Encumbrance Tracker

This product is compatible with the
Dungeon Crawl Classics Role Playing Game

COMPATIBLE WITH

DCC RPG

BLACK ARROW PRESS

Dungeon Crawling Encumbrance Tracker

Character Name: KRAK THE THIEF

Item carried (qty)	Spaces used
BACKPACK	0
ROPE, 50'	2
GRAPPLING HOOK	1
SHORT SWORD	2
LEATHER ARMOR	1
DAGGER	1
TORCH	1
RATIONS, DAILY (3)	1
235 sp, 190 gp	1
FLINT + STEEL	0
FLASK	0
CROWBAR	1

☐ 1 SPACE

STR 3 ○

STR 4-5 ○

STR 6-8 ○

STR 9-12 ◉

STR 13-15 ○

STR 18 ○

Krak lists out the items he's carrying here. Some items don't take up space.
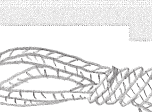
Krak's strength is 11, so he fills the bubble here. He has 12 spaces to work with.

	Encumbrance Level	MV Penalty	Action Die	Fumble Die
Warriors and Dwarves	At or below STR level	-	-	-
	One level above STR	-	-	-
	Two levels above STR	-5'	-1d	+1d
	Three levels above STR	-10'	-2d	+2d

	Encumbrance Level	MV Penalty	Action Die	Fumble Die
All other classes	At or below STR level	-	-	-
	One level above STR	-5'	-1d	+1d
	Two levels above STR	-10'	-2d	+2d
	Three levels above STR	-15'	-3d	+3d

Encumbrance Tracker

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Item carried (qty)	Spaces used

1 SPACE

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STR 4-5 ○

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STR 9-12 ○

STR 13-15 ○

STR 16-17 ○

STR 18 ○

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Armor type	Spaces needed
Unarmored	0
Padded	0
Leather	1
Studded Leather	2
Hide	3
Scale Mail	4
Chainmail	5
Banded Mail	6
Half-Plate	7
Full Plate	8
Shield	1

Item type (qty)	Spaces needed
Backpack	0
Candles (10)	1
Chain, 10'	1
Chalk	0
Chest, empty	1
Clothing, worn	0
Coins (1000)	1
Crowbar	1
Flask	0
Flint & steel	0
Grappling hook	1
Hammer, small	1
Holy symbol	1
Holy water, 1 vial	1
Iron spikes (5)	1
Lantern	1
Mirror, hand-sized	1
Oil, 1 flask	1
Pole, 10'	3
Quiver	0
Rations, daily (3)	1
Rope, 50'	2
Sack, large	0
Sack, small	0
Thieves' tools	1
Torch	1
Waterskin	1

Weapon type (qty)	Spaces needed
Arrows (20)	2
Battleaxe	3
Blackjack	1
Blowgun	1
Club	2
Crossbow	2
Dagger	1
Dart	1
Flail	2
Garrote	1
Handaxe	2
Javelin	2
Longbow	3
Longsword	3
Mace	2
Polearm	3
Quarrels (30)	2
Shortbow	2
Short sword	2
Sling	1
Sling stones (pouch of 20)	1
Spear	3
Staff	3
Two-handed sword	3
Warhammer	2

How to Use this Sheet

1. Fill the circle next to your current STR. This determines the number of spaces you have available. For example, a STR 10 character would have 12 spaces available.

2. Write down your carried and worn items, along with their space requirements, in the "Items Carried" list.

3. For each carried item requiring 1 or more spaces, record (or draw) it in an available space.

4. If you are using more spaces than your STR allows, make note of the encumbrance penalties on your character sheet. Remember, Warriors and Dwarves can carry more stuff!

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