

Inventory Slots

A slot-based inventory system for 5E focused on simplicity and realism

Co-creators: Tyler Legg and Jacob Vickers

Art by Jacob Vickers



Design Philosophy

This slot based inventory system is designed to be as streamlined as possible, requiring low player buy-in and little Dungeon Master upkeep. Inventory space, instead of being based on pounds, is based on slots. Items are categorized into sizes that take up a certain amount of slots and each category gives common items as points of reference. Both weight and the amount of space an item takes up is and should be considered.

The idea is that any item not accounted for should be easy to categorize on the spot by the Dungeon Master.

Why worry about inventory restrictions?

The system doesn't attempt to make inventory management fun, because that is not usually the reason someone adds inventory restrictions to their game. Instead, this system is designed to be simple, easy to implement, and much more realistic than fifth edition encumbrance rules.

You may find after using this system that your inventory will feel tangible instead of some backpack with an incomprehensible void inside.

Adding inventory management to your game will add depth to character motivations and breed all sorts of situations and conflicts characters may have regarding items, loot, and gold.

You may find your characters burying treasure to come back for it, buying a wagon to bring from town to town to hold their belongings, buying gems with their gold because it weighs less, or even depositing their gold in the city bank for safekeeping.

This system aims to be simple so that a game can have these elements without being bogged down by unwieldy and slow inventory management.

Realism

This system is designed to give a proper amount of realism, while keeping in mind that D&D is a fantasy game. The system will have a realistic feel in terms of how much a character can hold, but not to the point that inventory space is a constant issue.

The system is balanced in a way that rewards high strength players, and makes characters who should be considered weak feel weak. As well as making it so that even the weakest of characters can hold their essential items as well as pick up, say, a set of medium armor and a shortsword before their inventory space becomes a problem.

It is important to keep in mind how many items are actually going to be found in a common dungeon. But if this number happens to be high in your game, the system is very intuitive and it is easy to change a few numbers to tweak it.

Your players are never able to carry all their stuff? Up the backpack size.

Inventory Slots

Base Inventory Slots: Equal to your *Strength* Score.

This is your base amount of **slots**, they can be increased by various items. i.e. **Bags and pockets**.

Racial Modifiers

Large: Large creatures have **four** more inventory **slots**.

Small: Small creatures have **two** less inventory **slots**.

Penalties

If you go over your maximum inventory **slots**, your **movement speed** is reduced by 10.

If you exceed your **slots** by 5 or more, your **movement speed** is reduced by another 10.

If you exceed your maximum inventory **slots** by 10, your **movement speed** is reduced to 0.

Inventory Composition

Your **inventory** is comprised of what is in your **bag**, whatever is **equipped** or **in use**, and what is in your belt or bandolier, which will be simplified into the general term **pockets**.

All items, regardless of if they are in your **bag/pockets** or are **equipped** or **in use**, take up **slots**.

Inventory Sections and Terms

Slots:	Slots are the units of measurement for inventory space. When deciding how many slots something takes up, the weight of the item and the space it takes up are taken into consideration.
Equipped /in Use:	This is any item that you are currently wearing, such as a set of armor or a cloak. As well as items that are in use , such as swords and wands.
Bag:	A bag allows for a character to hold any size item up to Massive . If a character does not have a bag equipped , they both lose the slot bonus of the bag and are only able to carry light or smaller items unless they are equipped items, in use items such as weapons, or being held directly in the characters hands.
Pockets:	Pockets is a catch-all term for small compartments that can hold diminutive items. Pockets includes things such as belts, bandoliers, and pockets inside a wizard's robe.

Augmenting Items

These items either change your maximum inventory slots, or how inventory slots work for certain item. i.e. **bags, quivers, and scabbards**.

Bag:	Increases Maximum Slots by 6, and can hold items of great size or smaller.
Pockets:	Can hold up to 6 diminutive Items
Quiver:	Can hold 20 arrows/bolts without taking up slots.
Bag of Holding:	Can replace a bag , and increase inventory slots by 30 or more.
Scabbard/Sling:	Can hold a weapon making it easier to access with a interact with object , rather than being in a bag . <i>See Specific Inventory Rules</i>

Specific Inventory Rules

Slings and Scabbards

Each character is able to have up to **four** slings and/or scabbards. But only **two** of the slings and/or scabbards may be holding **two-handed** items.

These **slings** and/or **scabbards** include the one that are for **in use/equipped** items. As well as items that are at the ready in a **sling** or **scabbard**.

Items in these spots will take up just as many inventory slots, but will be easily accessible with an **interact with object**.

Retrieving Items

Items in **pockets** are easier to access and only require an **interact with object** to retrieve.

Items in **bags** are more difficult and take longer to access and require an **actions** to retrieve.

These rules are to account for potions and scrolls being easily accessible from **pockets**. As well as keeping it realistic in terms of how long it would actually take to retrieve an item from a **bag**. These rules could, of course, be changed to simply retrieving any item being an **interact with object**. If you find these rules as written too harsh, keep in mind, these rules can add some interesting conflicts in deciding what to keep in your **pockets, scabbards, or slings**.

Set Substitutions

If an item is able to functionally replace part of an armor set, (i.e. Boots of Elvenkind, with Leather armor), they cost no additional **slots**.

Instead, their **slot** cost is included in the **slots** taken up by the armor set.

Wagons and Containers

After understanding the system, you may be able to easily decide how many slots something can hold. But here are some standards.

Saddlebag:	Saddlebags allow the animal to carry items equal to its <i>strength</i> in slots.
Hand Cart:	A hand cart can be used to carry items equal to double your <i>strength</i> score worth of slots.
Wagon:	An average wagon can carry about 400 slots worth of items.
Chest:	Chests are varied, and can hold 5 - 100 slots worth of items. As well as some chests being restricted to hold a certain size of item or smaller. Such as a small chest that may only be able to hold light or smaller items.

Item Size Categories

Gold(1):	Gold takes up one slot per 100 gold
Stackable(1):	Stackable items take up one slot and can fit ten per slot of the same item or items type. Examples include arrows/bolts and rations .
Trinkets (1):	Trinkets are miscellaneous stackable items that often comfortably fit in the palm of your hand. All trinkets stack with each other, and do not take up a slot until the stack of ten is complete .
Diminutive(1):	Diminutive items take up one slot , and are free if placed in pockets . Examples are large gems, daggers, potions , etc...
Light(2):	Light items take up two slots , examples might be smaller weapons, such as scimitars, short swords, light armor , or a short bow , etc...
Medium(3):	Medium items take up a significant amount of space, and are often larger and/or heavier than light items. Medium items take up three slots . Examples include a longsword, a long rifle, a longbow, most medium armor , and a shield .
Heavy(4):	Heavy items are most often carried by characters with plentiful strength. Heavy items take up four slots . Examples might be a greatsword, maul, most heavy armor , or a large shield .
Great(6):	Great items are particularly large and heavy, and take up six slots . Examples might be full plate armor , and a small boulder .
Massive(10):	Massive items are items so large that they are not meant to be used by medium sized creatures. In order to move these items, they must be held in the hands . As well as taking up ten slots . Examples include a large creature's greatsword, a boulder , or a large chest .
Oversized(?):	Anything larger than those listed above, refer to the PHB and the push/drag/carry/lift rules.