Step 4: Starting Equipment

You begin with **1 item** in your backpack as a **d10 item**. Choose something that reflects your role:

- **Windblade** (curved weapon optimized for high winds)
- **Thermal pike** (mining/combat tool, heats on activation)
- **Pressure bow** (compressed air projectile weapon)
- **Geothermal suit** (protective gear for thermal extremes)
- **Wind compass** (reads current patterns for navigation)
- **Resonance crystal** (psychic focus for amplifying abilities)
- **Water reclamation unit** (personal-scale purification)
- **Data crystal** (Earth archives or settlement intelligence)
- **Climbing kit** (for towers, ruins, or cave walls)
- **Storm goggles** (protects against wind and dust)

You also start with **1 med kit** (clears 2 stress).

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