

# DM AID

## ENCUMBRANCE

When campaigning, there is only so much a character can really get around with... or you need to hire porters to carry some of the load. Adding another magic item to a paper sheet is very different from figuring out where there is still a pocket to stick it in...

### Encumbrance Limits:

It is assumed that a character can successfully adventure with a range of **BASE ITEMS** which are worn or held in hand... Beyond that load, a travel back pack or duffel with all it's various pockets & straps & belt pouches & Scabbards will allow a maximum additional **50 points** of "stuff" + a strength bonus:

<u>Strength</u>	<u>Extra Limit</u>
12-13 (+1) =	+ 5 pts
14-15 (+2) =	+10 pts
16-17 (+3) =	+15pts
18 > (+4) =	+20 pts

Small (Gnome, Halfling, Dwarf)- 5pts

This system assumes that a person can carry lots of items on them selves AND an additional 50 points of items in bags, rucks, belts scabbards etc. with normal (un hindered) encumbrance. Over limit? Reduces MOVE BASE by 5' for every one point over... (See Movement) Characters hauling extra loot must choose what to unload or abandon...

More than 10 points over?

Move reduced by 50' per round or more, (5' or more per segment)

AND loose 2 points Dexterity AND roll Initiative @ -2

More than 20 points over?

Move reduced by 100' per round or more, (10' or more per segment)

AND loose 1/2 of Dexterity AND roll Initiative @ -6

30 points over? Move reduced by 150' -most can't move at all...

**BASE ITEMS:** Worn but not included in Limit...

1 Helm / Cap

Amulets, necklaces etc.

Rings ('unlimited') but only 2 magic rings at a time

Gloves / Gauntlets

1 Suit of Armor

1 outfit of Clothes worn

(pants/shirt/vest/leggings/dress/etc.)

1 robe/cloak

1 belt/girdle (with 1 to 12 items included)

1 pair of shoes/boots

1 Shield & 1 single handed weapon or

1 2 handed weapon or

1 Buckler & Bow

AND

1 Pack/Ruck/Duffel/Purse with everything else...

(up to 50 points or so...)

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### COMMON PACKED ITEMS:

<u>Item:</u>	<u>Points:</u>	<u>Item:</u>	<u>Points:</u>
Extra Belt		<i>Armor:</i>	
Includes 1-8 potions/scrolls/flasks	2	Studded;Scale;Ring;Chain;Banded,hide	6
Extra Girdle		Plate;Field Plate	8
Includes 1-12 potions/scrolls/flasks	3	Full Plate	10
Extra Cumberbund		Small Helm;Great Helm;Crown	4
Includes 1-16 potions/scrolls/flasks	4	Buckler Shield	4
Cap/Hat	2	Small Shield	5
Cloak	4	Medium/Kite	6
Gloves	2	Body Shield	8
Boots	4	<i>Weapons:</i>	
Sash/Sarong	1	Dart/Knives	
Cloak, clothes		up to 12 darts/throwing knives/stars	1
Full change of clothes	4	Bullets (up to 20 bullets)	1
Robe	6	Bolts/Arrows	
Pouch (Small)		up to 20 loose (see quiver/case)	3
holds 100 coins or gems or 12 jewels	1	Javelins (up to 6 javelins)	3
Pouch (Large)		Spear	4
holds 500 coins or gems or 60 jewels	2	<i>Small Weapons:</i>	
Sack (Small)		Dagger; Dirk; Sling; Wand	2
holds 2,000 coins or gems or 240 jewels	3	<i>Medium Weapons:</i>	
Sack (Large)		Axe;BlowGun;Club;Mace;Rod;Whip	3
holds 5,000 coins or gems or 600 jewels	4	<i>Heavy Weapons:</i>	
Bolt Case/Quiver		Battle Axe;Flail;Morningstar;Pick;	
up to 20 arrows/bolts per quiver/case	3	Hammer;Staff	6
Candles (up to 6 candles)	1	<i>Big Heavy:</i>	
Torches (up to 6 torches)	3	Maul;Pole Arm;Trident;Scythe	8
Lamp/Lantern (including 2 hrs of oil)	2	<i>Huge:</i>	
Oil (2 hrs oil per flask)	1	Lance; Mancatcher	12
<i>Sample Misc 1 point items...</i>	1	<i>Light Bow:</i> Short Bow; Light Cross Bow	6
Bell;Mirror;Picks;Whetstone;		<i>Heavy Bow:</i> Long Bow; Heavy Cross Bow	8
Jewel;Lens;Figurine;Tinderbox		<i>Blades:</i> Short sword,sickle,big knife	3
<i>Sample Misc 2 point items...</i>	2	Scimitar,Foil,Katana	4
Glass;Water Skin;Book;Tome;Horn;Bowl/Censor		Long Sword;Bastard;	6
<i>Sample Misc 4 point items...</i>	4	2 Handed;Great sword	8
Drum; Grapple; Spell Book; Harp; Pipes; Lyre;		<b><i>ESSENTIALS</i></b>	
Crystal Ball; 50' Rope; Carpet/Prayer Rug		Water	1 full water skin 2
Bed Roll / Blanket / Sleeping Bag	4	Food	up to 1 week's Rations 2
Light Tent (2 person)	6	Bandaging	Kit of bandages & sutures 1
Light Tent (4 person)	10		
Folding Boat	8		

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A character can successfully adventure with a range of handy **BASE ITEMS =>** which are worn or held in hand...

