

ADVENTURING GROUP	CARRIED EQUIPMENT	POTIONS
	ITEM QUANTITY	WEIGHT
		1 00000 00000
		00000 00000
		00000 00000
		00000 00000
		00000 00000 00000 00000 00000 00000 00000 00000 00000 00000
		00000 00000 00000 00000
		STORED EQUIPMENT
		TEM QUANTITY WEIGHT
ALLIES & FOES		
ALLIES & FOLS		
	=	
	EQUIPPED ITEM	
ODCANIZATIONS	MEALTH.	ATTUNED MAGIC ITEMS
ORGANIZATIONS	WEALTH	ATTUNED MAGIC ITEMS
	-(1 2
		MAX 3 ITEMS
	1cp = 1/100gp 1sp = 1/10gp 1ep = 1/2gp 1gp = 1gp	PLATINUM PIECES Ipp = 10gp
	OTHER CARRIED WEALTHS:	
		1
		NA CONTRACTOR
		CARRING CARCITY x 2
	STORED WEALTHS:	WHILE PUSHING OR DRAGGING MORE WEIGHT THAN CARRYING CAPACITY, SPEED DROPS TO 5Hz/15Hz/16q
		CURRENTICAL
DOWNTIME		CARRIED WEALTH CARRIED COINS CARRIED EQUIP
DOWNTIME		ENCUMBRANCE
ACTIVITIES PRACTICING A PROFESSION		ENCUMBERED THRESHOLD* STIP SCORE 4:40
CRAFTING RECUPERATING RESEARCH		SPEED DROPS BY 10ft/3m/2sq STR SCORE x 2.Skg STR SCORE x 15b STR SCORE x 7.5kg
TRAINING SPELLCASTING SERVICE AS TO SERVI		HEAVY ENCUMBERED THRESHOLD* STR SCORE x 101b
CATCHING-UP		SPEED DROPS BY 2017/IN/MAY ITSADV ON ARILITY CHECKS, ATTACK ROLLS AND SAWNS THROWS ON STR. DEV. OR CON Optional rules Optional rules Optional rules Optional rules

CAMPAIGN NOTES