you can make only one attack regardless of the number of attacks you can normally make.

Simple Weapons

Simple weapons are weapons that everyone could potentially pick up and use. It does not require a lot of training to hand this to someone and figure out a way to be dangerous with it.

Club

Type: Simple

Cost: 1 Bekkr

Damage: 1d4 Bludgeoning

Properties:

Notes: None

Dagger

Type: Simple

Cost: 2 Bekkr

Damage: 1d4 piercing

Properties: Light, Finesse, Thrown (20/60)

Notes: None

Dart

Type: Simple

Cost: 20 darts for 1 Bekkr

Damage: 1d4 piercing

Properties: Light, Ranged (20/40)

Notes: None

Great-Club

Type: Simple

Cost: 1 Bekkr

Damage: 1d8 Bludgeoning

Properties: 2 handed

Notes: None

Hand-Axe/Light Hammer

Type: Simple

Cost: 5 Bekkr

Damage: 1d6 Slashing/1d6 Bludgeoning

Properties: Light, Thrown (20/60)

Notes: None

Light Crossbow

Type: Simple

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Cost: 25 Bekkr
Damage: 1d8 piercing
Properties: 2 handed (80/320)
Notes: bonus action to reload

Javelin

Type: Simple
Cost: 1 Bekkr for 2 Javelins
Damage: 1d6 Piercing
Properties: Light, Thrown (30/120)
Notes: None

Quarterstaff

Type: Simple
Cost: 1 Bekkr
Damage: 1d6/1d8 Bludgeoning
Properties: Versatile
Notes: None

Spear

Type: Simple
Cost: 1 Bekkr
Damage: 1d6/1d8 piercing
Properties: Finesse, Versatile. Thrown (20/60)
Notes: None

Martial Weapons

Martial weapons are weapons that must be trained in for a period of time before you would be effective in them. Additionally, not everyone will have access to those weapons, so it makes it harder to learn to use them effectively.

Battle-Axe

Type: Martial
Cost: 10 Bekkr
Damage: 1d8/1d10 Slashing
Properties: Versatile
Notes: None

Hand Crossbow

Type: martial
Cost: 75 Bekkr
Damage: 1d6 Piercing damage
Properties: Light, ranged (30/120)
Notes: Bonus Action to Reload

Glaive

Type: Martial
Cost: 20 Bekkr
Damage: 1d10 Slashing
Properties: Heavy, Reach, 2-handed
Notes: None

Great-Axe/Great-Sword

Type: martial
Cost: 50 Bekkr
Damage: 1d12/2d6 slashing
Properties: Heavy, 2-handed
Notes: None

Katana/Longsword

Type: martial
Cost: 15 Bekkr
Damage: 1d8/1d10 slashing

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Properties: Finesse, Versatile

Notes: None

Longbow

Type: Martial

Cost: 50 Bekkr

Damage: 1d8 piercing

Properties: Ranged (150/600)

Notes: Must have a Strength of 13+ to use this weapon.

Rapier

Type: martial

Cost: 25 Bekkr

Damage: 1d8 slashing

Properties: Finesse

Notes: None

Scimitar

Type: martial

Cost: 25 Bekkr

Damage: 1d6/1d8 slashing

Properties: Light, finesse, versatile

Notes:

Shortbow

Type: Martial

Cost: 25 Bekkr

Damage: 1d6 piercing

Properties: Ranged (80/320)

Notes:

Shortsword

Type: martial

Cost: 10 Bekkr

Damage: 1d6 slashing

Properties: Light

Notes:

Whip

Type: martial

Cost: 10 Bekkr

Damage: 1d4 slashing

Properties: Light, finesse, Range (15 feet)

Notes: A whip can tangle a target and potentially knock them prone. The DC for this is 8+ your Dexterity Modifier

Firearm Weapons

Firearms are unique weapons in the world of Vendrosa. Instead of using black powder and chemicals to fire their bullets, the barrel and chamber have been imbued with the DME Trick Thunderclap. The explosion of energy through the confined space of the barrel and the chamber cause the round to fire at extreme speeds.