A travel back pack or duffel with all it's various pockets & straps & belt pouches & scabbards will allow a maximum of **50 points** of "stuff" + strength bonus:

- 12-13 (+1) = + 5 pts
- 14-15 (+2) = +10 pts
- 16-17 (+3) = +15pts
- 18 > (+4) = +20 pts
- Small character - 5 pts (Gnome, Halfling, Dwarf)

Characters hauling extra loot must choose what to unload or abandon...

### 'Stuff' Carried:

Helm / Cap		
Amulet / Necklace		
Magic Ring #1		
Magic Ring #2		
Gloves/Gauntlets		
Armor		
Robe/Cloak		
Belt/Girdle		
Boots		
Shield/Weapons:	Shield	1 handed weapon
or	Buckler	Bow
or	No Shield	2 handed weapon
Backpack/Duffel		

1 to 12 items

Extra Belt	Includes 1-8 potions/scrolls/flasks	2		<b>ARMOR</b>	Padded;Leather	4	
Extra Girdle	Includes 1-12 potions/scrolls/flasks	3			Studded;Scale;Ring;Chain;Banded,hide	6	
Extra Cumberbund	Includes 1-16 potions/scrolls/flasks	4			Plate;Field Plate	8	
Cap/Hat		2			Full Plate	10	
Cloak		4			Small Helm;Great Helm;Crown	4	
Gloves		2		Buckler Shield		4	
Boots		4		Small Shield		5	
Sash/Sarong		1		Medium/Kite		6	
Cloak, clothes		4		Body Shield		8	
Robe		6		Other...			
Other...				Other...			
<b>STUFF...</b>				<b>WEAPONS</b>			
Pouch (Small)	holds 100 coins or gems or 12 jewels	1		Dart/Knives	up to 12 darts/throwing knives/stars	1	
Pouch (Large)	holds 500 coins or gems or 60 jewels	2		Bullets	up to 20 bullets	1	
Sack (Small)	holds 2,000 coins or gems or 240 jewels	3		Bolts/Arrows	up to 20 loose (see quiver/case)	3	
Sack (Large)	holds 5,000 coins or gems or 600 jewels	4		Javelins	up to 6 javelins	3	
Bolt Case/Quiver	up to 20 arrows/bolts per quiver/case	3		Spear		4	
Candles	up to 6 candles	1		Small Weapons	Dagger; Dirk; Sling; Wand	2	
Torches	up to 6 torches	3		Medium Weapons	Axe;BlowGun;Club;Mace;Rod;Whip	3	
Lamp/Lantern	including 2 hrs of oil	2		Heavy Weapons	Battle Axe;Flail;Morningstar;Pick;Hamr	6	
Oil	2 hrs oil per flask (0 if in belt)	1		Big Heavy	Maul;Pole Arm;Trident;Scythe	8	
Misc items	Bell;Mirror;Pick;Whetstone;Jewel;Lens;Figure;Tinderbox	1		Huge	Lance; Mancatcher	12	
carried:		1		Light Bow	Short Bow; Light Cross Bow	6	
Misc Items	Spy Glass;Water Skin;Book;Tome;Horn;Bow/Censor	2		Heavy Bow	Long Bow; Heavy Cross Bow	8	
carried:		2		Blades:	Short sword,sickle,big knife	3	
Misc Items	Drum;Grappe;Spell Book;Harp;Pipes;Lye;Crystal Ball;Rope	4		Scimitar, Foil, Katana		4	
carried:		4		Long Sword;Bastard;		6	
Carpet/Rug		4		2 Handed;Great sword		8	
Bed Roll	Blanket / Sleeping Bag	4		Other...			
Tent	2 person	6		<b>ESSENTIALS</b>			
Tent	4 person	10		Water	1 full water skin	2	
Folding Boat		8		Food	up to 1 week's Rations	2	
Other...				Bandaging	Kit of bandages & sutures	1	
Sub Total this column:				Sub Total this column:			
0				= Grand Total			
Strength: _____				LIMIT= 50 +Strength (+5 to +20) Small ? (-5)			
WAS 041301 11:35pm				OVER LIMIT?			