# 10. Worldly Possessions

<Combat equipment (weapons and armour), noncombat (adventuring and stuff) equipment, encumbrance, inventory management etc.>

Subtitle:

As far as the items carried by in-game characters go, we group them into 4 categories. An item’s category determines how it can be carried, as well as whether it has a Bulk value (characters can only carry items up to a certain Bulk limit).

These categories are:

* **Tiny:** Items of negligible size and weight (no Bulk value). Usually we take it that they are carried in pockets, and sometimes as jewellery.
* **Small:**

Each character has a Bulk Capacity equal to

3 + [MIG]

Which roughly describes how much equipment he can carry before being slowed down by it.

We track 3 types of items:

* **Large:** Has a Bulk value (clothing, armour, weapons, shields, backpack);
* **Regular:** No Bulk value but must be carried in backpack, pouch or in hand;
* **Small:** Items of negligible size and weight. Can be assumed to be in bags or pockets.

Item place:

* [H] in Hand
* [B] on Back
* [A] Apparel/Armour
* [Q] Quick slot