

Gyruff the Next Generation

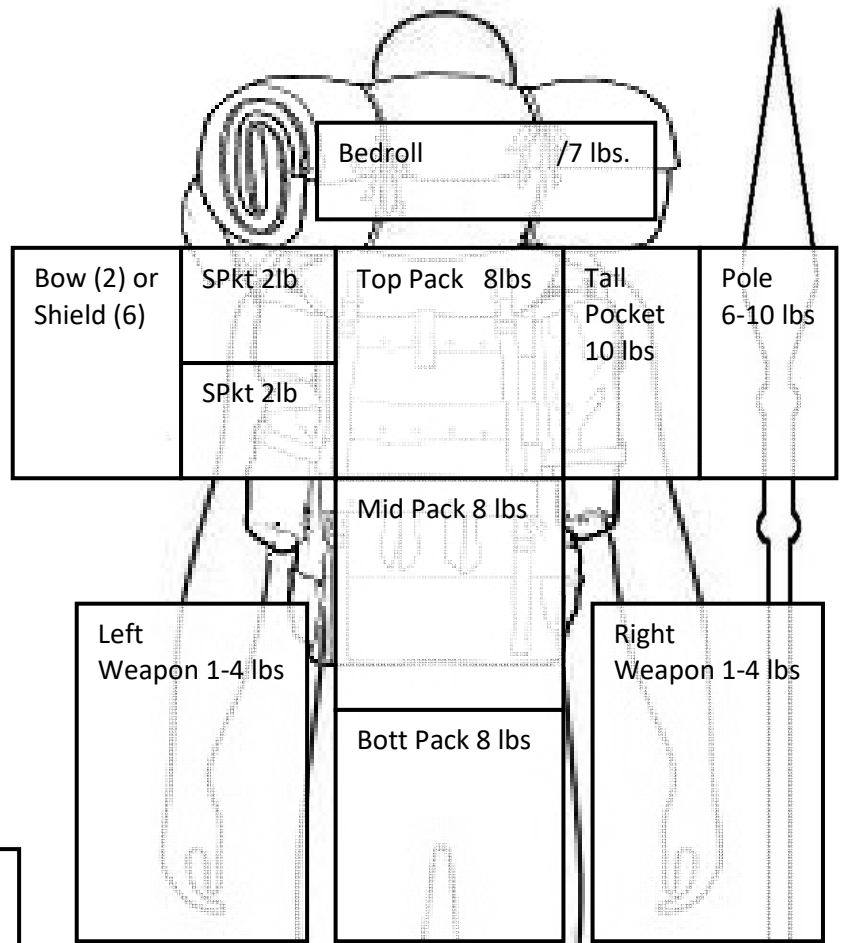
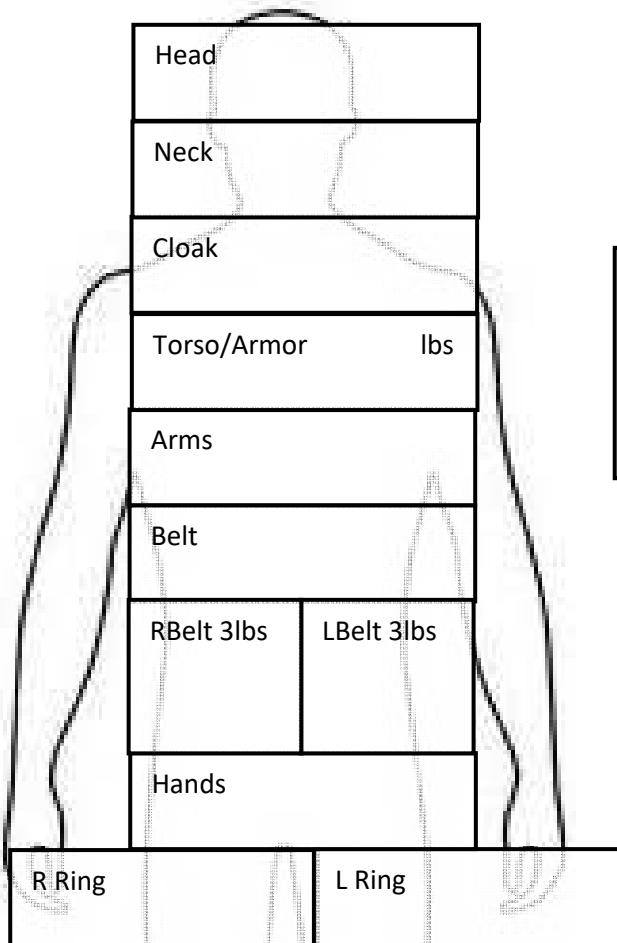
Str

Str x 5
lbs.
max no enc.

Str x 10
lbs.
-10' move

Str x 15
lbs.
-20' move, Disadv.

Character: _____



Add the weight of occupied slots to determine if the character is encumbered. Typical loads include:

Bedroll Slot holds bedroll, blanket or cold weather gear

Pole Slot holds 1 staff, spear, long tool, polearm, bow, great/two-handed weapon, etc.

Side Pocket holds lantern, bucket, case, waterskin, ½ grappling hook, or 2 lbs.

Tall Pocket holds 50' of rope, shovel, miner's pick, 2 quivers of 20 bolts/arrows each, or 10 lbs.

Pack Slots holds one toolkit, 2 sets of clothes, 5 Days rations, crowbar, or 8 lbs.

Belt slots holds 3 lbs.

3 lbs. items: spellbook

2 lbs. items: component pouch, bottle, 30 sling stones, lantern, bag of 20 caltrops

1 lb. items: map/scroll cases, vial/flask, thieves' tools, tinderbox, torch, holy symbol, mess kit, 50 coins

5 Tiny items (soap, rings, whistles, sealing wax, chalk, candle, etc.) per pound

Climber's Kit (12 lbs) typically occupies Tall Pocket + a side pocket

A sack can be attached to a pack or carried in another slot, but occupies the slot. See back of this sheet.



