

# ENCUMBRANCE

Encumbrance has always been a very big issue for D&D players and masters. Using the rules slows down the game a lot. Not using them gives all characters the chance to take whatever they want into adventures.

This house rule is designed on a famous video-game ad uses a graphic approach to encumbrance. In the equipment sheet there are 2 sides. The most important one is the one with the big grill.

Here you can identify 2 big columns' groups and 7 rows' groups. Rows divisions are connected with strength score: the stronger a character is, more "space" he or she has in the inventory.

The 2 columns groups give you your character's movement rate: if you can fit all of your character's equipment in the left group, speed is normal, but if something comes out in the right group, speed is halved.

If something comes out at the bottom, ending up in a row your character should not use, the weight and encumbrance are too much and your character cannot move at all.

Objects are divided in different *encumbrance classes*, as listed below, depending on their size and shape. Small objects just take one slot. Bigger objects can take 2, 3 or more slots.

Under the grill, there is another space, which is for the money pouch. A character can store here up to 1.000 coins or gems. To carry more, the adventurers need to carry along empty bags to fill with treasures (see below).

## WHAT DO I WEAR?

On the other side of the same sheet, there is a list of "positions" on the body: here everything that is worn by the character or anything he holds in the hands can be noted: this will not affect encumbrance and maximum amount of objects.

There is even a space for "Belt slots" with six slots available. Often some characters want to have some useful stuff ready for emergencies: potions, wolfsbane, scrolls, or even rings can be stored in the belt so that the character can just use them without losing one round to take them out of the backpack.

In these slots, every character can store only objects with an encumbrance class: A (see below) and only one per slot.

More informations will be given in the list below.

## ENCUMBRANCE CLASSES

A

Objects in this class are small and easy to carry along: potions, scrolls, bags of sling projectiles, oil flasks, tinder box, bags of nails, each food ration, each jewel, each bag with 500 coins or gems, wolfsbane, holy water, garlic and in general every other small object you can think about.

B

This class is made for objects that are bigger, but still very easy to carry around: spellbooks, holy symbol, thief's tools, small weapons like dagger, sling, a quiver of darts for crossbow, blackjack, small hammer and every magic wand. Spellbooks are usually smaller than other books, because they are made to be carried around. Most of the other books are much bigger and suit in a different encumbrance class.

C

This class contains most of the one-handed weapons, which are quite big and heavy. Here you can find hand-axe, mace, short sword, warhammer, quivers of arrows for bow, magic rods, torches, clubs and even rope rolls (15 m each).

D

This class is just for the normal, long sword.

E

This class is made of long weapons, like pole weapons, two-handed swords, poles, two-handed staves and, in general, all of those objects which are very long and thin.

F

All of the objects which are tall as they are wide and of medium size fit in this category. Helms, shields, books, cauldrons, wineskin and waterskin, boots or shoes, and even chain rolls (3 m each) fit in here.

G

This is the biggest encumbrance class and all of the very big or oddly-shaped objects the characters may carry along fit in here. Here you can find bow and crossbow, armors, cloaks, two-handed axes, and all of the other big objects the characters may find.

## HUGE OBJECTS

If the characters decide to carry along objects that are far too big to take with them, the Dungeon Master can give to those objects special encumbrance classes, making them as big as he decides.

No object bigger than 12 total slots can ever be carried by one character alone.

Every object bigger than 6 slots causes the character or group of characters that's carrying it to slow down to half their usual speed, even when the encumbrance is not too much.

CARRIED EQUIPMENT										
NORMAL MOVEMENT RATE						HALVED MOVEMENT RATE				STRENGTH
										3 - 6
										7 - 10
										11 - 13
										14 - 16
										17 - 18

COIN PURSE (MAX CAPACITY 1.000 PIECES)				
		GEMSTONES	VALUE (EACH)	QUANTITY
<b>PLATINUM PIECES (Pp)</b> <small>1 Pp = 5 Gp</small>				
<b>GOLD PIECES (Gp)</b> <small>1 Gp = 2 Ep = 10 Sp</small>				
<b>ELECTRUM PIECES (Ep)</b> <small>1 Ep = 5 Sp</small>				
<b>SILVER PIECES (Sp)</b> <small>1 Sp = 10 Cp</small>				
<b>COPPER PIECES (Cp)</b>				

**WORN EQUIPMENT**

HEADGEAR \_\_\_\_\_ CLOAK \_\_\_\_\_.

ARMOR \_\_\_\_\_ FOOTWEAR \_\_\_\_\_.

GLOVES \_\_\_\_\_ BELT \_\_\_\_\_.

NECKLACE \_\_\_\_\_.

LEFT HAND RING \_\_\_\_\_.

RIGHT HAND RING \_\_\_\_\_.

LEFT ARM BRACELET \_\_\_\_\_.

RIGHT ARM BRACELET \_\_\_\_\_.

OTHER \_\_\_\_\_.

OTHER \_\_\_\_\_.

LEFT HAND \_\_\_\_\_.

RIGHT HAND \_\_\_\_\_.

**BELT SLOTS**

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