***Carry Rating (2 x StrB)***

A character’s Carry Rating (CR), equal to the sum of their Endurance bonus and twice their Strength bonus, provides a measure of how much weight they can carry, lift, or push. For information, see Items & Encumbrance at the end of this chapter.

### ***Items and Encumbrance (SET TO SE)***

Encumbrance represents the mass and bulk of the items the character is wearing, wielding, or carrying on their person. The Encumbrance Value (ENC) of an item is a single digit number that represents this. Items with an ENC of zero are, on their own, inconsequential. But if a character is carrying a large number of these items, treat every 10 zero ENC items as having a total ENC of one.

If a character is carrying an item in such a way that the space it takes up isn’t an issue (such as inside a pack or container), its ENC is halved (round down).

### ***Encumbrance Levels***

Carrying a burden beyond your physical capability will impose certain penalties. Your Carry Rating (CR) is divided into 5 values, each corresponding with a scaling penalty. These values are as follows

* Unburdened (X<CR) -0 Penalty.
* Light Load (X<1.25\*CR) -1 Penalty
* Heavy Load (X<1.5\*CR) -2 Penalty
* Encumbered (X<1.75\*CR) -3 Penalty
* Overencumbered (X<2\*CR) -4 Penalty

The penalty is applied to your Speed and Initiative, and is added to the cost of any spell you cast. You also take an X\*10 penalty to your Sneak, Acrobatics, and Athletics skills.

### ***Hunting Challenge***

When a character chooses to Hunt, whether by taking the ***Hunting*** Traveler Action or by simply choosing to go hunting. The following Skill Challenge is a short and simple method for making the act of hunting a little more engaged and less taxing on the Gamemaster.

Hunting is performed over a Long Rest, preventing the Hunter from gaining the benefits of the rest.

***Roll for Bounty ??? (NO LUCK)***

Before a hunter can begin their game, they must roll to see if there is prey to be had. The Hunter with the highest Luck must roll a Luck Test, with a modifier based on how bountiful the area is by GM discretion. If this test is successful, the DoS applies a modifier to the next test.

| ***DoS*** | ***Modifier*** |
| --- | --- |
| **1** | Test is Penalized |
| **2** | No Modifier |
| **3** | Test is Boosted |

***Roll for Quarry***

The Hunters make a ***Survival*** skill test, using Teamwork for multiple hunters, and the DoS determines what size of prey they manage to track down.

| ***DoS*** | ***Prey*** |
| --- | --- |
| **1** | Small Game |
| **2** | Large Game |
| **3** | Hunter’s Choice |

***Roll for Approach***

The Hunters may choose to either run down their prey or sneak up on them. Rolling an Athletics or ***Sneak*** skill test. Failure results in the prey escaping.

***Roll for the Strike***

The Hunters then make an attack roll against the Prey and if successful, roll damage against them. The Star Blocks for Small and Large Game should be easily taken down in one strike. However, if multiple attacks are needed, then they repeat the Approach and Strike steps.

***Roll for Harvest***

Detailed in the stat block for the Game animals are the rules for harvesting materials and meat from them. Once the prey is killed, the Hunter then tests to harvest their gain from them.

***Roll for Trapping***

If the Hunters choose to utilize traps, then they skip the Approach step and instead roll a ***Survival*** skill test to set up a trap. The hunter requires an appropriate trap for the game they are after in order to do this.  
 If the strike step fails to kill the Prey, the beast must make a successful Physical test to escape the trap before they could try and escape. Failing this test allows the Hunter to strike again.

### ***Luck????????????***

Luck is unique amongst the other attributes in that it represents something more abstract than a character’s physical strength or mental resilience. Luck reflects the tendency of events to work out in a character’s favor. This can seem to represent nothing more than coincidence or good fortune, but destiny and fate play a role as well.

Because Luck governs no skills, a character will not be called upon to test it as often as they might for another attribute. Luck is used in several ways: it determines a character's chance of critical success or failure through their Lucky and Unlucky numbers, they can spend Luck points for certain benefits, they can attempt Luck tests in certain circumstances, and they can burn Luck permanently in exchange for a number of powerful effects.

### ***Luck Tests***

In certain situations the GM can call upon the character to make a Luck test in scenarios when they need to determine whether or not some random event happens to work in the character’s favor. For example, if a character is knocking on doors during the night trying to find someone to help them, the GM could have the character make a Luck roll to determine if someone happens to be awake to hear them. These tests function just like any other attribute test.

### ***Burning Luck***

The player characters are the heroes of the story, and fortune favors heroes! Characters may choose to permanently reduce their Luck attribute score in order to benefit from a number of different effects. This is known as Burning Luck.

Luck that a character burns never regenerates naturally, However they can buy back Burned Luck as they would any other Attribute. A character may burn any amount of Luck at any time.

Characters may burn Luck for the following effects. If they do not have the required amount, simply burn all remaining Luck:

***Burn 2 Luck***: Re-roll a failed test. This may only be done once for a given test.

***Burn 5 Luck***: Win a tie in an opposed test

***Burn 10 Luck***: Turn a failed Death Save into a successful one.