Firearm weapons are Martial weapons that must be trained in for a period before you would be effective in them. Additionally, not everyone will have access to those weapons, so it makes it harder to learn to use them effectively and they are extremely expensive. Only Fighters start with the Firearms.

- Because of their volatile nature, they have a small chance of **misfiring**. Whenever the Firearm is fired in a way that requires an Attack Roll, if the dice roll is equal to or lower than the Misfire number, the weapon Misfires, the attack misses, and it cannot be used to attack again until an Action and successful Tinker's Tools Ability Check (DC = 10 + Firearm's Misfire Score) is used to clear the weapon. Should the Tinker's Tools check fail, the weapon is considered broken and must be repaired out of combat at half the cost of the weapon (or DM's discretion).
 - If the weapon breaks in the field, it cannot be repaired until taken back to a workshop. This can be bypassed with the Mending Trick, but the cost of the repairs remains.

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- The weapon can be fired several times equal to its **Reload** number before the wielder must spend 1 Attack of your Attack Action, or an Action, to reload. You must have one free hand to reload a firearm. Scatter: An attack is made against each creature within a 30 ft cone. If an affected creature is adjacent to you, they suffer double damage on a hit.
- **Explosive:** Upon a hit, everything within 5 ft of the target must make a Dexterity saving throw or suffer half damage. If the weapon misses, the ammunition fails to detonate, or bounces away harmlessly before doing so.

Pistol

Type: Martial

Cost: 250 Bekkr

Damage: 1d10 Piercing

Properties: Ranged (100/400)

Notes: Reload 4, Misfire 1

Musket

Type: martial

Cost: 500 Bekkr

Damage: 1d12 Piercing damage

Properties: 2-handed, ranged (100/800)

Notes: Reload 1, Misfire 2

Revolver

Type: Martial

Cost: 450 Bekkr

Damage: 1d10 piercing

Properties: Ranged (150/600)

Notes: Reload 6, Misfire 2

Rifle

Type: martial

Cost: 600 Bekkr

Damage: 2d12 Piercing

Properties: 2-handed, ranged (300/1200)

Notes: Reload 1, Misfire 3

Shotgun

Type: martial

Cost: 500 Bekkr

Damage: 1d8 piercing

Properties: 2-handed, ranged (100/800)

Notes: Reload 2, Misfire 3, Scatter

Hand-Cannon

Type: martial

Cost: 800 Bekkr

Damage: 2d12 piercing

Properties: 2-handed, ranged (30/60)

Notes: Reload 2, Misfire 3, Explosive

Adventuring Gear

This section describes items that have special rules or require further explanation.

Acid (25 Bekkr). As an action, you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating the acid as an improvised weapon. On a hit, the target takes 2d6 acid damage.

Alchemist's Fire (50 Bekkr). This sticky, adhesive fluid ignites when exposed to air. As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the alchemist's fire as an improvised weapon. On a hit, the target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

Ammunition. Ammunition has a cost. Here is the costs for each of the ammunition types.

- Arrows: 20 for 1 Bekkr

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- Bolts: 20 for 2 Bekkr
- Bullets: 10 for 5 Bekkr

Antitoxin (50 Bekkr). A creature that drinks this vial of liquid gains advantage on saving throws against poison for 1 hour. It confers no benefit to undead or constructs.

Backpack (2 Bekkr). A backpack can hold one cubic foot or 30 pounds of gear. You can also strap items, such as a Bedroll or a coil of rope, to the outside of a backpack.

