

Equipment

Head

Neck

Right Arm

Right Hand

Legs

Feet

Armour

Left Arm

Left Hand

Belt

Backpack

Small Items	Medium Items	Enc.
Small slots available with a backpack.		
		+1.
		+2.
		+3.
	Coin <div>Weight 100 Coins = 1kg/2.5lb</div> <div>Conversion 1000cp = 100sp = 10ep = 1gp</div>	
	Gold Sovereigns	
	Silver Nobles	
	Copper Groats	
	Encumbrance Base Difficulty	4
	Armour +1 Light, +2 Medium, +4 Heavy	
	Shield +1 Small Shield, +2 Large Shield	
Large Items	Heavy Weapon +1 if wielding a Heavy weapon	
	Medium Items Take max medium item modifier	
+1.	Large Items Take max large item modifier	
+2.	Coins +2 for every thousand coins	
+3.	Total Encumbrance	