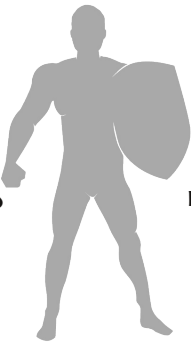


<div>Equipment</div>	<div><div><div>Head</div><div>Neck</div><div>Right Arm</div><div>Right Hand</div><div>legs</div><div>Feet</div><div>Armour</div><div>Left Arm</div><div>Left Hand</div><div>Belt</div></div><div></div></div>																																																																												
<div>Small Items</div>	<div><div>Backpack</div><div>Small slots available with a backpack.</div></div>	<table><tr><td colspan="2"><div>Medium Items</div></td><td><div>Enc.</div></td></tr><tr><td colspan="2"></td><td></td></tr><tr><td colspan="2"></td><td></td></tr><tr><td></td><td></td><td>+1.</td></tr><tr><td></td><td></td><td>+2.</td></tr><tr><td></td><td></td><td>+3.</td></tr><tr><td colspan="3"><div>Large Items</div></td></tr><tr><td></td><td></td><td>+1.</td></tr><tr><td></td><td></td><td>+2.</td></tr><tr><td></td><td></td><td>+3.</td></tr><tr><td colspan="3"><div>Coin</div><div>Weight 100 Coins = 1kg/2.5lb Conversion 1000cp = 100sp = 10gp = 1gp</div></td></tr><tr><td colspan="2"><div>Gold Sovereigns</div></td><td></td></tr><tr><td colspan="2"><div>Silver Nobles</div></td><td></td></tr><tr><td colspan="2"><div>Copper Groats</div></td><td></td></tr><tr><td colspan="3"><div>Encumbrance</div></td></tr><tr><td colspan="2"><div>Base Difficulty</div></td><td>3.</td></tr><tr><td colspan="2"><div>Armour</div><div>+1 Light, +2 Medium, +4 Heavy</div></td><td></td></tr><tr><td colspan="2"><div>Shield</div><div>+1 Small Shield, +2 Large Shield</div></td><td></td></tr><tr><td colspan="2"><div>Incidentals</div><div>+½ Hat, +1 Helm, +½ Gloves, +1 Gauntlets and round down.</div></td><td></td></tr><tr><td colspan="2"><div>Heavy Weapon</div><div>+1 if wielding a Heavy weapon</div></td><td></td></tr><tr><td colspan="2"><div>Medium Items</div><div>Take max medium item modifier</div></td><td></td></tr><tr><td colspan="2"><div>Backpack Medium Items...</div><div>Medium slots available with a backpack.</div></td><td></td></tr><tr><td colspan="2"><div>Large Items</div><div>Take max large item modifier</div></td><td></td></tr><tr><td colspan="2"><div>Coins</div><div>+2 for every thousand coins</div></td><td></td></tr><tr><td colspan="2"><div>Total Encumbrance</div></td><td></td></tr></table>	<div>Medium Items</div>		<div>Enc.</div>									+1.			+2.			+3.	<div>Large Items</div>					+1.			+2.			+3.	<div>Coin</div> <div>Weight 100 Coins = 1kg/2.5lb Conversion 1000cp = 100sp = 10gp = 1gp</div>			<div>Gold Sovereigns</div>			<div>Silver Nobles</div>			<div>Copper Groats</div>			<div>Encumbrance</div>			<div>Base Difficulty</div>		3.	<div>Armour</div> <div>+1 Light, +2 Medium, +4 Heavy</div>			<div>Shield</div> <div>+1 Small Shield, +2 Large Shield</div>			<div>Incidentals</div> <div>+½ Hat, +1 Helm, +½ Gloves, +1 Gauntlets and round down.</div>			<div>Heavy Weapon</div> <div>+1 if wielding a Heavy weapon</div>			<div>Medium Items</div> <div>Take max medium item modifier</div>			<div>Backpack Medium Items...</div> <div>Medium slots available with a backpack.</div>			<div>Large Items</div> <div>Take max large item modifier</div>			<div>Coins</div> <div>+2 for every thousand coins</div>			<div>Total Encumbrance</div>		
<div>Medium Items</div>		<div>Enc.</div>																																																																											
		+1.																																																																											
		+2.																																																																											
		+3.																																																																											
<div>Large Items</div>																																																																													
		+1.																																																																											
		+2.																																																																											
		+3.																																																																											
<div>Coin</div> <div>Weight 100 Coins = 1kg/2.5lb Conversion 1000cp = 100sp = 10gp = 1gp</div>																																																																													
<div>Gold Sovereigns</div>																																																																													
<div>Silver Nobles</div>																																																																													
<div>Copper Groats</div>																																																																													
<div>Encumbrance</div>																																																																													
<div>Base Difficulty</div>		3.																																																																											
<div>Armour</div> <div>+1 Light, +2 Medium, +4 Heavy</div>																																																																													
<div>Shield</div> <div>+1 Small Shield, +2 Large Shield</div>																																																																													
<div>Incidentals</div> <div>+½ Hat, +1 Helm, +½ Gloves, +1 Gauntlets and round down.</div>																																																																													
<div>Heavy Weapon</div> <div>+1 if wielding a Heavy weapon</div>																																																																													
<div>Medium Items</div> <div>Take max medium item modifier</div>																																																																													
<div>Backpack Medium Items...</div> <div>Medium slots available with a backpack.</div>																																																																													
<div>Large Items</div> <div>Take max large item modifier</div>																																																																													
<div>Coins</div> <div>+2 for every thousand coins</div>																																																																													
<div>Total Encumbrance</div>																																																																													