Bekkr Focus (Cost Varies). This heavily refined and condensed piece of Bekkr is also known as refined Bekkr. Processing Bekkr to this point costs 10 Refined Bekkr Pieces (or 100 Bekkr pieces) to get a single coin sized piece. This Bekkr is called Purified Bekkr, and can channel immense amounts of DME without weakening. DME users use these focuses to bypass the needs of DME power activation costs. The Purified Bekkr can reduce the costs of an activation by 10% of the Purified Bekkr's total cost. (Example: A Purified Bekkr locket that costs 100 BP can allow a DME user to activate any power that costs 10 BP and under without needing any additional material components.)

Ball Bearings (1 Bekkr). 1000 ball bearings. As an action, you can spill these tiny metal balls from their pouch to cover a level area 10 feet square. A creature moving across the covered area must succeed on a DC 10 Dexterity saving throw or fall prone. A creature moving through the area at half speed doesn't need to make the saving throw.

Block and Tackle (1 Bekkr). A set of pulleys with a cable threaded through them and a hook to attach to objects, a block and tackle allows you to hoist up to four times the weight you can normally lift.

Book (5 Bekkr). A book might contain poetry, historical accounts, information pertaining to a particular field of lore, diagrams and notes on gnomish contraptions, or just about anything else that can be represented using text or pictures.

Caltrops (1 Bekkr). 20 Caltrops. As an action, you can spread a single bag of caltrops to cover a 5-foot-square area. Any creature that enters the area must succeed on a DC 15 Dexterity saving throw or stop moving and take 1 piercing damage. Until the creature regains at least 1 hit point, its walking speed is reduced by 10 feet. A creature moving through the area at half speed doesn't need to make the saving throw.

Candle (1 Bekkr). 20 Candles. For 1 hour, a candle sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

Case, Crossbow Bolt (2 Bekkr). This wooden case can hold up to twenty crossbow bolts.

Case, Map or Scroll (2 Bekkr). This cylindrical leather case can hold up to ten rolled-up sheets of paper or five rolled-up sheets of parchment.

Chain (5 Bekkr). A chain has 10 hit points. It can be burst with a successful DC 20 Strength check.

Climber's Kit (25 Bekkr). A climber's kit includes special pitons, boot tips, gloves, and a harness. You can use the climber's kit as an action to anchor yourself; when you do, you can't fall more than 25 feet from the point where you anchored yourself, and you can't climb more than 25 feet away from that point without undoing the anchor.

Clothes (1 Bekkr). Standard clothing for a standard human. Fine Clothing costs 15 Bekkr, and Winter Clothes costs 5 Bekkr.

Component Pouch (25 Bekkr). A component pouch is a small, watertight leather belt pouch that holds powdered Bekkr. Each pouch contains enough powder to draw in enough Dark Matter to activate up to 50 BP worth of DME powers.

Crowbar (5 Bekkr). Using a crowbar grants advantage to Strength checks where the crowbar's leverage can be applied.

Equipment Packs: The starting equipment you get from your class includes a collection of useful adventuring gear, put together in a pack. The contents of these packs are listed here. If you are buying your starting equipment, you can purchase a pack for the price shown, which might be cheaper than buying the items individually.

- **Burglar's Pack (16 Bekkr).** Includes a backpack, a bag of 1,000 ball bearings, 10 feet of string, a bell, 5 candles, a crowbar, a hammer, 10 pitons, a hooded lantern, 2 flasks of oil, 5 days rations, a tinderbox, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.
- **Diplomat's Pack (39 Bekkr).** Includes a chest, 2 cases for maps and scrolls, a set of fine clothes, a bottle of ink, an ink pen, a lamp, 2 flasks of oil, 5 sheets of paper, a vial of perfume, sealing wax, and soap.
- **Dungeoneer's Pack (12 Bekkr).** Includes a backpack, a crowbar, a hammer, 10 pitons, 10 torches, a tinderbox, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.
- **Entertainer's Pack (40 Bekkr).** Includes a backpack, a bedroll, 2 costumes, 5 candles, 5 days of rations, a waterskin, and a disguise kit.
- **Explorer's Pack (10 Bekkr).** Includes a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.
- **Sentinels Pack (19 Bekkr).** Includes a backpack, a blanket, 10 candles, a tinderbox, 2 blocks of incense, 2 days of rations, and a waterskin.

