**Encumbrance**

While having a variety of weapons and tools, as well as some armour - is cruicial to an adventurer, carrying too much can also hinder him.

Penalties from being encumbered come in two forms:

* **Encumbrance Test Penalty (ETP)** – ETP affects skills which involve movement, most prominently Acrobatics, Athletics and Stealth. ETP translates 1:1 to Disadvantage on such tests.
* **Enervation** – As explained in the “Skills & Tests” chapter, Enervation affects Effort tests negatively and as a result makes characters more easily fatigued and stressed.

Encumbrance is tracked separately for worn armour and other gear.

**Encumbrance from Armour:**

Encumbrance caused by wearing armour depends on 2 things: The total bulk value of said armour, and the wearer’s Armour skill. Look at the table below to find the exact values.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Total Bulk** | **Enervation** | **Min. Enervation** | **ETP** | **Category** |
| 1 – 6 | 1 | 0 | 0 | Superlight |
| 7 – 11 | 2 | 1 | 0 | Light |
| 12 – 15 | 3 |
| 16 – 19 | 4 | 2 | 1 | Medium |
| 20 – 23 | 5 |
| 24 – 27 | 6 |
| 28 – 31 | 7 | 3 | 1 | Heavy |
| 32 – 35 | 8 |
| 36 – 39 | 9 |
| 40 – 42 | 10 |
| 43 – 45 | 11 | 4 | 2 | Superheavy |
| 46 – 48 | 12 |
| 49 – 51 | 13 |
| 52 – 54 | 14 |
| 55 - 57 | 15 |
| +1 Enervation / 2 Bulk | | 5 | 3 | Inadequate |

Actual Enervation caused by wearing armour is reduced by the wearer’s Armour skill total (otherwise wearing anything beyond light armour would do more harm than good). It can’t be reduced below Minimal Enervation (3rd column) by the Armour skill, but Minimal Enervation can be reduced by some Traits and Perks.

The Armour skill does not affect ETP caused by wearing armour!

**Helmets:**

Although helmets are selected separately from armour, their weight is actually already included in the armour’s own bulk value. In effect, you can wear any helmet that’s the same weight category as your armour or lower at no additional cost. If you wear a heavier helmet, increase the armour’s Enervation value (before reductions) by 1 for each category difference.

*For example, wearing a heavy helmet on top of a suit of armour that’s otherwise considered light would increase Enervation by 2.*

**Encumbrance from other gear:**

These penalties are added on top of those caused by wearing armour.

Normal carrying capacity (NCC) = 10kg + [MIG score] × 5kg

Over-Encumbered 1: NCC × 1.5 - +1 Enervation, +1 ETP

Over-Encumbered 2: NCC × 2 - +2 Enervation, +2 ETP

Etc...

Note: Use these values as guidelines to direct common sense and GM judgement. If you’re counting every kilogram you’re doing it wrong!