RPG Project Documentation

**Item Identification** *E.g. 0201 = Leather Chest plate*

**Helmet: 01xx**

Leather H: 01

**Chest plate: 02xx**

Leather C: 01

**Leggings: 03xx**

Leather L: 01

**Boots: 04xx**

Leather B: 01

**Weapon: 05xx**

Iron Sword: 01