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- **Scholar's Pack (40 Bekkr).** Includes a backpack, a book of lore, a bottle of ink, an ink pen, 10 sheets of parchment, a little bag of sand, and a small knife.

Fishing Tackle (1 Bekkr). This kit includes a wooden rod, silken line, corkwood bobbers, steel hooks, lead sinkers, velvet lures, and narrow netting.

Healer's Kit (10 Bekkr). This kit is a leather pouch containing bandages, salves, and splints. The kit has ten uses. As an action, you can expend one use of the kit to stabilize a creature that has 0 hit points, without needing to make a Wisdom (Medicine) check.

Hunting Trap (5 Bekkr). When you use your action to set it, this trap forms a saw-toothed steel ring that snaps shut when a creature steps on a pressure plate in the center. The trap is affixed by a heavy chain to an immobile object, such as a tree or a spike driven into the ground. A creature that steps on the plate must succeed on a DC 13 Dexterity saving throw or take 1d4 piercing damage and stop moving. Thereafter, until the creature breaks free of the trap, its movement is limited by the length of the chain (typically 3 feet long). A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. Each failed check deals 1 piercing damage to the trapped creature.

Lamp (5 Bekkr). A lamp casts bright light in a 15-foot radius and dim light for an additional 30 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil.

Lantern, Bullseye (10 Bekkr). A bullseye lantern casts bright light in a 60-foot cone and dim light for an additional 60 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil.

Lantern, Hooded (5 Bekkr). A hooded lantern casts bright light in a 30-foot radius and dim light for an additional 30 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil. As an action, you can lower the hood, reducing the light to dim light in a 5-foot radius.

Lock (10 Bekkr). A key is provided with the lock. Without the key, a creature proficient with thieves' tools can pick this lock with a successful DC 15 Dexterity check. Your DM may decide that better locks are available for higher prices.

Magnifying Glass (50 Bekkr). This lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite, and about 5 minutes for the fire to ignite. A magnifying glass grants advantage on any ability check made to appraise or inspect an item that is small or highly detailed.

Manacles (2 Bekkr). These metal restraints can bind a Small or Medium creature. Escaping the manacles requires a successful DC 20 Dexterity check. Breaking them requires a successful DC 20 Strength check. Each set of manacles comes with one key. Without the key, a creature proficient with thieves' tools can pick the manacles' lock with a successful DC 15 Dexterity check. Manacles have 15 hit points.

Mess Kit (1 Bekkr). This tin box contains a cup and simple cutlery. The box clamps together, and one side can be used as a cooking pan and the other as a plate or shallow bowl.

Oil (1 Bekkr). Oil usually comes in a clay flask that holds 1 pint. As an action, you can splash the oil in this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. Make a ranged attack against a target creature or object, treating the oil as an improvised weapon. On a hit, the target is covered in oil. If the target takes any fire damage before the oil dries (after 1 minute), the target takes an additional 5 fire damage from the burning oil. You can also pour a flask of oil on the ground to cover a 5-foot-square area, provided that the surface is level. If lit, the oil burns for 2 rounds and deals 5 fire damage to any creature that enters the area or ends its turn in the area. A creature can take this damage only once per turn.

Poison, Basic (100 Bekkr). You can use the poison in this vial to coat one slashing or piercing weapon or up to three pieces of ammunition. Applying the poison takes an action. A creature hit by the Sickened weapon or ammunition must make a DC 10 Constitution saving throw or take 1d4 poison damage. Once applied, the poison retains potency for 1 minute before drying.

Pouch (1 Bekkr). A cloth or leather pouch can hold up to 20 sling bullets or 50 blowgun needles, among other things.

Quiver (1 Bekkr). A quiver can hold up to 20 arrows.

