

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

Total coins or gems		Item slots
<div style="border-bottom: 1px solid black; height: 20px; width: 100%;"></div>	$\div 250 =$	<div style="border-bottom: 1px solid black; height: 20px; width: 100%;"></div>

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

[illegible]

○○○○○ Torches ○○○○○ 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

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5 daggers, 20 arrows, bolts, darts, or bullets, or 50 needles fill 1 slot.

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- ☐ Padded / leather armor (2 slots)
- ☐ Studded leather / hide (3 slots)
- ☐ Chain shirt / breastplate (4 slots)
- ☐ Half plate / ring mail (8 slots)
- ☐ Scale mail (9 slots)
- ☐ Chain mail (11 slots)
- ☐ Splint (12 slots)
- ☐ Plate (13 slots)

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 2.4 @carljonard

Strength	2×	3×	Slots used

- ☐ Unencumbered
- ☐ Encumbered
- ☐ Heavily encumbered