WUS INVENTORY SHEET

NAME

HEIGHT	ft.	m.	AGE	y.	ENCUMBERED	u.	Speed -10 ft
WEIGHT	u.	lb. kg.	SIZE		HEAVILY ENCUMBERED	u.	Speed -20 ft disadv. STR, DEX & CON
LONG JUMP	ft.	HIGH JUMP ft.	HIGHEST REACH	ft.	MAXIMUM WEIGHT	u.	PUSH, DRAG & LIFT u.

Attuned?	ITEMS 1/2 u.
○	
○	
○	
○	
○	
○	
○	
○	
○	
○	
○	
○	
○	
○	
○	
TOTAL	u.

Attuned?	ITEMS ≥1 u.	
○		
○		
○		
○		
○		
○		
○		
○		
○		
○		
○		
○		
○		
○		
○		
TOTAL		u.

COINS 200=1u.										TOTAL u.

TOTAL WEIGHT CARRIED u.

WEIGHTLESS ITEMS

What is WUS?

As many of us think that the current rules on weight, carrying capacity and encumbrance are too complicated to use, I have come up with yet another way of tracking weight that I like to call the Weight Unit System. (WUS)

WUS is designed with two goals in mind:
- it needs to be simple enough to be manageable at the table.
- it needs to be fully compatible with the official rules and yield similar results.

To achieve this, WUS ditches pounds (lb) and tracks weight units (u), which are like pounds but heavier so you have to track less bigger numbers. It is as simple as that.

Definition and use of the weight unit (u)

One weight unit is equivalent to four pounds (4 lb = 1 u).
Objects weight an integer amount of weight units (0 u, 1 u, 2 u ...), or half a weight unit (1/2 u).

Converting pounds (lb) to weight units (u)

As the definition of weight unit (u) goes, it suffice to divide the weight in pounds (lb) by four and round to the nearest integer. This is true for anything that weights more than 3 lb.

For things that weight 2 or 3 lb, their converted weight is 1/2 u.
For things that weight 1 lb or less, their converted weight is 0 u.

lb	≤1	2	3	4	5	6	7	8	9	10	11 ...
u.	0	1/2		1		2				3...	

Carrying Capacity and Encumbrance rules.

To calculate the load a creature is carrying, add the weight in weight units of all the items it is carrying rounding down to the nearest integer.

If you are using Carrying Capacity rules, to determine the maximum load in weight units (u) a creature can carry, multiply it's Strength score by 15, divide it by 4 and round to the nearest integer.

If you are using the Variant Encumbrance rules, the thresholds go as follows:
- encumbered load: Strength score multiplied by 5, divided by 4 and rounded to the nearest integer.
- heavily encumbered load: 2 x encumbered load
- maximum load: 3 x encumbered load.

WUS Inventory Sheet

The WUS inventory sheet can be used with either of the load rules (just ignore the encumbered and heavily encumbered boxes if you are not using encumbrance) also, the top part has room for some useful data (e.g.: how much the character weighs).

The left column is for items that 1/2 u. Count 1 u for each 2 of those and write that number down in the bottom "TOTAL" box.
The right column is for items weighting 1 u or more. Sum the weights and write it in the bottom "TOTAL" box.
Add up both totals in the "TOTAL WEIGHT CARRIED" box to get the current load for the creature.

Items that weight 0 u are kept in the big square at the bottom and its quantities are subject to GM and player discretion.

There is even room to track the weight of the coins if you feel like it. Use a different box for each type of coins: only when you get 200 of a kind count 1 u and add it to the total weight carried.