Ram, Portable (4 Bekkr). You can use a portable ram to break down doors. When doing so, you gain a +4 bonus on the Strength check. One other character can help you use the ram, giving you advantage on this check.

Rations (1 Bekkr). Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts for 2 days.

Rope (1 Bekkr). Rope, whether made of hemp or silk, has 2 hit points and can be burst with a DC 17 Strength check. 100 feet of rope.

Scale, Merchant's (5 Bekkr). A scale includes a small balance, pans, and a suitable assortment of weights up to 2 pounds. With it, you can measure the exact weight of small objects, such as raw precious metals or trade goods, to help determine their worth.

Spyglass (70 Bekkr). Objects viewed through a spyglass are magnified to twice their size.

Tent (2 Bekkr). A simple and portable canvas shelter, a tent sleep two.

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Tinderbox (1 Bekkr). This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a torch—or anything else with abundant, exposed fuel—takes an action. Lighting any other fire takes 1 minute.

Torch Bundles (1 Bekkr). A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet. If you make a melee attack with a burning torch and hit, it deals 1 fire damage. 10 Torches are in 1 bundle

Artesian Tools: A tool helps you to do something you couldn't otherwise do, such as craft or repair an item, forge a document, or pick a lock. Your race, class, background, or feats give you proficiency with certain tools. Proficiency with a tool allows you to add your proficiency bonus to any ability check you make using that tool. Tool use is not tied to a single ability, since proficiency with a tool represents broader knowledge of its use. For example, the DM might ask you to make a Dexterity check to carve a fine detail with your woodcarver's tools, or a Strength check to make something out of particularly hard wood. These special tools include the items needed to pursue a craft or trade. The table shows examples of the most common types of tools, each providing items related to a single craft. Proficiency with a set of artisan's tools lets you add your proficiency bonus to any ability checks you make using the tools in your craft. Each type of artisan's tools requires a separate proficiency.

- Alchemist: 50 Bekkr
- Brewers: 20 Bekkr
- Calligrapher: 10 Bekkr
- Carpenters: 8 Bekkr
- Cartographers: 15 Bekkr
- Cobblers: 5 Bekkr
- Cooks: 1 Bekkr
- Glassblowers: 30 Bekkr
- Jewelers: 25 Bekkr
- Leatherworkers: 5 Bekkr
- Masons: 10 Bekkr
- Potters: 10 Bekkr
- Smiths: 20 Bekkr
- Tinkers: 50 Bekkr
- Weavers: 5 Bekkr
- Woodcarvers: 5 Bekkr

Kits: Kits are things used to accomplish a task, not to make something.

- Disguise Kit: 25 Bekkr
- Gaming Kits: 5 Bekkr
- Forgery Kit: 15 Bekkr
- Herbalism Kit: 5 Bekkr
- Navigators Kit: 50 Bekkr
- Poisoners Kit: 50 Bekkr
- Thieves Kit: 50 Bekkr

Disguise Kit. This pouch of cosmetics, hair dye, and small props lets you create disguises that change your physical appearance. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a visual disguise.

Forgery Kit. This small box contains a variety of papers and parchments, pens and inks, seals and sealing wax, gold and silver leaf, and other supplies necessary to create convincing forgeries of physical documents. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a physical forgery of a document.

Gaming Set. This item encompasses a wide range of game pieces, including dice and decks of cards (for games such as Three-Dragon Ante). A few common examples appear on the Tools table, but other kinds of gaming sets exist. If you are proficient with a gaming set, you can add your proficiency bonus to ability checks you make to play a game with that set. Each type of gaming set requires a separate proficiency.

Herbalism Kit. This kit contains a variety of instruments such as clippers, mortar and pestle, and pouches and vials used by herbalists to create remedies and potions. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to identify or apply herbs. Also, proficiency with this kit is required to create antitoxin and potions of healing.

Musical Instrument. Several of the most common types of musical instruments are shown on the table as examples. If you have proficiency with a given musical instrument, you can add your proficiency bonus to any ability checks you make to play music with the instrument. Each type of musical instrument requires a separate proficiency.

