The Inventory Manager manages all the Inventory Slots which individually manage their own Item. In this asset, Items are Scriptable Objects. To create a new item, right click anywhere in the Project tab and select Create > EZ Inventory > Item.

Item Variables

Tooltip: A string that appears inside tooltips when hovering over them in the inventory.
Stack Limit: How many items can be stacked in a single slot. 1 = can not stack. 0 = item will not work at all. 64 by default.
Item Sprite: The sprite used both for the inventory UI and for the item when dropped.
Type: Used for equippable items. All = default. Hand = can be equipped in the hotbar. Everything else is used for equipment slots.
Item Border Color: The color of the item slot border.
Equip Prefab: Only used for equippable items. The prefab that gets attached to the player when equipped.

Adding Equip Slots

The equip slots are found inside the Inventory Canvas prefab under Inventory Canvas > Inventory Main > Equip Slots. To add a new one, just copy and paste one of the already existing ones and change its position.

Equip slots are slightly different to regular inventory slots in that they use the Equip Slot component which does derive from Inventory Slot, but with the addition of the following variables:
Equip Parent Name: If you open up the Player prefab you'll see there are various empty GameObjects attached with names ending in "Parent". These are used as the parents for whatever equipment is equipped to the player, so for any new equipment slots you'll need to add a new one of these and put the name into the Equip Parent Name variable.
Default Sprite: This is the sprite that displays when the slot isn't currently holding anything. It's used to signify that this is an equipment slot and what body part it's for.

If you wish to create a new type of equipment slot like a ring or necklace, you'll need to open up ItemSO.cs. Inside here you'll need to add a new value to the enum Type at the bottom of the script.
Once you've done that you just need to set your new Equip Slot's type to match. This will make it so that only items of that type can be placed in that slot, and when they do, the item's Equip Prefab will appear as a child of the GameObject matching the Equip Parent Name.

Giving Functionality To Equipped Items
Obviously you'll want the equipment to actually do something when equipped. To add some functionality we'll need to work with the prefab attached to the item's Equip Prefab.