Wealth

Every 250 coins or gems fill 1 slot. (Round up.)

	Gems (_____ gp)
	Platinum (× 10 = gp)
	Gold (gp)
	Electrum (÷ 2 = gp)
	Silver (÷ 10 = gp)
	Copper (÷ 100 = gp)

Total coins or gems		Item slots
	÷ 250 =	

Other Equipment

Non-encumbering items or items that you are not currently carrying.

Resources

Torches, lanterns, & oil flasks

Torches burn for 1 hour. Lanterns burn for 6 hours per oil flask.

Rations & water

You need 1 lb. of food and 1 gallon of water per day (2 gallons if hot). A ½–gallon waterskin fills 1 slot. A 1–gallon jug fills 2 slots.

Ammunition

5 daggers, 20 arrows, bolts, darts, or bullets, or 50 needles fill 1 slot. The quiver or pouch that holds them does not take up a slot.

Encumbering Equipment

1		☐ Padded armor (1 slot)
2		☐ Leather armor (2 slots)
3		☐ Hide (3 slots)
4		☐ Chain shirt / breastplate (4 slots)
5		
6		
7		
8		☐ Half plate / ring mail (8 slots)
9		☐ Scale mail (9 slots)
10		
11		☐ Chain mail (11 slots)
12		☐ Splint (12 slots)
13		☐ Plate (13 slots)
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You can carry items that fill a number of slots equal to your Strength score without penalty.

If you carry more than your Strength score, you are **encumbered**—your speed drops by 10 feet.

If you carry more than twice your Strength score, you are **heavily encumbered**—your speed drops by 20 feet and you have disadvantage on ability checks, attack rolls, and saving throws that use Strength, Dexterity, or Constitution.

You cannot carry more than three times your Strength score. (These limits are doubled for Large creatures and halved for Tiny creatures. Dwarves may ignore penalties to speed.)

- Worn clothing and jewelry, soft containers, and items you can conceal in your palm **do not count** towards encumbrance.
- Items (and bundles of similar items) which you can hold in one hand fill **1 slot**. (Up to 5 torches, flasks, or rations can usually be bundled together. For a grittier experience, the DM may require a slot for each item.)
- Every 250 coins or gems fill **1 slot**. Round up.
- Items that require two hands fill **2 slots**.
- Heavy items, such as armor and chests, fill **1 slot for every 5 pounds**. Round up.

Version 2.4a @carljonard

Strength	2×	3×	Slots used

Status

☐ **Unencumbered**

☐ **Encumbered**

☐ **Heavily encumbered**