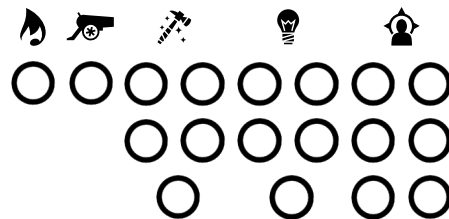
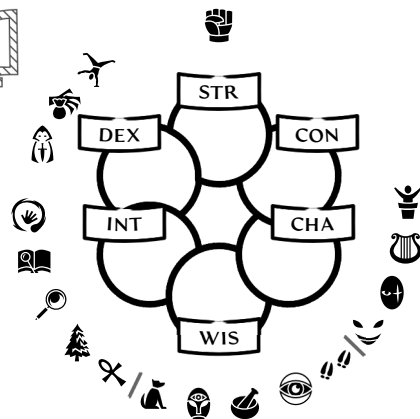
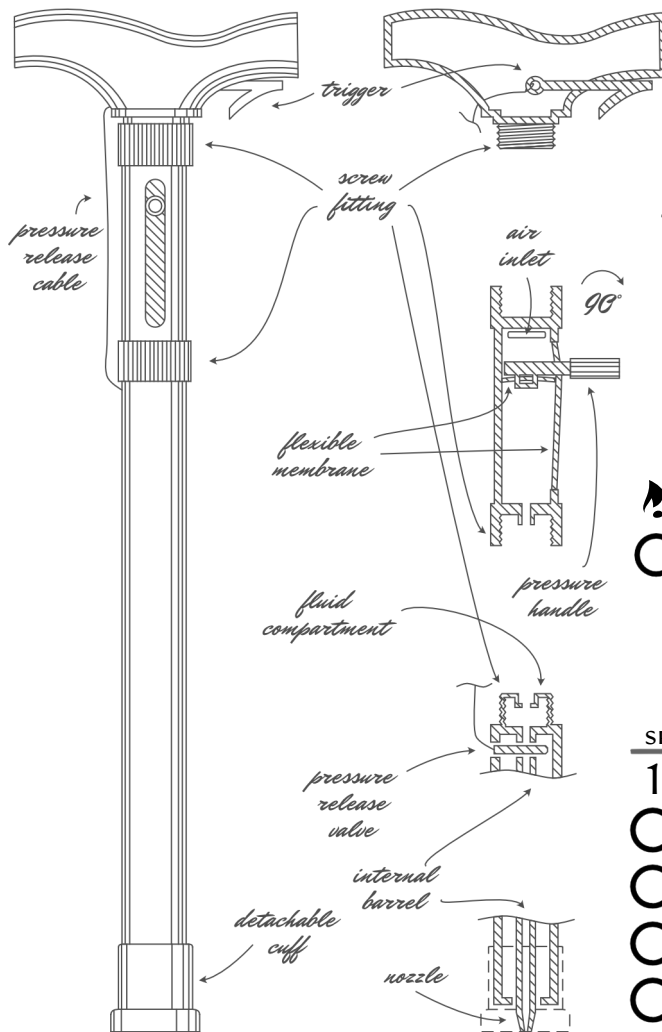
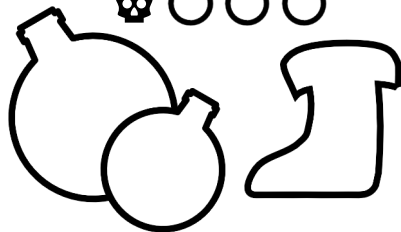
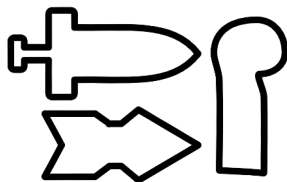
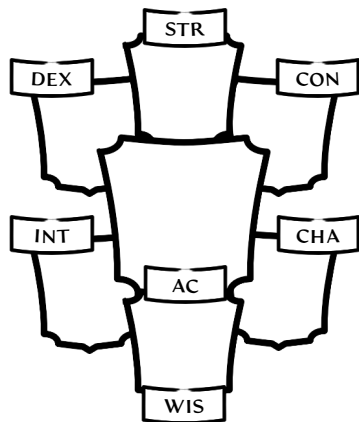
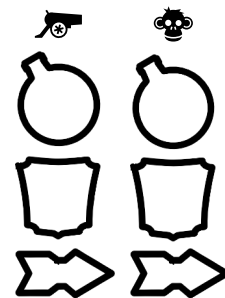


LV: EXP: PROF:



SPELL ATTACK:

1	2	3	4
○	○	○	○
○	○	○	○
○	○	○	○
○	5	○	○



TOOLBELT ITEMS (O.I. TO GRAB)

TINY ITEMS

1
2
3
4
5
6
7
8
9
10
11
12

gp
sp
cp
gems (gp)
+
/100= slots

CARRY CAPACITY

SLOTS≤5+STR	ready
5+STR<SLOTS≤10+STR	burdened
10+STR<SLOTS≤15+STR	taxed
SLOTS>15+STR	overloaded

BEING ENCUMBERED (CUMULATIVE)

ready	—
burdened	-10 SPD; no passive SPD bonus
taxed	-10 SPD; disadv. phys. checks/saves
overloaded	SPD 0; prone

CATEGORY	SIZE	#
tiny	palm-sized, worn	—
light	dagger/vial/ration	1/5
normal	shield/quiver/flask	1
heavy	heavy/big/clunky	2
m. armor	—	2
h. armor	—	4

1	21
2	22
3	23
4	24
5	25
6	26
7	27
8	28
9	29
10	30
11	31
12	32
13	33
14	34
15	35
16	36
17	37
18	38
19	39
20	40