

SLOT ENCUMBRANCE

This encumbrance system is based on *gear slots*, giving a simple and somewhat abstract overview of each character's load. Each item carried generally occupies one gear slot. The more gear slots are occupied, the more burdened a character is and the slower their Speed.

Equipped Items: 9 Slots

Characters have 9 slots for *equipped items*, that is anything the character is wearing, holding, actively using, or has ready to use at short notice: armour worn, shields or weapons held, sheathed weapons, items in a belt pouch.

Maximum load: A character cannot carry more than 9 slots of equipped items.

Stowed Items: 8 Slots / Sack or Backpack

Sacks and backpacks have 8 slots for *stowed items*, that is items packed away in the container.

Maximum load: A character can wear one backpack and can carry up to two sacks, each occupying one hand. When carrying a sack, the character cannot carry a weapon, shield, lantern, or other object in that hand.

Retrieving: In combat, retrieving a stowed item optionally takes 1 Round.

Determining Speed

A character's Speed is determined by the number of occupied gear slots, as follows.

Equipped slots: The number of occupied equipped item slots determines the character's base Speed—see the *Slot Encumbrance* table.

Stowed slots: Each sack or backpack with more than 4 occupied slots reduces a character's Speed by 10.

Example: A fighter wearing plate mail (3 equipped slots) and carrying a shield and long sword (2 equipped slots) has Speed 30 (5 equipped slots total). If also carrying a backpack containing a tinder box, 3 flasks of oil, a lantern, a rope, and a waterskin (7 stowed items), their Speed would be reduced to 20. If, later in an adventure, they fill a sack with 600gp (6 stowed items), their Speed would be reduced to 10.

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Equipped Slots Occupied

Speed

1–3 40

4–6 30

7–9 20

Horses and Vehicles

The number of items that mounts and vehicles can carry is calculated by dividing their coin capacity (see *Horses and Vehicles*, p124) by 100. The distinction between equipped and stowed items does not apply to horses and vehicles.

Items in Gear Slots

The *Item Gear Slots* table lists the number of gear slots occupied by items of different kinds.

General items: Unless noted otherwise, each object a character carries occupies 1 gear slot.

Tiny items: Some very small items (e.g. necklaces, rings, sheets of paper) only occupy a gear slot if carried in large numbers (as judged by the referee).

Bundled items: Some items are usually purchased and carried in bundles (e.g. a pack of 10 candles, a pouch of 20 caltrops). A bundle occupies 1 gear slot.

Containers: Containers (e.g. backpacks, sacks) only count as an item when not in use.

Bulky items: Large or heavy objects that require two hands to carry occupy 2 gear slots and cannot be stowed. Very heavy or bulky objects may occupy 3 or more gear slots, as judged by the referee.

ITEM GEAR SLOTS

Item	Slots
General item	1
Tiny item	0
Bundled item	1 per bundle
Bulky item	2
Melee weapon, one-handed	1
Melee weapon, two-handed	2
Missile weapon	1
Ammunition (up to 20 pieces in container)	1
Clothing	0
Light armour	1
Medium armour	2
Heavy armour	3
Shield	1
Coins or gems (up to 100)	1

Adventuring Gear

All items listed under *Adventuring Gear*, p120 occupy 1 gear slot, except the following.

Tiny items: Holy symbols, bell (miniature), paper or parchment, quill, whistle.

Bundled items: Candles (10), torches (3), caltrops (20), chalk (10), iron spikes (12), marbles (20).

Bulky items: Barrel, caskets, chests, pole (10' long).

Dropping Items

When characters discover large treasure hoards, they may have to drop items, abandoning adventuring gear in order to stuff their sacks with gold.

Likewise, in desperate circumstances such as when fleeing enemies, characters may choose to drop items to lighten their load. Weapons, shields, and even stuffed sacks or backpacks may be dropped to increase a character's Speed.