

Name: _____

Date: _____

Encumbrance Limits:

It is assumed that a character can successfully adventure with a range of **BASE ITEMS** which are worn or held in hand...

A travel back pack or duffel with all it's various pockets & straps & belt pouches & Scabbards will allow a maximum additional **50 points** of "stuff" + strength bonus:

- 12-13 (+1) = +5 pts
- 14-15 (+2) = +10 pts
- 16-17 (+3) = +15pts
- 18 > (+4) = +20 pts

Small (Gnome, Halfling, Dwarf) - 5pts

Characters hauling extra loot must choose what to unload or abandon... Over limit? move at 1/2; 10 over? -2 Init & Dex . 20 over 1/2 init. 30 over: Can't move at all.

'Stuff' Carried:

BASE ITEMS that may be WORN...

Helm / Cap	
Amulet / Necklace	
Magic Ring #1	
Magic Ring #2	
Gloves/Gauntlets	
Armor	
Robe/Cloak	
Belt/Girdle	
Boots	
Shield/Weapons:	Shield 1 handed weapon
	[] []
or	Buckler Bow
	[] []
or	No Shield 2 handed weapon
	[] []
Backpack/Duffel	[]

1 to 12 items

Extra Belt	Includes 1-8 potions/scrolls/flasks	2	[]
Extra Girdle	Includes 1-12 potions/scrolls/flasks	3	[]
Xtra Cumerbund	Includes 1-16 potions/scrolls/flasks	4	[]
Cap/Hat		2	[]
Cloak		4	[]
Gloves		2	[]
Boots		4	[]
Sash/Sarong		1	[]
Cloak, clothes		4	[]
Robe		6	[]
Other...		[]	[]
STUFF...			
Pouch (Small)	holds 100 coins or gems or 12 jewels	1	[]
Pouch (Large)	holds 500 coins or gems or 60 jewels	2	[]
Sack (Small)	holds 2,000 coins or gems or 240 jewels	3	[]
Sack (Large)	holds 5,000 coins or gems or 600 jewels	4	[]
Boltcase/Quiver	up to 20 arrows/bolts per quiver/case	3	[]
Candles	up to 6 candles	1	[]
Torches	up to 6 torches	3	[]
Lamp/Lantern	including 2 hrs of oil	2	[]
Oil	2 hrs oil per flask (0 if in belt)	1	[]
Misc items	Belt, Mirror, Pick, Whetstone, Jewel, Lens, Figurine, Tinderbox	1	[]
carried:		1	[]
Misc Items	Spy Glass, Water Skin, Book, Tome, Horn, Bow, Censer	2	[]
carried:		2	[]
Misc Items	Drum, Grapple, Spell Book, Harp, Pipes, Lyre, Crystal Ball, Rope	4	[]
carried:		4	[]
Carpet/Rug		4	[]
Bed Roll	Blanket / Sleeping Bag	4	[]
Tent	2 person	6	[]
Tent	4 person	10	[]
Folding Boat		8	[]
Other...		[]	[]
Sub Total		[]	[]

ARMOR	Padded;Leather	4	[]
	Studded;Scale;Ring;Chain;Banded,hide	6	[]
	Plate;Field Plate	8	[]
	Full Plate	10	[]
	Small Helm;Great Helm;Crown	4	[]
Buckler Shield		4	[]
Small Shield		5	[]
Medium/Kite		6	[]
Body Shield		8	[]
Other...		[]	[]
Other...		[]	[]
WEAPONS			
Dart/Knives	up to 12 darts/throwing knives/stars	1	[]
Bullets	up to 20 bullets	1	[]
Bolts/Arrows	up to 20 loose (see quiver/case)	3	[]
Javelins	up to 6 javelins	3	[]
Spear		4	[]
Small Weapons	Dagger; Dirk; Sling; Wand	2	[]
Medium Weapons	Axe;BlowGun;Club;Mace;Rod;Whip	3	[]
Heavy Weapons	Battle Axe;Flail;Morningstar;Pick;Hamr	6	[]
Big Heavy	Maul;Pole Arm;Trident;Scythe	8	[]
Huge	Lance; Mancatcher	12	[]
Light Bow	Short Bow; Light Cross Bow	6	[]
Heavy Bow	Long Bow; Heavy Cross Bow	8	[]
Blades:	Short sword,sickle,big knife	3	[]
	Scimitar,Foil,Katana	4	[]
	Long Sword;Bastard;	6	[]
	2 Handed;Great sword	8	[]
Other...		[]	[]
ESSENTIALS			
Water	1 full water skin	2	[]
Food	up to 1 week's Rations	2	[]
Bandaging	Kit of bandages & sutures	1	[]
Sub Total		[]	[]

Strength: _____

Strength Adjustment (+5 to +20) Small ? (-5)

LIMIT TOTAL