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Navigator's Tools. This set of instruments is used for navigation at sea. Proficiency with navigator's tools lets you chart a ship's course and follow navigation charts. In addition, these tools allow you to add your proficiency bonus to any ability check you make to avoid getting lost at sea.

Poisoner's Kit. A poisoner's kit includes the vials, chemicals, and other equipment necessary for the creation of poisons. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to craft or use poisons.

Thieves' Tools. This set of tools includes a small file, a set of lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, and a pair of pliers. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to disarm traps or open locks.

Brewing Vials of Healing and other Elixirs Needs to be Edited!!!!

Brewing vials of Healing require the resource of Sangium. A rare flower that provides intense burst of rapid cellular regeneration through bacteria that only grows on a single plant. However, creating these items is not nearly as costly or time consuming. The plant must be distilled, while infusing it with DME powers used for healing. This imbues the bacteria with DME and aligns it to further the healing process. Selling cost is double manufacturing list price.

- Basic Vial of Healing: 2d4+2 HP restored. 1 work day. Costs 20 Bekkr to manufacture in materials. (DC 15 Herbalism Check)
- Standard Vial of Healing: 3d4+3 HP restored. 1 work week. Costs 100 Bekkr to manufacture in materials. (DC 20 Herbalism Check)
- Greater Vial of Healing: 4d4+4 HP restored. 2 work weeks. Costs 500 Bekkr to manufacture in materials. (DC 25 Herbalism Check)
- Superior Vial of Healing: 6d4+6 HP restored. 4 work weeks. Costs 1k Bekkr to manufacture in materials. (DC 30 Herbalism Check)
- Legendary Vial of Healing: 8d4+8 HP restored. 10 work weeks. Costs 5k Bekkr to manufacture in materials. (DC 35 Herbalism Check)

Animals & Mounts

Here is a breakdown of the animals that can be found in the real world to give an idea of Bekkr mechanics and what can be purchased.

- Camel: 50 Bekkr
- Donkey: 8 Bekkr
- Elephant: 200 Bekkr
- Horse: 50 Bekkr
- Pony: 20 Bekkr
- Warhorse: 400 Bekkr

Vehicles

There are a multitude of Vehicles that can be found in Orin's Gate, depending on where you play, and from what timeframe. In the rural areas, carts and wagons drawn by animals can be found. In towns there may be a Mag-Rail train that comes by, or a Hover Cart that is pulled by animals. In the Cities, Air-ships, flying barges. In the Capitals, Space fairing vehicles can be found. (Teleportation Circles, Gateways and other modes of transport can also be found, making many of the Vehicles that would have been more commonplace obsolete now.)

- **Land Vehicles**
 - Carriage: 50 Bekkr
 - Cart: 15 Bekkr
 - Chariot: 200 Bekkr
 - Hover-Sled: 2k Bekkr
- **Water Vehicles**
 - Galley: 30k Bekkr
 - Keelboat: 3k Bekkr
 - Longship: 10k Bekkr
 - Rowboat: 50 Bekkr
 - Schooner: 10k Bekkr
 - Warship: 25k Bekkr
- **Air Vehicles**
 - Air Boat: 10k Bekkr
 - Freight Airship: 100k Bekkr
 - Corsair Airship: 200k Bekkr
 - Galley Airship: 300k Bekkr
 - Capital Airship: 500k Bekkr

Examples of Objects in Combat

Sometimes the party may be involved with attacking an object like a house, a cart, or a ship. Here is some guidelines and examples for doing such a thing.

Large Land Transport Wagon

These carts are made from sturdy wooden and iron material, typically pulled by horses, mules, or Oxen. Here are the general statistics of this vehicle.

- Size: 6 spaces
- AC: 9
- Hardness: 5
- HP: 50
- Resistance: Piercing damage
- Weaknesses: Fire damage