

STRENGTH = 14 STR x2 = 28 STR x3 (max) = 42 SLOTS USED = 24

STATUS: Unencumbered (STR score or less).

 X Encumbered (over STR score, -10 speed).

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

Every 5 lbs. (round up)
= 1 slot (e.g. padded =2,
plate = 13).

FACE (Free)

HEAD (Free)

THROAT (Free)

SHOULDERS
Cloak free, include ammo
(1) or strapped weapon (1
or 2) or shield (2)

BODY
Armor, robes.

TORSO
(Clothes) (Free)

HANDS
(Gauntlets, gloves) (Free)

ARMS
(Free)

WAIST
Belt free, include spare 1
slot weapon or ammo (1)

RINGS
(Free)

FEET (Free)

WEAPONRY
(1 or 2)

Backpack interior 6 slots, Pouch 2
Bulky items 5lbs. per slot (round up)

Mess Kit	5 torches
Tinderbox	5 rations
5 torches	5 rations

Backpack exterior holds bedroll (1), rope (1 or 2), & waterskin (1)

Heavy weapons, 2-handed weapons and shields take 2 slots. Carried bulky items, like chests, follow the backpack rules. *If using optional shield rules, use armor weight for # of slots.*