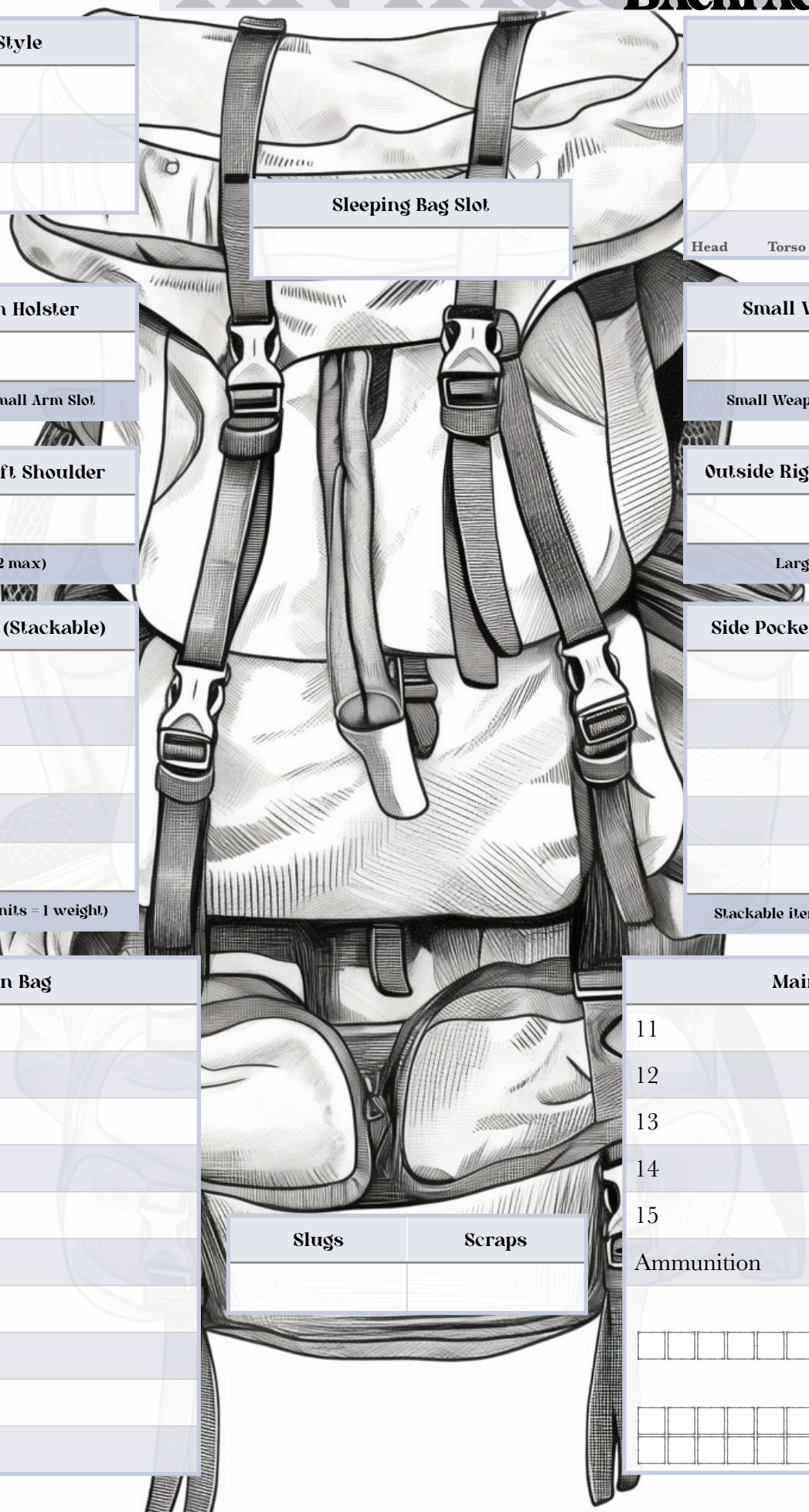
ANTAGONISTS
Backpack Sheet



Clothing Style

Sleeping Bag Slot

Armor
Head Torso Arms Legs

Small Weapon Holster
Small Weapon or Small Arm Slot

Small Weapon Holster
Small Weapon or Small Arm Slot

Outside Left / Left Shoulder
Large Item (2 max)

Outside Right / Right Shoulder
Large Item (2 max)

Side Pocket Left (Stackable)
Backpack (Stack)
Stackable items (10 units = 1 weight)

Side Pocket Right (Stackable)
Stackable items (10 units = 1 weight)

Main Bag
1
2
3
4
5
6
7
8
9
10

Slugs	Scraps

Main Bag
11
12
13
14
15
Ammunition