## INVENTORY

| | Value | Weight |
|---|---|---|
| | | |

| | |
|---|---|
| Carried Items | lb |
| Weapons, Ammo | lb |
| Armour, Shield | lb |
| Worn Items | lb |
| Scrolls, Potions, Wands, Components | lb |
| Coins | lb |
| Total Weight | lb |

Light Load lb

Medium Load lb

Heavy Load lb

Max Load lb

## ARMOUR

Properties

| Type | Max Speed | Max AC DEX |
|---|---|---|
| | ft sq | |

| Check Penalty | Weight | Spell Failure | Armour AC |
|---|---|---|---|
| | lb | % | AC |

## SHIELD

Properties

| Check Penalty | Weight | Spell Failure | Shield AC |
|---|---|---|---|
| | lb | % | AC |

Hands

Properties

Ring

Properties

Ring

Properties

## MONEY

| | |
|---|---|
| Copper | cp |
| Silver | sp |
| Gold | gp |
| Platinum | pp |
| Total | |

50 coins weighs 1lb — coins

| | |
|---|---|
| Debts | |
| Valuables | |
| Other items | |
| Total | |

## EQUIPMENT

Head

Properties

Face

Properties

Neck / Throat

Properties

Shoulders

Properties

Arms / Wrists

Properties

Body

Properties

Torso

Properties

Waist

Properties

Feet

Properties

Properties

## VALUABLE ITEMS

| | Value |
|---|---|
| | |