

STRENGTH = STR x2 = STR x3 (max) = SLOTS USED =

STATUS: Unencumbered (STR score or less).

Encumbered (over STR score, -10 speed).

Heavily Encumbered (over 2x STR score, -20 speed, disadvantage STR, DEX, & CON rolls)

FACE (Free)

HEAD

THROAT (Free)

POUCH (2 slots)

SHOULDERS

Cloak free, add *either* ammo (1) or strapped weapon (1 or 2) or shield (2)

BODY
Armor, robes.

TORSO (Free)

HANDS (Gloves) (Free)

COIN PURSE (1 slot)
Up to 250 coins or gems

ARMS (Free)

WAIST
Belt free, add *either* 1 slot weapon or ammo (1)

RINGS (Free)

FEET (Free)

WEAPONRY (1 or 2 slots)

BACKPACK interior (6 slots)
exterior holds items listed below

Bedroll (1) Rope (silk 1 or hemp 2) Waterskin (1)

Heavy weapons, 2-handed weapons and shields (one hand) cost 2 slots. Treat carried items, bulky stored items (like a gold idol), & optional shields (tower) as armor for # of slots.