### To use this sheet:

- Name each of your bags (scabbard, backpack, etc) and doodle or write in what you're carrying
- A set of daggers is 1 slot, a shortsword or rapier are 2 slots, and a longsword or staff may be 3 slots
- Dungeon Rations and Adventuring Gear are 1 slot each, unworn armor may be difficult to fit
- The GM may separate you from your bags; cross out any bags you lose until you can replace them

		Other Equipment  Color Light items and armor you're wearing Color Stuff at home or elsewhere
	STR +1	
	STR +2	Coin and Gems  Coin and Gems  Coins require 1 item slot
	STR +3	

### To use this sheet:

- Name each of your bags (scabbard, backpack, etc) and doodle or write in what you're carrying
- A set of daggers is 1 slot, a shortsword or rapier are 2 slots, and a longsword or staff may be 3 slots
- Dungeon Rations and Adventuring Gear are 1 slot each, unworn armor may be difficult to fit
- The GM may separate you from your bags; cross out any bags you lose until you can replace them

		Other Equipment  Color Light items and armor you're wearing Color Stuff at home or elsewhere
	STR +1	
	STR +2	Coin and Gems  Coin and Gems  Coins require 1 item slot
	STR +3	

### To use this sheet:

- Name each of your bags (scabbard, backpack, etc) and doodle or write in what you're carrying
- A set of daggers is 1 slot, a shortsword or rapier are 2 slots, and a longsword or staff may be 3 slots
- Dungeon Rations and Adventuring Gear are 1 slot each, unworn armor may be difficult to fit
- The GM may separate you from your bags; cross out any bags you lose until you can replace them

		Other Equipment  Color Light items and armor you're wearing Color Stuff at home or elsewhere
	STR +1	
	STR +2	Coin and Gems  Coin and Gems  Coins require 1 item slot
	STR +3	

### To use this sheet:

- Name each of your bags (scabbard, backpack, etc) and doodle or write in what you're carrying
- A set of daggers is 1 slot, a shortsword or rapier are 2 slots, and a longsword or staff may be 3 slots
- Dungeon Rations and Adventuring Gear are 1 slot each, unworn armor may be difficult to fit
- The GM may separate you from your bags; cross out any bags you lose until you can replace them

		Other Equipment  Color Light items and armor you're wearing Color Stuff at home or elsewhere
	STR +1	
	STR +2	Coin and Gems  Coin and Gems  Coins require 1 item slot
	STR +3	